

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
SPECIAL BIDS over ART 1♣/1♦
1-LEVEL: 7-16 5+ CARDS
2-LEVEL: 12-16 5+ CARDS
NEW SUIT 2 nd level = NF
CUE = INV+ with SUPPORT
R/O: 2 POINTS WEAKER, ALWAYS NATURAL
INT OVERCALL (2nd/4th Live; Responses; Reopening)
NON-VUL: SPECIAL BIDS over ART 1♣/1♦
15-18 HCP
R/O: the same
JUMP OVERCALLS (Style; Responses; Unusual NT)
SPECIAL BIDS over ART 1♣/1♦
PRE, RESP: NEW SUIT = F1, 2NT = (R)
2NT = 55 LOWEST UNBID SUITS and WEAK
DIRECT & JUMP CUE BIDS (Style; Response)
MICHAELS CUE 7-12 OR 17+; RESP: 2NT = (R)
JUMP CUE ASKS FOR STOPPER TO PLAY 3NT
LEAPING MICHAELS
VS. NT (vs. Strong/Weak; Reopening)
DBL vs weak NT = 14+; vs strong NT = 4♥+5m
2♣ vs weak NT = 4M +5m; vs strong NT = 4♣+5m
vs both weak/strong: 2♦ = 5+♥; 2♥ = 54MM+; 2♠ = 5+♠
3♣♦ = constructive if partner unpassed
R/O: 2 POINTS WEAKER
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O THRU 4♥; 2NT = 15-18 HCP NAT; (2m)-3m: Michaels
Leaping Michaels over 2M opening. (2M)-3M = usually GF with onesuiter minor (asking stopper), can be general force
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over strong 2♣ DBL = MAJORS,
Over strong 1♣ DBL = MAJORS, 1NT = MINORS, rest is natural, 1x is 4+ often lead-oriented
OVER OPPONENTS' TAKEOUT DOUBLE
NEW SUIT AT 1-LEVEL = F1; over major suit openings: transfers
1X – (DBL) – JUMP = system on
RDBL = INV+, opps have problems

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	same	
NT	2/4	1/3/5	
	2nd from inner seque. (NT)		
Subsequent: Usually attitude: 1st or 2nd from passive suit, low from active.			
1/3/5 if count is necessary			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	asks CT(1-4); asks ATT(5+)	asks UB or Count	
King	asks ATT	KQ(x+), KQJ(x); asks ATT	
Queen	QJ; QJx(+)	QJx(+); KQ109(+); asks J	
Jack	J10x(+);	J10x(+);	
10	109;109x(+); KJ10x(+)	109;109x(+); KJ10x(+)	
9	9x	H109x(+)	
Hi-x	Xx;HxXx;HxXxxx	xXx;	
Lo-x	HxX;HxxxX;xxxxX;xxX	xXxx;HxxX(x);HxX	
SIGNALS IN ORDER OF PRIORITY			
Suit	Partner's Lead	Declarer's Lead	Discarding
1	ATTITUDE (SP)	Smith Echo/COUNT	ROMAN
2	COUNT	ATTITUDE	
NT			
1	ATTITUDE (SP)	Smith Echo/COUNT	ROMAN
2	COUNT	ATTITUDE	
Odd is always encouraging. Even shows suit preference. The lower the odder principle. Smith: low-high from lead maker is positive about the suit led, from partner the other way around			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
OPENING VALUES – CUE = GF;			
REOPEN: (8)9+ HCP			
OVER (2X) – DBL – (PASS) - LEB			
OVER (2X) – PASS – (PASS) – DBL – (PASS) - LEB			
T/O also over Ranna Ruutu 1♦ (2♦ = CUE)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLs/RDBLs			
DBL T/O unless:			
* 3-suits are already naturally bid			
* We have INV+ (22+)			
* Partner opened with PRE or described distribution with 2 bids			
* Trapping (already passed on the suit and no new suits introduced)			
If partner has only passed, double is T/O			

W B F CONVENTION CARD
CATEGORY: BLUE ♣♦♥♠
NCBO: ESTONIA
PLAYERS: <u>MARTIN MAASIK - MEELIS KULDKEPP</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ - 14+p 5+♠ / strong / 14-16NT (in nonvulnerable)
1♦ - 4+diamonds unbal (nonvulnerable); 4+♦ or weak NT (vuln.)
1M - 5+ SUIT 13-16
1NT - 10-13(nonvulnerable); 14-16 (vulnerable)
2♣ - 5+♠ 8-13
2♦ - 5+4+MM up to 12points
2M - 8-12p 5+M, cannot be 5332
PREEMPTS AGGRESSIVE
After opps DBL on 1M/2M openings: transfers
After opps overcall/dbl 1♣: transfers
AL FORCING PASS SEQUENCES
We have INV+ and opps bid on 1 or 2 level
We bid game and showed INV+ (22+)
PSYCHICS: OCCASIONAL

