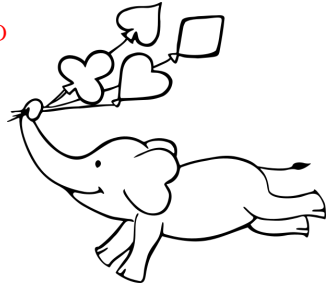


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
1X Can be light (6-7p) with good suit, rarely on 4 cards Responses to 1M overcall: new suit=NF; jump in new suit=INV; cue=any GF, BAL inv or INV+ raise 2NT=4-card raise; Rubens advances when applicable [D4] 2X 10-17p, 5+ suit, responses: 2Y NF constructive, cue inv+; Rubens advances [D4]
<b>NT OVERCALL</b>
15-17(18) in 2nd/4th live, promises stopper(s), system on Reopening 1NT=12-14, system on; 2NT=14-18, system on
<b>JUMP OVERCALLS</b>
1-Suit: PRE, can be very light (2-8p), 3X often with 6 cards 2-Suit: 2NT two show two lowest unbid suits
Reopen: good 6+ suit with min opener, 2NT=18-19
<b>DIRECT &amp; JUMP CUE BIDS</b>
direct cue: 5oM+5m or 5-5 MM, weak ( $\leq 10p$ ) or strong (16+p) jump cue: asks for stopper
<b>VS. STRONG NT (min <math>\geq 14HCP</math>)</b>
DBL=hearts and minor (5-4 usually $\heartsuit$ longer) or strong 2 $\clubsuit$ =spades and minor (5-4 usually $\spadesuit$ longer) 2 $\diamond$ =(5)6+ hearts 2 $\heartsuit$ =5+/4+ majors 2 $\spadesuit$ =(5)6+ spades 2NT=minors 3m=6+m, wide-ranging
Reopening: DONT (DBL=one suit, 2X=this suit and another higher suit)
<b>VS. WEAK NT (min &lt; 14HCP)</b>
2 $\clubsuit$ : majors 5+/4+ (can be 44 in 4th); 2NT: minors; rest is natural
<b>VS. PREEMPTS</b>
LEB after (WK2x)-DBL-(PASS) Leaping Michaels, Cue over majors asking for stopper NT natural 15-18 if 2NT or 16-20 if 3NT
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Against strong club: (1 $\clubsuit$ )-DBL=majors; 3NT=to play; any other level of NT=minors Aggressive style
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Often transfers in use; RDBL 8+p [D1]

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	3rd/5th	3rd/5th		
Notrump	2nd/4th(2nd without honour)	3rd/5th		
	Rusinow from 4+ suits			
Sub-sequent	ATT (3rd/5th if CNT important)	ATT (3rd/5th if CNT important)		
Other:	K asks CNT/UB; A asks ATT in suit in NT A asks CNT/UB, else ATT From honours: second through declarer			
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AK, AKx(+)	AK, AKJT(+)		
King	AKJT(+), KQx(+)	KQ(x), AKx(+)		
Queen	KQT(+), QJx(+), AQJx(+)	KQx(+), QJ(x), AQJ		
Jack	(A/K)JTx(+), JTx(+)	AQJx(+), QJxx(+), JT(x)		
Ten	HT9x(+), T9x(+)	HJTx(+), T9x, JTxx(+)		
9	considered x	HT9x(+), H9x, T9xx(+)		
Hi-x	see above	see above		
Lo-x	see above	see above		
SIGNALS IN ORDER OF PRIORITY				
		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Hi/lo=Even	Hi/lo=Even	S/P
	2	Hi=DISCRG	S/P	Hi/lo=Even
	3	S/P		
NT	1	Hi=DISCRG	Hi/lo=Even	S/P
	2	Hi/lo=Even	S/P	Hi/lo=Even
	3	S/P		
Signals:	ODD/EVEN against suit (including LAVINTHAL against NT Trumps) standard count upside down attitude			
DOUBLES				
TAKEOUT DOUBLES				
standard, 12+p, may be lighter with perfect shape, including any 17+				
Over RDBL pass is penalty Cuebid FG from UPH				
MISCELLANEOUS DOUBLES/REDOUBLES				
1 $\clubsuit$ -(1 $\diamond$ )-DBL=4-5 hearts; 1 $\clubsuit$ -(1 $\heartsuit$ )-DBL=4-5 spades; 1 $\diamond$ -(1 $\heartsuit$ )-DBL=4-5 spades ANTI LEAD DBL from the hand that has bid this suit Maximal doubles [E1] and stopper-asking doubles where there isn't room; compulsory support double [E2] through 2 $\heartsuit$ ; Snapdragon [E3] RDBL often with fit and inv+ strength				

