

DEFENSIVE AND COMPETITIVE BIDDING

Overcalls

1st level (4)5⁺ cards, 8-16 HCP → 1/1 RESP=F1; 2/1 RESP=NF
 fit-jumps, OPPT suit=INV to 4M;
 2nd level 5⁺ cards, 11-17 HCP → new suit=F1
 TRF-LEB after: (1M/P)-DBL/1♦/1NT-(2♦M)-?, (1m/M/P)-(2M)-DBL-?:
 2y=NF; 2NT=any weak or clubs; 3♣♦♥=TRF INV⁺;
 3♠=TRF to 3NT; TRF to OPPT suit=STAY GF
 TRF after 2♣-(2M): 2NT/3♣=♣; 3♠=♦ GF
 TRF after (1m/Pass)-1♦/DbL/1NT-(2♣/3♣), (2♣/3♣)-DBL
 LEB after 2♦-(2M): 2NT=LEB; 3♣/♦=INV⁺/NF; 3♥/♠=♥/♠ GF

1NT Overcall

VUL 15-18, NV 14-17, 1/2⁺ STOP → TRFS; TRF to OPPT M=STAY
 Reopen: 1NT=11-15, 0+STOP; 2NT=19-21

Jump Overcalls

Weak → new suit=INV; 2NT=relay
 2NT=two lowest suits; Over 1m=NAT: 2♦=5⁺4⁺MM, 8-11.
 Reopen: intermediate

Direct & Jump Cue Bids

Over 1M: 2M=oM+m, 10⁺ → 2NT=relay; 3♣=P/C; 3♦=INV M.
 3M=ask stopper for 3NT, usually with running suit
 Over 2♣: 3♣=MM; 4♣=♦+♥

Vs NT

ASPTRO: DBL=(14)16⁺; 2♥♠=6 cards, 8-15;
 2♣/♦=4-5♥/♠ UNBAL, 10-15, (if MM, we bid shorter first);
 Passed hand: DBL=5+m
 Over (1M)-(1NT): direct DBL=T/O; 2M=oM+m; Reopen: NAT

Vs Preempts

DBL=T/O thru 4♥, cards higher. CUE=ask stopper.
 TRF-LEB after (2x)-DBL. (2M)-4m=m+oM. 3NT-4♣=(R) w/BAL
 Over Multi 2♦: DBL=T/O of ♠; 2NT=16-19; 4m=♥+m

Vs Artificial Strong Openings

Over 1m, 1♣-1♦: DBL=5-4 MM, 10⁺; 1NT=5-4 mm
 2NT=good hand w/ one-suiter or minors
 Over 2m: DBL=MM; 2NT=mm

Over Opponents' Takeout Double

Over 1♣-(DBL): RDBL=NAT GF; 1♦=5-8 → NAT continuations
 Over 1♦: TRF from RDBL=♥;
 Over 1M: RDBL=10+HCP, F2M; TRF from 1NT=♣; 3x=fit-jump
 Over 1NT(14-17)-(DBL): system on

LEADS AND SIGNALS

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th	
NT	2 nd /4 th	1 st /3 rd
Subseq	3 rd /ATT	
When count in partner's suit is known: LO=ENC		

Leads

	Vs Suit	Vs NT
Ace	Ax, AK+	Asks ATT
King	KQ+	Asks count or unblock
Queen	QJ+, maybe AKQ	QJ+, KQx+, AQJ+
Jack	JT+	J10+
10	109+, KJ10+	109+, HJ10+
9	KJ9, H109+, 9x	H9x, H109+
Hi-x	Xx, xxxx	HXx, xXx, xXxx
Lo-x	xxX, HxX	xX, HxxX(x)

Signals in Order of Priority

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 LO=ENC (or xx)	Hi=EVEN	S/P
	2 Hi=EVEN		Hi=EVEN
	3 S/P		
NT	1 LO=ENC	Smith	S/P
	2 Hi=EVEN	Hi=EVEN	Hi=EVEN

Smith: ENC Low from leader, Hi from partner
 Italian S/P: odd=ENC, even=Hi/Lo.
 We use S/P at trick 1, if 6-card suit is known

DOUBLES

Takeout Doubles

11-15 negative or 16⁺ any; Equal level conversion to ♦ & ♥.
 CUE=F1, jump to 2nd=8-10, 5-cards; (2x)-DBL-2NT=TRF-LEB
 Reopen: T/O 9-14 or 15⁺

Miscellaneous Doubles/Redoubles

T/O thru 4♥, higher=cards; 1♦-(1♥)-DBL=4♠
 SUPPDBL thru "2M-1"; DBL to OPPT CUE=A/K/Q;
 Often DBL=extras/competitive from NF hand;
 (1NT=WEAK)-(ART bid)-DBL=cards; Lightner DBL
 Over TRF: DBL=same as DBL to NAT bid, but LD if GF
 Over 3NT: LD for 2nd priority: 3rd/1st/unbid/2nd/4th hand suit

WBF CONVENTION CARD

CATEGORY Strong club

COUNTRY  Estonia

VERSION European Mixed Team Championships 2019

PLAYERS Irene Teinemaa — Hendrik Nigul

SYSTEM SUMMARY

General Approach and Style

Strong 1♣, precision 2♣, nebulous 1♦, 5-card majors
 1NT: 14-16, 2NT: 20-21
 5-card major, 6-card minor, stiff honor possible
 In competition: 1st level=F1, 2nd level=NF, 3rd level=GF
 2/1 RESP=GF unless suit rebid

