

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
8-16 hcp, 5+ suit (on 1 st level sometimes good 4-card suit)
after our 1M – opps' suit = asking for stopper, 2NT = INV with fit,
2♣ = DRURY (balanced hand, may be 3c support), fit-jumps
after Drury – 2♦ = >10 hcp, repeating suit = weak opening hand
reopening: NAT, no special differences
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 (14-18) (semi)BAL, at least partial stopper
SYSTEM ON
reopening: same
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: Pre-emptive
2-suiter: 2NT = minors
Reopen: based on tricks, somewhat stronger
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
direct cue over 1♥♠ = Michaels cue (10+) - 2NT = relay, N♣ = poc
over 1 minor (3+) = both Majors (54+) 8-11 hcp
jump cue = asks stopper for 3NT
reopening = same
VS. NT (vs. Strong/Weak; Reopening;PH)
vs STR = DONT (DBL = 10+onesuiter; 2x = (44)+ suit & higher; 2♠=5+♠
2♣♠♥ = random strength => +1 = poc
vs WK NT: DBL=Strength (about 15+),
2♣ = ♥+♠ (8-14), 2NT = ♣+♦
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DBL thru 4♥, (2♥/♠)-DBL-2NT=LEBENSÖHL
Leaping Michaels
against MULTI-opening DBL=takeout of spades; 2NT=16-18 hcp
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 1♣ or 1♦ - CRASH (dbl=♣♠ or ♦♥; 1♦/NT=♣♦ or ♥♠;
1NT/2♣=♣♥ or ♦♠)
overall may be from 4 cards
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=(10)11+ HCP; 1x= F1; 2x= NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th	same	
NT	4 th or att	1 st /3 rd /5 th	
Subseq	1 st /3 rd /5 th or attitude	same	
Other: from AK or KQ both honours are possible			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AK(+), Ax	AK, AK(+)	
King	AK(+), any KQ(+), Kx	AK(+), any KQ(+)	
Queen	any KQ(+), QJ(+), Qx	any KQ(+), QJ(+), Qx	
Jack	J10(+), KJ10(+), Jx	J10+, HJ10(+), Jx	
10	109(+), H109(+), 10x	109(+), H109(+), 10x	
9	9x, 98(+), H98(+)	98(+), 9x, H98(+)	
Hi-X	Xx	Xx, XXx, xXxx	
Lo-X	xxX(x), xxxX, HxX(+)	xxxX(+), HxX, HxxX(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	odd = ENC/even SP	hi/lo = even	odd=ENC/even SP
2	hi/lo = even	SP	(hi/lo = even)
3			
NT 1	odd = ENC/even SP	hi/lo = even	odd=ENC/even SP
2	hi/lo = even	SP	(hi/lo = even)
3			
Signals: ATT on A or Q, count on K			
Italian discards + Lavinthal; "the smaller the odder" principles			
Vs NT: Smith echo (hi-lo = ENC)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11-16 negative or 1♣ opening values			
then new suit = NF, cue-bid = F1, jump to 2 nd level = INV (8-11)			
Reopening: 8+ (with classical shape), otherwise the same			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL thru 4♥, higher it shows "cards"			
DBL to 3NT = lead your suit, if OPPS have bid = lead dummy's suit			
if we have fit on 2 nd , opp competes and there's no space - DBL=INV			
against (1♥♠) - (1NT) - DBL = takeout of the Major bid			
support double and redouble, if we have shown 4+ Major on 1st level			
usually DBL is takeout as long as there are still 2 unbid suits left			
if only one hand has bid, then double from there is competitive (or cards)			

W B F CONVENTION CARD
CATEGORY: BLUE
COUNTRY: Estonia
EVENT: ALL
PLAYERS: Maarja Oras – Aire Taube
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong 1♣, nebulous 1♦, 5-card Majors
2♦ = W2 in one Major, 2♥♠ Muiderberg
overall range 8-16 hcp, lots of takeout doubles
preempts nonVUL aggressive, 2 nd hand or VUL constructive
in competition 1 st level = F1, 2 nd = NF, 3 rd = FG (F1 if we lack stopper)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = W2 in one Major
2NT = both minors (5-10 HCP 5+5+)
3NT = solid minor(AKQxxxx, maximum Queen outside allowed)
1M-3M raise weak, 1M-3♣ mixed raise, 1M-3♦ limit raise
LEBENSÖHL variations
2nd level in competition is NF
Competitive cue = limit raise or better
After our pre-empt new suit is F1, but sometimes done for directing the lead
SPECIAL FORCING PASS SEQUENCES
after game balance has been found, after our RDBL or PEN dbl;
after 1♣ - (4x)
IMPORTANT NOTES
sometimes light bids, which are based on distributional values or lead directional
PSYCHICS: rare, 3rd hand opening may be a bit lighter