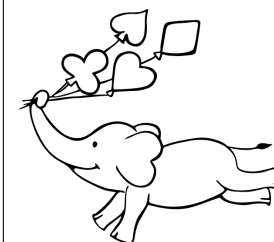
WBF CONVENTION CARD
<b>CATEGORY:</b> Artificial – <b>RED</b>

<b>NCBO:</b> Estonia <b>EVENT:</b> All events <b>PLAYERS:</b> Mirjam <u>Iher</u> — Rasmus <u>Maide</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Fantunes, all 1-level suit openings are forcing 1 $\clubsuit$ is 2+, includes all balanced hands not in 1NT or 2NT 1 $\diamond$ on 4 cards if 4 $\diamond$ 5 $\clubsuit$ or 4441 2X=9-12p 5+ cards in the suit, doesn't have 5332 shape Lots of transfers in competitive and constructive bidding [D2-3] Very aggressive 3X PRE 1NT Openings: 12-14p vul; 11-14p nonvul, can have any SGL 2 OVER 1 Response: game forcing (exception 1 $\diamond$ -2 $\clubsuit$ and 1 $\diamond$ -2 $\diamond$ )
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1X opening is forcing, 13+p 2X is intermediate 9-12p, 5+ suit, not with 5+ suit (can be less 3rd seat) 1 $\spadesuit$ and 1NT is reversed after 1 $\heartsuit$ opening reversed majors after 1m opening 1 $\clubsuit$ -1 $\diamond$ Polish style Frequent transfers in competition 2NT often ART in competition (Good-Bad) Drury (up to 3-card support) after 3rd/4th seat openers Rubens advances [D4]
SPECIAL FORCING PASS SEQUENCES
FP in game force situations, to 2NT after our RDBL; pass is not forcing and DBL is T/O after we doubled their 1NT opening and they escaped
IMPORTANT NOTES
<b>PSYCHICS:</b> Rarely, usually NV with somewhere to escape to or against strong club

