

DEFENSIVE AND COMPETITIVE BIDDING

Overcalls

1st level (4)5⁺ cards, 8-16 HCP → 1/1 RESP=F1; 2/1 RESP=NF
 fit-jumps, OPPT suit=INV to 4M; 2♣=FIT-DRURY
 2nd level 5⁺ cards, 11-17 HCP → new suit=F1
 TRF-LEB after: (1M/P)-DBL/1♦/1NT-(2♦M)-?, (1m/M/P)-(2M)-DBL-?:
 2y=NF; 2NT=any weak or clubs; 3♣♦♥=TRF INV⁺;
 3♠=TRF to 3NT; TRF to OPPT suit=STAY GF
 TRF-LEB after 2♣-(2M): 2NT/3♣=♣; 3♠=♦ GF

1NT Overcall

VUL15-18, NV14-17, 1/2⁺ STOP → TRFS; TRF to OPPT M=STAY
 Reopen: 1NT=11-15, 0+STOP; 2NT=19-21

Jump Overcalls

Weak → new suit=INV; 2NT=relay
 2NT=two lowest suits; Over 1m=NAT: 2♦=5⁺4⁺MM, 8-11.
 Reopen: intermediate

Direct & Jump Cue Bids

Over 1M: 2M=oM+m, 10⁺ → 2NT=relay; 3♣=P/C; 3♦=INV M.
 3M=ask stopper for 3NT, usually with running suit

Vs NT

ASPTRO: DBL=14⁺; 2♥♠=6 cards, 8-15;
 2♣/♦=4-5♥/♠ UNBAL, 10-15, (if MM, we bid shorter first);
 2NT=6-5 same rank/color, INV⁺
 Passed hand: DBL=4♠; 2m=m+4♥; 2M=NAT
 Over (1M)-(1NT): direct DBL=T/O; 2M=oM+m
 Reopen: DBL=NAT; 2m=m+oM; 2M=NAT

Vs Preempts

DBL=T/O thru 4♥, cards higher. CUE=ask stopper.
 TRF-LEB after (2x)-DBL. (2M)-4m=m+oM. 3NT-4♣=(R) w/BAL
 Over Multi 2♦: DBL=T/O of ♠; 2NT=16-19; 4m=♥+m

Vs Artificial Strong Openings

Over 1m, 1♣-1♦: DBL=5-4 MM, 10⁺; 1NT=5-5 Mm, 10⁺
 1♦♥♠=DESTR 0-15HCP, 3⁺ cards, 4⁺ any other suit;
 2♣=minors; 2NT=good hand w/ one-suiter or minors
 Over 2m: DBL=MM; 2NT=mm

Over Opponents' Takeout Double

RDBL=10+HCP; 1st level=F1; 2nd level=NF
 Over 1♣-(DBL): RDBL=NAT GF; 1♦=5-8 → NAT continuations
 Over 1NT(14-17)-(DBL): system on
 Over 1NT(10-14)-(DBL): PASS=♣/♦/♥+♠; 2m=m+higher

LEADS AND SIGNALS

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th	
NT	2 nd /4 th	1 st /3 rd
Subseq	3 rd /ATT	

When count in partner's suit is known: Lo=ENC

Leads

	Vs Suit	Vs NT
Ace	Ax, AK+	Asks ATT
King	KQ+, AKxxx	Asks count or unblock
Queen	QJ+, maybe AKQ	QJ+, KQx+, AQJ+
Jack	JT+, KJ10+	J10+, HJ10+
10	109+, H109+	109+, H109+
9	KJ9, 9x	H9x
Hi-x	Xx, xxxx	HXx, xXx, xXxx
Lo-x	xxX, HxX	xX, HxxX(x)

Signals in Order of Priority

	Partner's Lead	Declarer's Lead	Discarding
	1 Lo=ENC or xx	Hi=EVEN	S/P
Suit	2 Hi=EVEN		Hi=EVEN
	3 S/P		
	1 Lo=ENC	Smith: Hi=ENC	S/P
NT	2 Hi=EVEN	Hi=EVEN	Hi=EVEN

