


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		WBF Convention Card 	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE		Category RED/OPEN	
NAT: 8-16HCP; 5(4)+ suit		Lead in Partner's Suit		Country: ESTONIA	
After 1 level overcall passed by opp 2♣=DRURY		Suit	Got High card(1,3,5 odd 2,4 even) if no High card	Event:	
if opp bids: Dbl=take out,suit(including 2♣)=NAT,NF		NT	same	Players: Fred Lindepuu - Oleg Sirotin	
		Subse		(N-E) (S-W)	
		Other:	King - parity (Hi/low -even), Ace or Queen attitude	SYSTEM SUMMARY	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		GENERAL APPROACH AND STYLE	
15-18 HCP BAL OR HBAL		Lead	Vs.Suit	Vs. NT	STRONG 1♣
		Ace	AK(x);Ax(x)	AK(x);Ax(x)	1♦-Nebulous,2♣-PRECISION
Responses= same as 1NT opening		King	AK(x);KQ(x);Kx	AK(x);KQ(x);Kx	5 CARD MAJORS
TRANSFER to OPP suit = F1,NAT		Queen	KQ(x);QJ(x);Qx	KQ(x);QJ(x);Qx	3'rd SEAT - CAN BE WEAKER
		Jack	Qjx(x);J10(x);Jx	QJx;J10(x);Jx	
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	HJ109(x);109(x);	HJ10(x);10x	
PREEMTIVE 6+ NAT		9	H109(x)	9x;H109(x)	1NT : 15-17 HCP
2NT= minors,weak		x->X	xx,Hxx,xxxx,Hxxxx		2 OVER 1 FORCE 1 ROUND
3NT=AKExxxx, stopper opponents suit		X->x	xxx,Hxxx,xxxx		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
3 opponents suit AKExxxx, no stopper opponents suit		SIGNALS IN ORDER OF PRIORITY		1♣-STRONG	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lea	Declarer's Lea	Discarding
DIRECT=michael's cue 10+HCP;resp. 2NT =relay		Suit:1	K-parity	parity	italy
		2nd	A-attitude	parity	lavinthal
		3rd	Lo=enc,Hi=dec		
		NT: 1st	K-parity	parity	italy
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	A-attitude	parity	lavinthal
DONT after 14-17 NT		3rd	Lo=enc,Hi=dec		
DBL = 6+ one-suited hand; 2♣= 5-5(4)♣ and ♦,♥ or ♠		Signals (including Trumps):			
2♦= 5-5(4)♦ and ♥ or ♠; 2♥= 5-5(4)♥-♠; 2♠= 6+♠		trump discard Hi/Lo shows 3 even suits Lo/Hi 3 odd suit			
DONT after 10-14 NT					
DBL = 13+; 2♣=6+ one-suited hand; 2♦= 5-5(4)♦ and ♥,♠ or ♣		DOUBLES			
2♥= 5-5(4)♥ and ♠ or ♣; 2♠= 5-5(4)♠-♣;		TAKEOUT DOUBLES(Style;Responses;Reopening)			
Overbid=NAT 5(4)+;2NT=16-19 HCP BAL/HBAL		10+HCP,usually at least 2 unbid suits or any strong 16+			
cue-bid=F1;w/good handor Michaels style 2 suiter; DBL=11-16		Responses: NAT;NT=constructive; Cue&Jump =F1(10+)			
or any strong hand		SPECIAL FORCING PASS SEQUENCES			
DEF: 2♦-Multi: DBL-takeout ♠ op 17+,2♣ nat 5+		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES			
VS. ARTIFICIAL STRONG OPENINGS		NEG DBL thru 3♠ (from 4'th level= values)			
After strong 1♣ DBL= NAT		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
1 LEVEL BID=NAT 5(4)+ or lead showing		Lightner			
1NT = Unusual NT 5-5 minor; 2♣ = 5-5 major					
Bluffing tolerated after partner natural bid with support					
OVER OPPONENTS' TAKE OUT DOUBLE		Psychics: N-E -happens S-W -happens			
REDOUBLE = NAT 10+HCP, JUMP TO 2NT 0+HCP 5+5 minors					
Bidding LEVEL1=F1, LEVEL2=NF					

OPEN	TRICK IF ART.	MIN CARD S	NEG DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING (INTERVENTION)