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	3♠	13+ with 4+ clubs or 15+ BAL, FORCING	1♦=weak or inv without 4+M or 5-5 FG; 1♥=4+♠; 1♠=4+♥; 2m=nat, FG; 2♥=majors NF	1♣-1♥-1♠=4♥; 1♣-1M-2NT=18-19 or 22+; two-way checkback; Bubrotka [A1]	1♣-3m=5332 with 5-card major; Transfers in competitive bidding [D2]
1♦		4	3♠	13+ with 4+ diamonds, can be 4♦5♣, FORCING	1♥ and 1♠ inverted; 2m=inv+; 2M=inv; 3♣=mixed raise; 3♦=PRE; 2NT=strong BAL	1♦-1♥-1♠=4♥; 1♦-1M-1NT=any 18+; 1♦-1M-1NT-2♣=any FG	Transfers in competitive bidding [D2]
1♥		5	3♠	13+ with 5+ hearts, FORCING	1♠=forcing catch-all; 1NT=5+♠; 2m=nat FG; 2♠=BAL, FG; 2NT=10+p, 4+♥; 3♣=8-10p, 4+♥; 3♦=5-7p, 4+♥; 3♥=0-4p, 4+♥	transfers after 1♥-1♠ [F1]; 1♥-1NT-2♣=any 18+ or 6+♥ 13-17 (after what 2♦=any 6+p)	1♥-1♠=4+♠; non-fit drury; 2M-1=good raise; 2M+1=BAL 4-card raise; minisplinters (1♥-2NT=♠ SPL)
1♠		5	3♥	13+ with 5+ spades, FORCING	1NT=forcing; 2/1 FG; 2NT=BAL, FG; 3♣=10+p, 4+♠; 3♦=8-10p, 4+♠; 3♥=5-7p, 4+♠; 3♠=0-4p, 4+♠	1♠-1NT-2♣=any 18+ or 13-17 with 4+♥ (after what 2♦=any 6+p); 1♠-1NT-2♥=3+♣ [F2]	as 1♥ opening, 2♦=5+♥; Transfers in competitive bidding [D2]
1NT			3♠	12-14p (11-14 nonvul), includes all 5332, 5422 and 4441	2♣=puppet to 2♦; 2♦/2♥=4+♥/♠; 2♠=asks strength; 2NT=asks weak doubleton; 3♣=puppet to 3♦; 3♦=INV with long M	after 1NT-2♣-2♦: 2♥=5+♠, 2♠=minor or minors, other=5+♥; 1NT-2♦-2♥-2♠=majors, F1	
2♣		5	3♠	9-12p, 5+♣ not 5332 shape	2♦=shape relay; 2M=to play; 2NT+ transfers	2♣-2♦-2♥/2♠=3+ suit	Transfers in competitive bidding [D3]
2♦		5	3♠	9-12p, 5+♦ not 5332 shape	2♥=shape relay; 2♠=5+♥, inv; 2NT+ transfers	2♦-2♥-2♠=3+♠; 2♦-2♥-2NT=3+♥	Transfers in competitive bidding [D3]
2♥		5	3♠	9-12p, 5+♥ not 5332 shape	2♠=shape relay; 2NT=forces 3♣; 3♣=relay with support	after 2♥-2♠: 2NT=♣, 3♣=♦, 3♦=♠; after 2♥-2NT: everything is to play; after 2♥-3♣: 3♥=min	
2♠		5	3♥	9-12p, 5+♠ not 5332 shape	2NT=forces 3♣; 3♣=shape relay; 3♦=♥ inv+; 3♥=relay with support	after 2♠-3♣: 3♦=4+♥, 3♥=4+m; after 2♠-2NT: everything is to play; after 2♠-3♥: 3♠=min	
2NT				20-21p, (semi)BAL	3♣=(R); 3♦/3♥=transfers; 3♠=MSS	after 2NT-3♣: 3♦=4cM; 3♥=no 4+M; 3♠=5♠; 3NT=5♥	
3♣ 3♦ 3♥ 3♠		6		can be light (very light nonvul) 2-8p is normal	3♣-3♦=asks for 3-card major new suit=invitational		
3NT	✓			solid minor, nothing outside			
4♣	✓			7+♥, 8.5-9.5 playng tricks	4♦=last train; 4♥=to play; 4NT=RKCB		
4♦	✓			7+♠, 8.5-9.5 playng tricks	4♥=last train; 4♠=to play; 4NT=RKCB		
4♥				PRE, less than 10(11)p			
4♠				PRE, less than 10(11)p			

### HIGH LEVEL BIDDING

Italian style cuebidding, 2 out of 3 top in own suit, at least queen and no shortage cues in partner's suit  
 RKCB 1430  
 Minorwood  
 Serious 3NT  
 Last train  
 5 of agreed suit=asking control in opps/unbid suit or trump quality  
 Lightner double

### ADDITIONAL NOTES *Elephant* [G1]



## Section A: Conventions Used

### [A1] Bubrotka

1♣-1M-2♦ = relay with 18+p and at least 3-card support

#### 1♣-1M-2♦-?

2♥ = 6-9p 4-card M  
2♠ = 10+p 4-card M  
2NT = 10+p 5+M  
3m = 6-9p 4M, 5m  
3♥ = 6-9p 5M, unbalanced  
3♠ = 6-9p 5M, balanced  
3NT = 6-9p 6+M

## Section D: Defensive and competitive bidding

### [D1] Over opponents' takeout double

#### 1♣-(DBL)-?

RDBL = strength  
1♦ = 4+♥  
1♥ = 4+♠  
1♠ = transfer to NT  
1NT = both majors  
2X = transfer to the X+1 suit, weak or FG  
2NT = minors, invite

#### 1♦-(DBL)-?

RDBL = strength  
1♥ = 4+♠  
1♠ = 4+♥  
1NT = 5-8p to play  
2♣ = 5+ hearts  
2♦ = simple raise  
2♥ = 5+ spades  
2♠ = 6+ clubs  
2NT = mixed raise of diamonds  
3♦ = PRE  
3X = nat INV