Italian S/P: odd=ENC, even=Hi/Lo

DOUBLES

Takeout Doubles

11-15 negative or 16⁺ any; Equal level conversion to ♦ & ♥.
 CUE=F1, jump to 2nd=8-10, 5-cards; (2x)-DBL-2NT=TRF-LEB
 Reopen: T/O 9-14 or 15⁺

Miscellaneous Doubles/Redoubles

T/O thru 4♥, higher=cards; 1♦-(1♥)-DBL=4♠
 SUPPDBL thru "2M-1"; DBL to OPPT CUE=A/K/Q;
 Often DBL=extras/competitive from NF hand;
 (1NT=WEAK)-(ART bid)-DBL=cards; Lightner DBL
 Over TRF: DBL=same as DBL to NAT bid, but LD if GF
 Over SPL: DBL=LD for Lo suit / no help in the only unbid suit
 NV VS VUL or after ♠SPL: DBL=suggest PRE;
 Over 3NT: LD for 2nd priority: 3rd/1st/unbid/2nd/4th hand suit

WBF CONVENTION CARD

CATEGORY Ranna ruutu
COUNTRY Estonia
VERSION 2017-09
PLAYERS Hendrik Nigul (N/E) — Taavi Toomere (S/W)

SYSTEM SUMMARY

General Approach and Style

Strong 1♣, precision 2♣, nebulous 1♦, 5-card majors
 1NT: NV [1/2 vs VUL] 9-12 [1/2 vs NV], 10-12,
 [3] 10-14, [4] 12-14
 VUL [1/2] 14-16, [3/4] 15-17
 5-card major, 6-card minor, stiff honor possible
 In competition: 1st level=F1, 2nd level=NF, 3rd level=GF
 2/1 RESP=GF unless suit rebid

Special Bids That May Require Defence

1♦=(0)1⁺♦, 11-15
 2♦=Wilkosz 5M-(4)5 any, 5-10
 3NT=Gambling (max Q outside)
 After 1NT=[9-14]: no transfers, 2♣♦ may contain 6M
 1♦-2♥=5♠4⁺♥, less than invite
 1♠-3♣=INV, either a) 6⁺♥; or b) 5♥+3♠

Special Forcing Pass sequences

After our RDBL or PEN-DBL or we have GF
 After our NV 1NT-(DBL)
 After our 1♣ OPPT overcalls 4♥⁺
 In FP situations: DBL=PEN/no extras; Bid=extra shape;
 Pass+Bid=extra values, unsure about contract