1♠	X	0	3♠	17+hcp if nonBAL 18+ if BAL 14+ hcp if 5 or less losers	1♦=0..7 hcp; 1♣2♠♦=8+hcp 5+ suit; 2♣=5..7hcp 6+ suit; 2♠=5-7 6+ suit; 1NT= 7+ hcp BAL ; 2NT=7+ hcp 4-4-4-1 BAL; 3♦♦♣♠=6+, +3 hcp weak ; 3NT= 6 card suit AKQx.. no control outside	1♣-1♦-1♣=NF Jump FG 1♠-1♦-1♠=NF Jump FG	(R)DBL=5..7 hcp after OPP 2♦♦♠ 2NT= weak Lebensohl
1♦	X	1	3♠	11..16 hcp no 5 card majors 11..14 hcp if BAL 11..17 4441 possible	1♣♠=4+NAT,6+hcp,F1 1NT=7..11hcp BAL no good 4c MAJ,NF 2♠=3+♠,11+HCP,F1 2♦=3+NAT,11+hcp,F1 2♣♠=14+ hcp,6+NAT, 2NT(11..13)3NT(13..16)= BAL no good 4c MAJ 3♠♦ =NAT 14+6+c, slam try; 3♥♠ 6+ weak.	1♦-1♣♠-1NT-2♠=GADGET(2♦-MIN/no 3cardsupp,2M-MIN/3c supp,OM-MAX/3c supp,2NT- MAX/no 3c supp)	RDBL=10+hcp, 1♦-DBL-1♣♠ F1 2♠♦=NF after OPP 2♣♠ 2NT= 5-5 minors weak
1♣♠		5	3♣♣	5+NAT,10..16 HCP	1♠=4+♠,NAT,F1 1NT-7..11 HCP, 2♠♦(♣)=3+NAT,11+HCP,F1 1M-2M=sign off w supp 1M-3M= weak 3-6 hcp 4+supp, 3♠♦(♣2♠)=slam try ,6+Nat 14+ hcp 2NT=Jacoby 2NT, INV 3+,supp DBLJUMP=splinter(3..5 CTRL)	1♣-1♠-1NT-2♠=GADGET(look up) 1♣♠-2NT-(3M=MIN, 3♠♦OM=NAT,3NT=14..16 4M=6c M 4♠♦=5+♠♦ NAT,14..16hcp)	RDBL=10+hcp,after OPP 2♦,OM 2NT=weak Lebensohl 2♠=DRURY(2♦-MIN)
1NT			3♠	(14)15-17(18) HCP BAL or halfBAL rarely singleton Honour Usually 5 card Major	2♠=asking Majors or Slam interest,2♦♣NT=tfer to ♣♠♦, 2♠=tfer to ♣ or asking MIN-MAX,3♠♦♣♠=6card with 2 honours,NF 4♠=5-5 Maj no slam interest ♦♣=texas no slam interest 4♠=5-5 minors slam interest	1NT-2♠-(2♦=no 4♣♠ 2♥♠=NAT 1NT-2♠-2♦-2♥ no force (4-4 majors) After TRFR-to MAJ,new suit=NAT,invite;to MINOR new suit=shortness,F1 1NT-2♠-2♦-(3♠♦ slam try 3♣♠ Smolen	after DBL all transfers After OPP 2♦♦♠ 2NT=weak Lebensohl After OPP 2♠♦♥♠double take out 6+ hcp
2♣		5	3♠	10..16 HCP 5♣♠+4cM or 6♣♠ (Precision club)	2♦=11+hcp,ASKING or weak club suit support; 2♣♠= to play,NF; 2NT=INV to 3NT	2♠-2♦-(2♣♠=,NAT;2NT=max 6♣♠;3♠=MIN 6♣♠ ;3♦♦♠=MAX, 6+ club 4) 3NT max 7 tricks	RD 10+
2♦	X	0	no	6+ Major, onesuiter, 6-11HCP	2♥=Pass or correct, 2♠=♠-pass or invite ♥ 2NT= RELAY, 4♠ do the transfer, 4♦=pick the game	2♦-2NT-(3♠=MAX 3♦♣=TRFR MIN) _ 2♦-2NT-3♠-3♦=GF do TRFR 3♣=♠ 4♦=6♠+4♥♠=♥)	DOUBLE=penalty
2♣	X	5	no	5+NAT 4+any 6-11HCP	2NT=RELAY 2♠=pass or correct 3♠♦♠=NAT 6+ cards F1	2NT-(3♠♦=NAT, 3♣= MIN♠, 3♠=MAX ♠,)	Over enemy intervention. dbl=penalty, new suits=p/c
2♠	X	5	no	5+NAT 4+any 6-11HCP	2NT=RELAY 3♠=pass or correct 3♣♦=NAT 6+ cards F1	2NT-(3♠♦♣=NAT 3♠NAT=5-5 ♠♥ weak; 3NT=5-5 ♠♥ MAX)	DBL=penalty
2 NT			3♠	20-23 BAL can be 5c ♣♠	3♠= puppet stayman 3♦♣=trancfer 3♠=trancfer to minor(s) 0+HCP 6c or 5+5	After 3♠-4♠=p/c,3NT=♦ better than ♣	
3♠♦		6	no	6+NAT,PRE	new suit=F1 3NT=to play		DBL=penalty
3♣♠		6	no	6+NAT,PRE (1,2 seat no outside AK)	new suit=F1 3NT=to play		DBL=penalty
3 NT	X	7	no	Onesuiter AKExxxx	4♠ pass or correct	High Level Bidding	
4♠♦	9	7	no	South Africa		Cue bids=1st&2nd round equality.usually from 4'th level,5level Cue = Ace or Void;splinters;RKCB 1430,2,2+Q,2+Q+ renons; Blackwood;Josephine	
4♣♠	7	6	no	NAT,PRE			
4NT	X	0	no	5-6 minors (also if overcalled)			