#### 1♥-(DBL)-?

RDBL = strength  
1♠ = 4+♠  
1NT = 5+ clubs  
2♣ = 5+ diamonds  
2♦ = constructive heart raise  
2♥ = weak heart raise  
2♠ = inv 5+♠  
2NT = mixed heart raise  
3m = inv 6+m  
3♥ = PRE

#### 1♠-(DBL)-?

RDBL = strength  
1NT = 5+ clubs  
2♣ = 5+ diamonds  
2♦ = 5+ hearts  
2♥ = constructive spade raise  
2♠ = weak spade raise  
2NT = mixed spade raise  
3X = inv 6+X  
3♠ = PRE

#### 2♣-(DBL)-?

RDBL = Balance of power (12+p)  
2X = NF  
2NT = good club raise  
3♣ = PRE  
3♦ = (5)6+♥, INV+  
3♥ = (5)6+♠, INV+  
3♠ = (5)6+♦, INV+  
3NT = to play

#### 2♦-(DBL)-?

RDBL = Balance of power (12+p)  
2X = NF  
2NT = good diamond raise  
3♣ = (5)6+♥, INV+  
3♦ = PRE  
3♥ = (5)6+♠, INV+  
3♠ = (5)6+♣, INV+  
3NT = to play

### [D2] Transfers in competition after 1X opening

#### 1♣-(1♦)-?

DBL = 4+♥  
1♥ = 4+♠  
1♠ = 6+p, balanced  
1NT = both majors  
2♣ = stopper ask, F2NT  
2♦ = (5)6+♥, weak or FG  
2♥ = (5)6+♠, weak or FG  
2♠ = (5)6+♣, weak or FG  
2NT = twosuit, FG

#### 1♣-(1♥)-?

DBL = 4+♠  
1♠ = 6+p, balanced  
1NT = minors  
2♣ = (5)6+♦, weak or FG  
2♦ = stopper ask, F2NT  
2♥ = (5)6+♠, weak or FG  
2♠ = (5)6+♣, weak or FG  
2NT = twosuit FG

#### 1♣-(1♠)-?

DBL = 4+♥  
1NT = 6-7p balanced  
2♣ = (5)6+♦, weak or FG  
2♦ = (5)6+♥, weak or FG  
2♥ = stopper ask, F2NT  
2♠ = (5)6+♣, weak or FG  
2NT = twosuit FG

#### 1♣-(2♣)-?

2♦ = (5)6+♥, weak or FG  
2♥ = (5)6+♠, weak or FG  
2♠ = (5)6+♦, weak or FG  
2NT = nat  
3X = 6+X, inv

#### 1♣-(2♦♥♠)-?

New suit on 2 level is NF, 2NT is lebensohl, transfers with inv+ hands on 3-level.

#### 1♦-(1♥)-?

DBL = 4+♠  
1♠ = transfer to NT 5+p  
1NT = (5)6+♣, weak or FG  
2♣ = 4+♦, 9+p  
2♦ = 4+♦, 5-8p  
2♥ = (5)6+♠, weak or FG

#### 1♦-(1♠)-?

DBL = 4+♥  
1NT = 5-8p nat  
2♣ = (5)6+♥, weak or FG  
2♦ = simple raise  
2♥ = stopper ask, F2NT  
2♠ = (5)6+♣, weak or FG  
2NT = diamond support inv+

#### 1♦-(2X)-?

New suit on 2 level is NF, 2NT is lebensohl (inv with diamonds if X is clubs), transfers with inv+ hands on 3-level.

### 1♥-(1♠)-?

- 2♣ = diamonds weak or FG
- 2♦ = 8-10p raise
- 2♥ = 4-7p raise
- 2♠ = clubs weak or FG
- 2NT = hearts support, FG

### 1♥-(2X)-?

New suit on 2 level is NF, 2NT shows support over 2♣, is transfer to clubs over 2♦ and is lebensohl over 2♠. Transfers with inv+ hands on 3-level.

### 1♠-(2X)-?

New suit on 2 level is NF, 2NT shows support over 2♣, is transfer to clubs over 2♦ and is lebensohl over 2♥. Transfers with inv+ hands on 3-level.