Special Bids That May Require Defence

1♦=(0)1⁺♦, 11-15
 3NT=Gambling (max Q outside)

Special Forcing Pass sequences




After our RDBL or PEN-DBL or we have GF
 After our 1♣ OPPT overcalls 4♥⁺
 In FP situations: DBL=PEN/no extras; Bid=extra shape;
 Pass+Bid=extra values, unsure about contract

Important Notes

HCP & suit lengths are subject to judgement in any situation

Psychics

Happens if 3rd seat, NV vs VUL, against multi
 or after PRE with great fit

Open	Min Crd	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣ 	0	4♥	a) BAL 17 ⁺ b) UNBAL (12)16 ⁺ /4 ⁻ losers	1♦=0-7; 1♥♠2♣♦=5-cards, 8 ⁺ ; 1NT=8-11/14 ⁺ ; 2♥♠=6-cards, 4-7; 2NT=12-13; 3♣♦♥♠=8 ⁺ , 4441	1♣-1♦-1♥=20 ⁺ , F1→1♠=0-4 DBL=5-8/5 ⁺ /GF takeoutish on 1 st /2 nd /3 rd level	
1♦ 	(0)1	4♥	a) BAL 11-13 b) UNBAL 11-15 4 ⁺ ♦/441♦4	1♥♠=4 ⁺ cards, F1; 1NT/2NT=NAT; 2♣♦=4 ⁺ F1; 2♥♠=5 ⁺ ♠+4 ⁺ ♥, weak/inv; 3♣=5-4 mm, pre; 3♦=6 ⁺ , pre; 3♥♠=INV	1♦-1M-1X-?: 2♣=PUP to 2♦(INV); 2♦=GF relay; 2NT=♣; 1♦-2M-2NT=ask ♥length	2♦ is still GF
1♥	5	3♠	11-15	2NT=INV ⁺ 4 ⁺ SUPP; 3♣=4SUPP mix-raise; 3♦=3SUPP INV 2♣/♦=4 ⁺ F1; 2♠=GF	After 2NT: 3♣♦♥=MAX/MED/MIN; 3♠=Hi void;	2♣=Drury →2♦=MIN; Fit-jumps
1♠	5	4♥	11-15	3♥=GF;		
1NT		4♥	14-16, 5M possible	2♣=STAY; 2♦♥=TRF; 2♠=♣OR INV; 3♣♦=INV; 3♥♠=31(54) GF	After 2♠/2NT: 3♣=MAX; After TRF new suit=INV ⁺ 1NT-2♣-2NT=44 majors→TRF; SMOLEN	
2♣	5	4♥	10-15 a) 5♣+4M b) 6 ⁺ ♣	2♦=(R); 2M=8-12NF; 2NT=weak raise OR special hand; 3 rd level=INV	2♣-2♦: 2♥♠=4 cards; 2NT=MAX→3♣=ask shortage; 3♣=MIN→3♦=ask; 2♣-2NT-3♣-3♦=♦+♥GF;	
2♦♥♠	(5)6		[1/2/3] (3)5-10, [4] 10-13	2M=NF; 2NT=Ogust relay	After 2NT VUL: 3♣♦=MIN; 3♣♥=KJxxxx or worse NV: 3♣=5; 3♦♥=6 MIN; 3♦♠=wo/ 3 in oM	
2NT			20-21	3♣=Puppet Stayman; 3♠=6 ⁺ minor OR 5-4 minors		
3♣♦♥♠	(6)7		Preempt	new suit: NV=INV, VUL=F1; 4♣=MiniKC (0/1/1Q/2/2Q responses)		
3NT 			AKQxxxx in ♣/♦, no side A/K	4♣=P/C; 4♦=(R); 4NT=asks quality opposite void		
4♣♦♥♠			Preempt			
4NT			6-6 minors, slam interest			

High Level Bidding	Additional Notes	VP	Imps for boards				
			1	6	8	10	16
RKCB 14 30 2 2+Q; 5NT=2/4 w/void; 6x=1/3 w/void		11:9	0,8	2,0	2,3	2,6	3,3
After Rkc: [+1]=Asks Q → no Q, Q+0K, Q+1K, ...		12:8	1,7	4,2	4,9	5,4	6,9
If opps interfere, Pass=1 st step;		13:7	2,7	6,6	7,6	8,6	10,8
If no control was implied, show/ask control first		14:6	3,8	9,3	10,7	12,0	15,2
DBL is PEN from captain only; RDBL is never natural		15:5	5,0	12,2	14,1	15,8	20,0
Jump to 5 th level=Voidwood 0123		16:4	6,4	15,6	18,0	20,1	25,5
5NT is often pick-a-slam		17:3	8,0	19,5	22,5	25,1	31,8
After 3NT: 4m=MINRkc→[+1]=MIN; higher=Rkc steps		18:2	9,8	24,0	27,8	31,0	39,3
		19:1	12,1	29,6	34,2	38,2	48,3
		20:0	15,0	36,7	42,4	47,4	60,0