



WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			Category: Ranna ruutu Country: Estonia Event: Bridge tournaments 2016-10 Players: Hendrik Nigul (N & E) - Taavi Toomere (S & W)
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
8-16 hcp, 5+ suit (on 1st level good 4-card suit happens)		Lead	In Partner's Suit	
2C = FIT-DRURY; fit-jumps, opps suit INV to 4M	Suit	1-3-5	1-3. If we have supported,	
after Drury: 2D = ask, repeating suit = bad hand	NT	2-4	then small = ENC	
Trf-Leb after: (1M/P)-X/1D/1NT-(2DHS)-?, (1m/M/P)-P-(2M)-X-?	Subseq	1-3-5		
2y = NF, 2NT = any weak or clubs; 3C/D/H = INV+ xfer;	Other:			
3S = xfer to 3NT; xfer to opps suit: GF Stayman				
Trf-Leb after 2C-(2M): 2NT/3C = INV+/NF C; 3S = GF D	LEADS			
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit	Vs. NT	
VUL 15-18, NV 14-17 (semi)BAL, at least partial stopper	Ace	Ax(+), AKx(+)	AKx(+), AQJ(+)	
SYSTEM ON	King	AKxxx+, KQx(+)	AKJ+, KQ10+	
reopening: 12-15, does not promise stopper, SYSTEM ON	Queen	QJx(+), AKQxx	KQx(+), QJx, QJ10(+)	
reopening 2NT = 19-21	Jack	KJ10(+), KQJ+, J10(+), Jx	AJ10(+), KJ10(+), J10x(+), Jx	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	K109(+), Q109(+), 109x, 10x	A109x(+), Q109(+), 109x, 10x	
1-Suit: Pre-emptive: new suit = INV, 2NT = relay	9	KJ9(+), K98(+), 98+	AQJ9x, A9x, 98+	
2-Suit: 2NT = two lowest suits	Hi-x	xx, xxxx	xxx, xxxx	
Reopen based on tricks, somewhat stronger	Lo-x	xxx, Hxx	xx, Hxxx(x)	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			
over 1HS = Michaels cue (10-16 of FG); 2NT=relay, NC = POC		Partners Lead	Declarer's Lead	
jump cue = asks stopper for 3NT, usually with running suit	Suit: 1st	low = ENC or xx	hi/lo EVEN	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	hi/lo EVEN	(hi/lo EVEN)	
Aspro: X=14+; 2C/D = 4-5(6)H/S UNBAL, (8)10-15	3rd	SP		
With both majors we show shorter major first	NT: 1st	low=ENC	smith (hi=ENC)	
2HS = 6M, 8-15; 2NT = 6-5 suits (same rank or color), 10+	2nd	hi/lo EVEN	hi/lo EVEN	
Passed hand: X = 4S; 2m = m+4H; 2M = NAT	Signals (including Trumps)			
is opps bid 1m-1NT we play NT system;	vs NT: on K: unblock or count;			
If (1M)-(1NT) direct DBL = TO of M; 2M = OM+m	On AK lead: Qxx+ dummy => count; x dummy			
balancing DBL = NAT; 2m = m+OM; 2M/OM = NAT	DOUBLES			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO DBL thru 4H, (2x)-DBL-2NT = Trf-Leb; applies also if (1M-2M)	11-15 negative or 16+ any; may be light with classic shape			
cue-bid = asking stopper; Leaping Michaels	then new suit = NF, cue-bid = F1; (2x)-DBL-2NT = Trf-Leb			
against MULTI: DBL = TO of S; 2NT = 16-19	jump to 2nd level = INV (8-10) usually 5 cards			
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
VS strong 1C or 1C-1D: DBL = 5-4 MM, (8)10+; 1NT = 5-5 Mm, 10+	NEG DBL thru 4H, higher it shows "cards", 1D-(1H)-DBL=4S			
1DHS = DEST, 0-15HCP, 3+ suit and 4+ any other suit;	support double thru "2M-1"; DBL to opp's cue = top-honor			
2C = minors; 2NT = good one-suiter or minors PRE	Often DBL = extras from NF hand; In 3-level comp: DBL=INV			
VS strong 2C/D: DBL = majors, 2NT = minors	(1M)-(1NT)-DBL = TO; (1NT (wk))-(ART BID)-DBL = cards			
OVER OPPONENTS' TAKE OUT DOUBLE	against TRF: DBL = same as DBL to NAT bid, but LD if GF			
RDBL = 10+ HCP; 1x = F1	usually DBL is takeout until there are still 2 unbid suits left			
1C-(DBL): XX = 5+C GF, 1D = 5-7, NAT continuations	if only one hand bids, then his DBL is competitive (or extras)			
1NT(14-17)-(DBL): System ON	DBL of (SPL) = LD for lower suit / no help in the only unbid suit			
1NT(10-14)-(DBL)-P = 3-way C/D/H+S	NV vs VUL or after S SPL: DBL = suggest pre; Lightner DBLs			
OPENING BID DESCRIPTIONS	(3NT)-DBL = LD for 2nd prio: 3rd/1st/unbid/2nd/4th hand suit			