BID	A R T	L E N	NEG DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	SUBSEQUEN ACTION VOL 2
1♣	X	0	4♥	1) 14+ 5+♣ 2) Any strong hand 3) 14-16 NT (nonvul)	1♦ = 0-6 any or 7-10 4+♥ unbal 1♥ = 7-10 4+♠ unbal; 1♠ = 7-10 unbal w/o 4M or any 7+ bal; 1NT...2♥ = transfer to +1suit 11-14 GF; 2♠=5440 7+; 2NT=4441 GF 11+p; 3♣...3♠=15+ natural 5+	After 1♣-1♦/1♥: +1 = relay w/strong 1♣-1♦/♥/♠-2♣: 14-17 5+♣ 1♣-1♦/♥/♠-1NT: 14-16 in nonvul	After 1♣-1♠, 2♦ is GF relay: 2♥ = 7-10 unbal w/o 5m 2♠ = 4♥ bal 7+; 2NT = max bal (w/o 4♥); 3♣=4♠ min bal 3♦♥♠T=3244/2344/3343/3334
1♦	X	0	4♥	Nonvul: 4+♦ 10-16 Vulnerable: 11-14 bal 4+♦ 10-16	Nonvul: 1M = F1, 1NT=7-10 NF, 2♣=GF relay;2♦=inverted; 2M=weak,2NT=weak♣ 3♣=inv w/6+M;3♦=pre-empt; 3M=splinter Vul: 1M=NF, 1NT=9-11 or weak with ♣; 2♣=GF relay; 2♦=GFw/5+M; 2M=inv5+	1♦-2♣: 2♦ = 5+♦ unbal 2M = 4M min (in nonvul with 5+♦) 2NT = 4♣ min (in nonvul with 5+♦) 3♦=6♦ min;3♣♥♠=4441/4144/1444	Nonvul: 1♦-1♠; 1NT=4♥; 2♣=54mm. Vul: 1♦-2♦; 2M=3+M,2OM 2NT= nat; 3♣=54mm; 3♦=6♦; 3M=3+M,1-OM
1♥		5	4♦	13-17 HCP 5+♥	1NT = GF relay 1♠ = F1, 2x = NF, 1♥-2♠ = constructive 2NT = mixed raise; 3x = nat 6+ inv 3M+1 = any void; 3M+2...4 = singl♠♣♦♥	On 1M-1NT: 3m=max55; 2♣=other max 2♦=4+m; 2♥=bal or 4+OM; 2♠=one- suiter; 2NT=6-4, 3♥etc= 65etc On 1M-2♣: 3♣♦=55max; 2♦=OTHER; 2M/3M=6M min/max; 2NT=bal/64max	
1♠		5	4♥	13-17 HCP 5+♠	Same principles as over 1♥ opening		
1NT	X		4♥	10-13 (novul) 14-16 (vul) Can be unbal (especially in nonvul)	2C = STAYMAN; 2♦/♥/♠/3♣ = TRF; 2NT = ASKING; 3♦ = INV 6+♦; 3M = SPLINTER 54+m; 4♣/♦ = TRF ♥/♠ 4♣♦ = Texas; 4♥♠ = to play	Nonvulnerable: 1NT - 2NT - 3m = 6m - 3M = 5M - 3NT = no 6m/5M	
2♣	X	5	4♥	8-13 HCP 5+♣ unbalanced	2♦ = INV+ relay; 2X = NF 5+X; 2NT = LEB (weak raise or special desire); 3♣ = constructive raise 3X = GF (5)6+X;	On 2♦ relay: 2♥♠NT=4♥♠♦ 3♣=6min; 3♦etc=6max balanced/singleton/voids After 2nd suit: shortness relay	on 2♣-2NT: 3NT = any voidwood 4♣ = minorwood; 4♦♥♠ = Splinter in ♦/♥/♠
2♦	X	5+4		Up to 12 HCP 5+4+both majors	xM = to play; 2NT = strong relay; 3♣ = GF in own suit(s) or inv in one of majors; 3♦ = preempt 4♣=make trf; 4♦ = bid better	2NT responses: 3♣ max; 3♦ = min ♥ longer or better; 3♥ = min ♠ longer or better. 3M = 6M4OM max	2♦-3♣ forces 3♦ onto which responder shows his suit(s) or interested-in major
2♥/♠	X	5	4♥	8-12 HCP either 5+♥/♠ and 4+m or 6+♥/♠	2M+1 = INV+ relay; 2NT/3♣ = LEBENS.; 3X = GF (5)6+X; 3M = WEAK 3+M; 4X = SPLINTER;	After 2♥-2♠ and 2♠-2NT approximately same principles apply as after 2♣-2♦	After Lebensohl: 3NT = RKCB in M 4♣♦♥ = voidw. in ♣/♦/OM
2NT3♣ 3♦♥♠	X		-	Transfer to +1 minor Or 55+GF (one is +1 suit)	+1 accepts transfer; 3M = semi-forcing		
3♠	X	7	-	GAMBLING NO SIDE-CONTROLS	3NT to play 4♣ is P/C		
3NT	X		-	GAMBLING w/?CTR-s		HIGH LEVEL BIDDING	
4X		7	-	PREEMPTIVE		CONTROLS, RKCB 1403, DOPI, ROPI, LIGHTNER DBL	
5X		8	-	PREEMPTIVE		KINGS: SUCTION	