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	4♥	STRONG: 18 if BAL; (14) 17+ if UNBAL or 8+ playing tricks	1♦ = 0-7 hcp; 1♥♠NT2♣♦ = 5+ (8+hcp); 2NT 12-13 BAL 2♥♠ = 6+, at least QJxxxx (5-7hcp) 3♣♦♥♠ = ♣♦♥♠ singleton, 4441, 8+hcp	1♣-1♦-1♥20+ hcp -> 1♠=0-4 hcp -> 2♣= F 1♣-1♦-1♥-2♣=BAL or ♣ 1♣-1/2NT-2/3♣ may be BAL other bids nat 17-20; 1♣-1♦-1NT - 1NT sys on	
1♦	x	0	4♥	11-13 hcp BAL, 11-16 hcp 4414, 4405 or 4+♦	1♥♠=F1, 4+♥♠ 1NT=7-11 hcp; 2NT=12-13 hcp 2M/3m = weak, to play 2m = nat F1; 3M = INV 6+suit	NAT resp, 1♦-1♥♠-1♠/NT-2♣ = checkback 1♦-1M-2♣=(54)+ ♣♦; 2♦=6+♦ 2NT=(54) ♣♦ max; 3♣=(55)+ ♣♦ max 3♦ = 6+♦ max; 1♦-1♥-2♣ = 13(54)	
1♥		5	3♠	(9)11-16 hcp	3♥=4c support,pre;3♠=4c support, 7-10hcp 3♦ = limit raise; 2NT = GF with support 2♣ = weak, to play double jump = Splinter	1♥-2NT-3lower = nat, 3♠/4♣♦ = autosplinter 1♥-2x-2♥ = min, may be 5 cards; 2y=F1 -> 2NT=GF relay; 1♥-2♥-2♠=INV, any shortness delayed support on 3rd = slam interest	2♣ Drury (after 3 rd hand opening) jump = fit jump
1♠		5	3♥	(9)11-16 hcp	same as after 1♥	1♠-2♥-3♥ stronger than 1♠-2♥-4♥ 1♠-2♠-2NT=INV with any shortness	same as after 1♥
1NT			4♥	14-16 BAL	2♣ = Stayman (may be weak); 2♦♥ = TRF 2♠ = ♣ or INV; 2NT = ♦ 3♣♦=INV; 3♥♠= singleton with 54 minors 4♣=Gerber, 4♥♠=TRF;4NT= slam try	1NT-2♣-2♥ may include 4c ♣ 1NT-2♣-2♦-2♥=weak, 44+♥♠; 2♠=5♠4♥ INV SMOLEN, autosplinter; new suit = F1 1NT-2♠/NT- 2NT/3♦ = min; 3♣ = max	
2♣		5	4♥	11-16hcp 6♣ or 5+♣4M min with 6♣4♦ may be opened 1♦	2♦=(R); 2♥♠=NF; 2NT=puppet to 3♣, weak with ♣ or GF (55)+ suits; 3♣ INV with good support; 3♦♥♠ INV 6+suit	2♣-2♦-2M=4card; 2NT=max 6+♣;3♣ min 6+♣ 2♣-2♦-2M-2NT=GF (R); 2♣-2♦-2NT-3♣=(R); 2♣-2♦-3♣-3♦=(R) 2♣-2♦-3♦♥♠ = max 6♣4♥♠	
2♦	x	0		weak 2 in one Major	2/3♥♠ = poc; 2NT = relay; 3♣ puppet to 3♦ 3♦ INV in any M; 4♥♠ to play (own suit) 4♣ = make TRF! 4♦ = bid your Major!	2NT-3♣=max→3♦ asks suit, answers=other suit 2NT-3♦♥ = min, TRF; over opps DBL: pass=♦; RDBL=bid your suit! other=nat	4 th hand opening = NAT
2♥	x			Muiderberg, 5♥ with 4+m, 5-10 hcp	2NT=(R); 2♠ nat NF; 3♣ poc 3♥ pre-emptive	3♣=min with ♣; 3♦=min with ♦; 3♥=max with ♣; 3♠=max with ♦	4 th hand opening = NAT
2♠	x			Muiderberg, 5♠ with 4+m, 5-10 hcp	2NT=(R); 3♣ poc; 3♠ pre-emptive	3♣=min with ♣; 3♦=min with ♦; 3♥=max with ♣; 3♠=max with ♦	4 th hand opening = NAT
2NT	x			(55)+ minors, pre-empt	3♣♦ = to play; 3♥ = asking for shortness 4♣♦ = pre-emptive	On 3♥: 3♠/NT = ♥/♠ singleton; 4♣ = both Ms singleton; 4♦/♥ = ♥/♠ void	
3♣/♦		6 (Vul 7)		pre-empt	new suit nat F1 (sometimes lead-directing)		
3♥/♠		6 (Vul 7)		pre-empt	new suit = cue		
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		pre-empt			
4♥/♠		7		no special meanings			
4NT	x			both minors			
					HIGH LEVEL BIDDING		
					SPLINTER; autoSPLINTER, RKCB 0314; Exclusion Blackwood; DOPI-ROPI		
					Quantitative raises 4NT/5NT after NT-bids; 4♣ Gerber after 1NT or 1NT-2♣-2♦		
					Jump to 4♦ with ♣ fit is usually RKCB		
					CUE - any lowest 1 st or 2 nd round control		