SYSTEM SUMMARY
 GENERAL APPROACH AND STYLE
 Strong 1C, precision 2C, nebulous 1D, 5-card majors
 2D wilkosz 2HS = weak (5)6 cards
 In competition: 1x=F1 2x=NF 3x=FG
 1NT Openings: NV: 10-12/10-14/12-14 (1st+2nd/3rd/4th)
 VUL: 14-16 (1st/2nd), 15-17 (3rd/4th)
 5-card major or 6-card minor possible
 2 OVER 1 Responses: F1/GF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
 1D may be short D; 2D = 5major+(4)5 any, (3)5-10
 1NT may contain 5 card major; 3NT=Gambling (max Q outside)
 after our pre new suit in 3 level VUL=F1, nonVUL=NF (INV)
 1M-3M=weak raise; Michaels cue=10-16 or FG
 Against (1m)-(1NT) or 1D-(1NT) we play NT-system
 1D=2B= 5S4+H, less than invite
 1S-3C = (5)6H, INV
 SPECIAL FORCING PASS SEQUENCES
 after our RDBL or PEN dbl or GF
 after our NV 1NT - (X)
 after our 1C second hand bids 4H or more
 In FP situations: Dbl = PEN/negative; Bid = extra shape;
 Pass + Bid = extra values, unsure about contract
 IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics:happens if: 3rd seat, NV against VUL, against multi
 or after preempt with great fit

OPENING BID DESCRIPTIONS							
Opening	Active	Major	Neg	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	x	0	4H	17+ if BAL (16+ NV)	1D=0-7, 1HS2CD=8+ 5+ suit, 1NT=8-11/14+;	1C-1D-1H/S=F1 -> 2C/D=6-7 without/with 3 supp	
1C				(12)16+ UNBAL or 8+ tricks	2HS=4-7 6+M; 2NT=12-13; 3CDHS=8+ 4441	2C/D=NF; 2H=23+NT or GFC/D; 2S=20+4441	
1D	x	0	4H	BAL Vul 11-13; NV 13-15	1HS=4+M F1; 1NT/2NT=NAT limit; 2CD=4+ F1	1D-1M-1X-? 2C=puppet to 2D (any INV)	2D still GF
1D				OR 11-15 4+D OR 441D4	2H=5S4H PRE; 2S3CD = PRE; 3HS=INV	2D=any GF; 2NT=puppet to 3C	
1H		5	3S	11-15; 5+	2NT=GF; 3C=mixed raise; 3D=3M BAL INV	After 2NT nat responses, 3S-4D = SPL	Fit-jumps;
1H					2C=2+, GF unless C rebid; 2DH=5 cards		
1S					3C=H INV; 3D=mixed raise; 3H=3M BAL INV		
1NT			4H	NV: 10-12/10-14/12-14 (12/3/4)	2C=STAY; 2DH=TRF; 2S=C OR INV;	1NT-2S/2NT-3C=MAX; After TRF new suit=inv+	
1NT				VUL: 14-16 (1&2), 15-17 (3&4)	2NT=D; 3CD=INV; 3HS=singleton	1NT-2C-2NT=44 majors -> TRF; SMOLEN	
2C		5	4H	10-15 5C+4M or 6+C	2D=relay; 2NT=weak raise or special hand	2C-2D: 2HS=4M; 2NT=max->3C ask shortage	
2C					3x = INV	3C=min->3D ask; 2C-2NT-3C: 3D=INV 5-5 majors	
2D	x	0	3S	(3)5-10 5M+(4)5 any	2HS3HS=P/C 3C=F; 3D=INV M; 4CD ask	After 2NT->3H=5H+4S,3S=S+D;3NT=5-5 majors	
2D				4th hand: 10-13, 6+D	2NT=relay; after (X): same, P/XX=P/C	After 3D:3HS/4CD=min/max	
2H		(5)6		(3)5-10 (5)6H	2S=NF; 2NT=Ogust relay		
2H							
2S		(5)6		(3)5-10 (5)6S	2NT=Ogust relay		
2NT				21-22 NT	3C=puppet stayman; 3S=6+minor or 5-4 minors		
3C		(6)7			new suit = INV if NV, and F1 VUL		
3D							
3H							
3S							
3NT	x			AKQxxxx in minor, max Q outside			
4C		7					
4H		7					
4NT				Minors 6-6, slam interest			

HIGH LEVEL BIDDING

RKCB 03 14 2 2+Q; 5NT = (0)/2/4 with void; 6x = 1/3 with void

After RKC: [+1] = Asks Queen and kings -> no Q, Q+0K, Q+1K, ...

If opps interfere, DOPI23, DEPO

5NT can be RKCB, if needed

Jump to 5 level = voidwood 0123

Jump to 5NT is pick a slam

After 3NT: 4m = MinRKC -> [+1] = Min; higher = RKC steps