

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1.level light (can be 4c suit); 2 level solid
OBAR BIDS (they bid & raise, then we prebalance)
Transfers after 1M overcall and they dbl
reopening: jump=intermediate
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15-17 (14-18) (semi)BAL
SYSTEM ON
4 th =11-15(16) over 1M, 10-14 over 1m
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pre, not crazy, vul dependent. Treat as opening pre in response
2NT=minors; Super-unusual 2NT after opp's 1♥-2♥/1♠-2♠
Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
direct cue = Michaels cue bid - 2NT = relay
jump cue = asks stopper for 3NT
reopening = strong
VS. NT (vs. Strong/Weak; Reopening;PH)
2♠=majors, 2♦=1 major; 2M=Mm; X=5m4M (cards vs weak NT)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DBL; cue (2M-3M) =asks stopper; Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1♣ Mathe (X=majors, 1NT=minors)
OVER OPPONENTS' TAKEOUT DOUBLE
1M– (X) - transfers
1D–X–XX=♥,transfers, 2M=MM,2NT=♣, 3♣=mm

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th	same	
NT	4 th	1 st /3 rd /5 th	
Subseq	attitude	same	
Other: might lead 1 st or 2 nd from bad holding vs NT			
10/9 are 1 st or 3 rd			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AK(+)	same	
King	AK(+), any KQ(+)	same	
Queen	any KQ(+), QJ(+), Qx	same	
Jack	J10(+), Jx	same	
10	109(+), HJ10(+), 10x	same	
9	9x, 98(+), H109(+)	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	odd = ENC	hi/lo = even	odd=ENC/even SP
2	Even = SP	SP	(hi/lo = even)
3			
NT 1	St count	Smith	odd=ENC/even SP
2	SP	SP	(hi/lo = even)
3			
Signals: ATT on A or Q, count on K			
Odd-even (Roman) discards, Smith echo (by the one who made the lead: hi-lo="I led a poor suit"; by her partner: hi-lo="I like your lead")			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
equal level conversion ♣ to ♦			
(2M) - DBL - 2NT = Lebensohl			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Negative, responsive DBL			
support double, game-try (maximal) dbl, Lightner			
1♦-(1♥)-DBL=♠; 1♦-(1♠)-DBL=♥			
DBL to 3NT = lead your suit; if OPPS have bid = lead dummy's 1st suit			
against (1x) - 1♥♠ - (1NT) - DBL = Takeout			

W B F CONVENTION CARD
CATEGORY: BLUE
COUNTRY: Estonia
EVENT:
PLAYERS: Indrek Kuusk – Pihel Kuusk
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision
2/1 GF, semi-forcing 1NT
Judgement allowed in any situation, all points can be adjusted
Light openings and defensive actions
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Prec 2♠ opening = 11-15, 3-suiter, short ♦, may have 3-card M
1♦ opening = 11-15, 2+♦ (or stiff honor)
1♣ opening = 16+ ART
3NT = solid minor (AKQxxxx, maximum Queen outside)
1D-2H =5S+4/5H less than inv
1D-2S = inv with 5S+4/5H
1D-3C = minors, less than inv
nVul 3m-next step = relay (good hand/fit/neither)
Transfers over dbl (BROMAD)
SPECIAL FORCING PASS SEQUENCES
after game balance has been found
IMPORTANT NOTES
Frequent upgrades and some downgrades
All the HCP ranges can be compensated by distribution
PSYCHICS
light 3rd seat openings
1NT can be flexible