## [D3] Transfers in competition after 2m opening

### 2♣-(2♦)-?

- 2X = 5+X, NF
- 2NT = forces 3♣ (club raise / stopper ask / two-suited game force)
- 3♣ = support, INV
- 3♦ = (5)6+♥, INV+
- 3♥ = (5)6+♠, INV+
- 3♠ = slam interest in clubs
- 3NT = to play

### 2♣-(2♥)-?

- 2♠ = 5+♠, NF
- 2NT = lebensohl
- 3♣ = support, INV
- 3♦ = slam interest in clubs
- 3♥ = (5)6+♠, INV+
- 3♠ = (5)6+♦, INV+
- 3NT = to play

### 2♣-(2♠)-?

- 2NT = lebensohl
- 3♣ = support, INV
- 3♦ = (5)6+♥, INV+
- 3♥ = slam interest in clubs
- 3♠ = (5)6+♦, INV+
- 3NT = to play

### 2♦-(2♥)-?

- 2♠ = 5+♠, NF
- 2NT = lebensohl (after: 3♦=INV; 3M=cue, slam interest in diamonds, 3NT=asks ♥ stopper)
- 3♣ = 6+♣, INV
- 3♦ = PRE
- 3♥ = (5)6+♠, INV+
- 3♠ = (5)6+♣, FG
- 3NT = to play

### 2♦-(2♠)-?

- 2NT = lebensohl (after: 3♦=INV; 3M=cue, slam interest in diamonds, 3NT=half stopper in ♠)
- 3♣ = (5)6+♥, INV+
- 3♦ = PRE
- 3♥ = asks stopper
- 3♠ = (5)6+♣, INV+
- 3NT = to play

## [D4] Rubens advances

After our overcall at 1 or 2-level, if opponents' suit isn't immediately below our suit, the meanings of bids are switched so that cuebid is one bid lower than a simple raise and bids below that are transfers. NT bids are not affected. For example:

### (1♣)-1♠-(PASS or DBL)-?

- 1NT = natural
- 2♣ = transfer to ♦
- 2♦ = transfer to ♥
- 2♥ = Good raise in spades, balanced invite or any FG
- 2♠ = simple raise

## Section E: Doubles

### [E1] Maximal doubles

When we have bid and raised a major and opponents intervene so that we have no bids available before 3M, DBL is invitation to 4M.

### [E2] Support double

Promises 3-card support to partner's 4+ suit.

### [E3] Snapdragon

When partner overcalls and three suits have been bid naturally, double shows tolerance (usually doubleton) to partner's suit and the fourth suit (usually 5-cards).

## Section F: Back of Card

### [F1] After 1♥

#### 1♥-1♠-?

- 1NT = 13+p, 5♥ 3+♣
- 2♣ = 13+p, 5♥ 3+♦
- 2♦ = 13+p, 6+♥
- 2♥ = 13-17, 5+♥ 4+♠
- 2♠ = 15+p, 5+♥ 4+♠, shapely (6-5) if 15-17
- 2NT = 18+p, 6♥ 4m or 5♥ 5m

#### 1♥-1NT-?

- 2♣ = any 18+p or 13-17p, 6+♥  
2♦ = 6+p
- 2♦ = 13-17p, 3+♦
- 2♥ = 13-17p, 5+♥ 3+♣
- 2♠ = 13-17p, 3+♠
- 2NT = 18+p, 6♠ 4m or 5♠ 5m

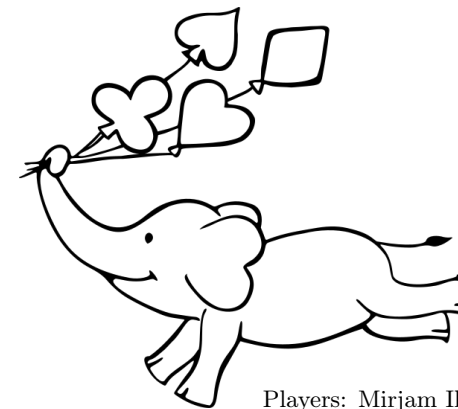
### [F2] After 1♠

#### 1♠-1NT-?

- 2♣ = any 18+p or 13-17p, 5♠ 4+♥  
2♦ = 6+p
- 2♦ = 13-17p, 5♠ 3+♦
- 2♥ = 13-17p, 5♠ 3+♣
- 2♠ = 13-17p, 6+♠
- 2NT = 18+p, 6♠ 4m or 5♠ 5m

## Section G: Others

### [G1] Elephant



Players: Mirjam Iher — Rasmus Maide