Important Notes

HCP & suit lengths are subject to judgement in any situation

Psychics

Happens if 3rd seat, NV vs VUL, against multi
 or after PRE with great fit

Open	Min Crd	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	0	4♥	a) BAL NV16+ VUL17+ b) UNBAL (12)16+/4- losers	1♦=0-7; 1♥♠2♣♦=5-cards, 8+; 1NT=8-11/14+; 2♥♠=6-cards, 4-7; 2NT=12-13; 3♣♦♥♠=8+, 4441	1♣-1♦-1♥/♠=4+, F1→2♣/♦=6-7, 0-2/3SUPP; 2♣/♦=NF; 2♥=23+NT or GF♣/♦; 2♠=20+(4441)	
1♦	(0)1	4♥	a) BAL VUL: 11-13 NV: [1/2] 13-15, [3/4] 15-17 b) UNBAL 11-15 4+/♦/441♦4	1♥♠=4+ cards, F1; 1NT/2NT=NAT; 2♣♦=4+F1; 2♥=5♠4+H PRE; 2♠3♦=PRE; 3♣=5-4 mm PRE, 3♥♠=INV	1♦-1M-1X-?: 2♣=PUP 2♦(INV); 2♦=GF relay; 2NT=♣ 1♦-2m-2♥=BAL; 2♠=4m w/singleton; 2NT=1m444;	2♦ is still GF
1♥	5	3♠	11-15	2NT=GF; 3♣=mixed raise; 3♦=3SUPP BAL INV 2♣=2+♣; 2♦=5 cards; 2♠=PRE	After 2NT: NAT responses, 3♠+=SPL	Fit-jumps
1♠	5	4♥	11-15	3♣=♥INV; 3♦=mixed raise; 3♥=3SUPP BAL INV		
1NT NV		4♥	[1/2] (9)10-12, [3/4] 10/12-14	2♣=STAY; 2♦=GF-(R); 2♥♠3♣♥♠=NF; 3♦=5-5 MM G/T or s/T; 2NT=a) weak 6♦; b) 5-4 mm	Weak bids after 2♣: 2♦→2♥♠3♣, 2♥→2♠, 2♠→3♣♦, rest=INV; 2NT+3M=short w/mm	
1NT VUL		4♥	[1/2] 14-16, [3/4] 15-17	2♣=STAY; 2♦♥=TRF; 2♠=♣or INV; 3♣♦=INV; 3♥♠=31(54) GF	After 2♠/2NT: 3♣=MAX; After TRF new suit=INV+ 1NT-2♣-2NT=44 majors→TRF; SMOLEN	
2♣	5	4♥	10-15 a) 5♣+4M b) 6+♣	2♦=(R); 2M=8-12NF; 2NT=weak raise OR special hand; 3 rd level=INV	2♣-2♦: 2♥♠=4 cards; 2NT=MAX→3♣=ask shortage; 3♣=MIN→3♦=ask; 2♣-2NT-3♣-3♦=INV 5-5 majors	
2♦	0	3♠	[1/2/3] (3)5-10 5M+(4)5 any [4] 10-13 6♦	2♥♠3♥♠♠=P/C; 3♣=F1; 3♦=INV M; 4♣♦=ask 2NT=(R);	After 2NT: 3♥=♥♠; 3♠=♠♦; 3NT=♥♠MAX After 3♦: 3M=MIN; 4♣♦=MAX; 3NT=♥♠MAX	Over 2♦-DBL: System on; PASS/RDBL=P/C
2♥♠	(5)6		[1/2/3] (3)5-10, [4] 10-13	2♠=NF; 2NT=Ogust relay	After 2NT: 3♣♦=MIN; 3♣♥=bad suit	
2NT			21-22	3♣=Puppet Stayman; 3♠=6+ minor OR 5-4 minors		
3♣♦♥♠	(6)7		Preempt	new suit: NV=INV, VUL=F1; 4♣=MiniKC		
3NT			AKQxxx in ♣/♦, no side A/K	4♣=P/C; 4♦=(R); 4NT=asks quality opposite void		
4♣♦♥♠						
4NT			6-6 minors, slam interest			

High Level Bidding

RKCB 03 14 2 2+Q; 5NT=2/4 w/void; 6x=1/3 w/void
 After Rkc: [+1]=Asks Q → no Q, Q+0K, Q+1K, ...
 If opps interfere, PASS=1st step;
 If no control was implied, show/ask control first
 DBL is PEN from captain only; RDBL is never natural
 Jump to 5th level=Voidwood 0123
 5NT is often pick-a-slam
 After 3NT: 4m=MINRKC→[+1]=MIN; higher=Rkc steps

Additional Notes

VP	VP-Imp scale				
	Imps for boards				
	1	6	8	10	16
11:9	0,8	2,0	2,3	2,6	3,3
12:8	1,7	4,2	4,9	5,4	6,9
13:7	2,7	6,6	7,6	8,6	10,8
14:6	3,8	9,3	10,7	12,0	15,2
15:5	5,0	12,2	14,1	15,8	20,0
16:4	6,4	15,6	18,0	20,1	25,5
17:3	8,0	19,5	22,5	25,1	31,8
18:2	9,8	24,0	27,8	31,0	39,3
19:1	12,1	29,6	34,2	38,2	48,3
20:0	15,0	36,7	42,4	47,4	60,0