

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1.level light (can be 4c suit); 2 level solid; OBAR BIDS
cue=limit 3c fit, jump cue=mixed; 2NT=limit 4c fit,
Transfers after 1M overcall and they dbl
reopening: jump=intermediate
INT OVERCALL (2nd/4th 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
BROMAD
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			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
e.l.c.d ♣ to ♦			
(2M) - DBL - 2NT = Lebensohl			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Negative, responsive DBL			
support double, game-try (maximal) dbl, snapdragon, Lightner			
1♦-(1♥)-DBL=♠; 1♦-(1♠)-DBL=♥; 1♦-(dbl)-rdbl=♥			
DBL to 3NT = lead your suit; if OPPS have bid = lead dummy's 1st suit			
against (1x) - 1♥♠ - (1NT) - DBL = Takeout			
In GF situations dbl=penalty usually			

W B F CONVENTION CARD
CATEGORY: BLUE
COUNTRY: Estonia
EVENT: any
PLAYERS: Indrek Kuusk – Pihel Kuusk
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision
2/1 GF, semi-forcing 1NT
Judgement allowed in any situation
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
1x-1y may be 3-carder
1NT can be flexible

OPENING	A R T	CARDS	NEG. X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
				1♣	x	0	no
1♦	x	2	∞	2+, 11-15, stiff honor possible Can be light in 3 rd seat	2♥/♠ = 5♠4+♥ weak/inv 2m = F1 1N = 6-11, 2N = inv 3♣ = mm weak, 3♦ = pre	MTWS (xyz) 1♦-1M-2♠ = 8+c ♣♦; 2NT = 6♦ MAX+3M 1♦-2m-2♥ = bal; 2♠ = ART fit+short; 3m = (41)53; 2N = 44(41)	No GF 1D-1M-1N-2D = 55
1♥		5	∞	11-15 Can be 4 &/or light in 3 rd seat	2/1 GF; 1NT = SemiF, 2♠ = ♣ or BAL 2NT = limit 4c fit 2♠ = weak, 3m = inv, 3♥ = Mixed, SPL	MTWS (xyz) Jumps & reverses show playing strength 1♥-1♠-2♥/2♦-2♠ = relay	Drury 3♣/♦ = fit-jumps
1♠		5	∞	11-15 hcp, same as after 1♥	same as after 1♥	BART	same as after 1♥
1NT			∞	14-16 BAL 5M, 6m, 5422 possible Sgl H very rare	2♠ = Stayman; 4suit transfers 3♣ = Muppet 3M = (13)(54), 3♦ = minors	1NT - 2♣ - 2♦ - 3♥/♠ = 54/45 majors 1NT - 2♦ - 2♥ - 2♠ = 55 majors	
2♣		6	∞	11-15, 6♣ Can be 5 &/or light in 3 rd seat	2♦ = (R); 2♥♠ = NF; 2NT = puppet to 3♣ 3♣ = puppet to 3♦ (usually shows ♦) 3♦ = 55♥♠ inv+; 3♥♠ INV 6+suit	2♣-2♦-2♥ = 4card M (2♣ asks, step responses) 2♣ = max unbal; 2NT = bal ; 3♣ min unbal 2♣-2♦-3♥♠ = 65	
2♦	x	0	no	11-15, short D 3415/4315/4414/4405	2NT = (R)	2♦-2NT-3♣ = min, others max → 4x = 3suit (Rodwellian) RKCB	
2♥		6	no	weak-2 vul dependent	2NT = (R), new suit = F1, Raise = pre	4♣ = rkcb	
2♠		6	no	weak-2 vul dependent	2NT = (R), new suit = F1, Raise = pre	4♠ = rkcb	
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 dependent	3♦ = (R) in aggressive position, 4♦ = rkcb		
3♦		7 (6)	no	Ditto	3♥ = (R) in aggressive position, 4♠ = rkcb		
3♥		7 (6)	no	Ditto	4♣ = rkcb		
3♠		7 (6)	no	Ditto	4♠ = rkcb		
3NT	x			solid m, no outside A/K	Any ♣ = poc; 4♦ = (R) asks shortness	4M = shortness; 4NT = 7222; 5m = short in other m	
4♣		7	no	pre-empt			
4♦		7		pre-empt			
4♥/♠		7		no special meanings			
4NT	x			both minors			
						HIGH LEVEL BIDDING	
Conventions						splinter; kickback (1403); DKCB; voidwood	
Stayman, Texas/Jacoby transfers, Smolen, Xyz, Modified 2way Stayman, Jacoby 2NT, GAR, BART, Gawrys, 2-way Drury, Inverted minors						Serious 3NT (in case of major fit), Last Train, Lackwood	
Lebensohl, BROMAD, mixed raise, Michaels cue, Leaping Michaels, Unusual 2NT/1NT, Super-unusual 2NT						Cuebids can be 1 st /2 nd round controls	