OPENING	ART	CARDS	NEG. X THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	no	16+ ART, F1	1♦ = 0-7hcp (all patterns), 1♥=8-11 w/o 5c ♠;	1♣-1♦-1M = 4+c f1, may have longer minor	1♦ = 0-7hcp
				All points can be adjusted	1♠=8+; 2m=12+; 1NT=12+ w/♥;	→2♣/♦ 6/5-7p no fit/ 3c fit, 2oM=5c+3fit	Others NAT GF
					2♥ = 12-13 or 16+ bal; 2NT=14-15 bal	1♣-1♦-2♥=puppet-2♠ and 2♠=puppet to 2NT	
					2♠ = 12+, any 4441 3x=weak (3-6) with 7		
1♦	x	2	∞	2+, 11-15	2♥/♠=5♣4+♥ weak/inv	MTWS (xyz)	No GF
				stiff honor possible	2m = F1	1♦-1M-2♠=8+c ♣♦; 2NT=6♦ MAX+3M	1D-1M-1N-2D=55
				Can be light in 3rd seat	1N = 6-11, 2N = inv	1♦-2m-2♥=bal; 2♠=ART fit+short; 3m=(41)53); 2N=44(41)	
					3♣ = mm weak, 3♦ = pre		
1♥		5	∞	11-15	2/1 GF; 1NT = SemiF, 2♠ = ♣ or BAL	MTWS (xyz)	Drury
				Can be 4 &/or light in 3 rd seat	2NT = inv, 4c fit	Jumps & reverses show playing strength	
					2♠ = weak	1H-1S-2NT = 6H MAX + 3S	
					3m = inv, 3♥ = Mixed, SPL		
1♠		5	∞	11-15 hcp, same as after 1♥	same as after 1♥	BART 1S-1N-2C-2D=different good hands	same as after 1♥
1NT			∞	14-16 BAL	2♠ = Stayman; 2♣♥=transfer to Majors	1NT - 2♠ - 2♦ - 3♥/♠ = 54/45 majors	
				5M, 6m, 5422 possible	2♠ = inv, bal OR trf to ♠; 2NT=trf to ♦		
				Sgl H rare	3♠ = Muppet Stayman (asks 5/4 c M)		
					3M = (13)(54), 3♦ = minors		
2♣		6	∞	11-15, 6♣	2♦=(R); 2♥♠=NF; 2NT=puppet to 3♣	2♣-2♦-2♥=4card M (2♠ asks, step responses)	
				Can be 5 &/or light in 3 rd seat	3♣ = puppet to 3♦ (usually shows ♦)	2♣ =max unbal; 2NT=bal; 3♣ min unbal	
					3♦ = 55♥♠ inv+; 3♥♠ INV 6+suit	2♣-2♦-3♥♠ = 65	
2♦		0	no	11-15, short D	2NT=(R) inv+	2♦-2NT-3♠ = min, others max	
				3415/4315/4414/4405	2M/3C=nf	→ 4x=3suit (Rodwellian) RKCB	
2♥		6(5)	no	weak-2 vul dependent	2NT=(R), new suit = F1, Raise = pre	4♣=rkcb	
2♠		6(5)	no	same	same	same	
2NT			∞	20-21, same as 1N shapewise	Muppet Stayman; Jacoby,Texas, 3♠=puppet-3N	3S-3N-4m=other m, 4M=short, 4NT=minors balanced	
3♣		7 (6)	no	pre-empt, vul/position dependent (0-10)	3♦=(R) in aggressive position, 4♦=rkcb		
3♦		7 (6)	no	same	3♥=(R) in aggressive position, 4♣=rkcb		
3♥		7 (6)	no	same	4♣=rkcb		
3♠		7 (6)	no	same	4♠=rkcb		
3NT	x			solid m, no outside A/K	Any ♠ = p/c; 4♦ = (R) asks shortness		
4♣		7	no	pre-empt			
4♦		7	no	pre-empt			
4♥/♠		7	no	no special meanings			
4NT	x		no	both minors			
						HIGH LEVEL BIDDING	
Conventions						splinter; kickback (1403);DKCB; voidwood	
Stayman, Texas/Jacoby transfers, Smolen, Xyz, Modified 2way Stayman, Jacoby 2NT, Inverted minors, BART, Drury						Serious 3NT (in case of major fit), Last Train,	
Lebensohl, BROMAD, mixed raise, Michaels cue, Leaping Michaels, Unusual & Super-unusual 2NT						Cuebids can be 1 st /2 nd round controls	