

DEFENSIVE AND COMPETITIVE BIDDING**OVERCALLS**

Level 1 – 7-18 HCP, 5+(or good 4)
 Level 2 – 10-17HCP, 5+ decent suit
 FREQ TRF responses, 2X-1 = good raise
 Fit jumps, 3-level cue = mixed raise
 2NT = 4-card good+ raise
 Reopen: even lighter, but denies ability to double

1NT OVERCALL

2nd 15-18, system on
 4th 15-18 or long m, system on
 Reopening 11-16, system on
 By passed hand: 4M5m

JUMP OVERCALLS

wide-ranging pre, (1M)-3♣= mm, (1S)-3♦= ♦+♥
 (1m)-2♥= MM, (1♦)/♥-2♠=♠+♣, (1♣)-2♦=♦+♥
 2N = strong with 1 or 2 of two nearest
 Reopen: good suit(s), 15+

DIRECT & JUMP CUE BIDS

(1♣)-2♣= ♠+♦LIM or strong with ♠(+X)
 (1♦)-2♦= ♥+♣LIM or strong with ♣(+X)
 (1♥)-2♥= ♠+♦LIM or strong with ♦(+X)
 (1♠)-2♠= ♥+♣LIM or strong with ♥(+X)
 Jump cue stop ask, usually running m

VS. STRONG NT (min ≥ 14HCP, except 3rd NV)

Earth: X = ♥+m, 2♣=♠+m, 2♦=MM, 2M=NAT, 2NT=mm
 X-2m=P/C, 2♣-2♦= ask for m

VS. WEAK NT (min < 14HCP or 3rd NV)

X - penalty, 2♣- MM, 2♦♥♠=nat
 2♣-2♦asks for better M, 2X-2NT=invs

VS. PREEMPTS

DBL=Takeout, X-2NT = Lebensohl
 2NT = 15-18, cue on 3-level = stop ask
 Vs. MM: X=15+bal, 2M nat, 2NT mm

VS. ARTIFICIAL STRONG OPENINGS

X Majors, NT minors, vs 1♣: 1NT = ♥+2nd suit
 Suit overcall nat, aggressive
 (1♣)-(1♦)-X = MM

OVER OPPONENTS' TAKEOUT DOUBLE

TRFs starting from XX, 1NT is natural
 Fit jumps
 2X-1 = good raise, 2NT=4+ INV+

After opponents double our overcall, XX=Hx support; new suit with fit

After opponents double our nat 2M, McCabe Adjunct[D1]

LEADS AND SIGNALS**OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	2 nd /4 th RUS	3 rd /low
Notrump		
Subsequent	2 nd /4 th	3 rd /low

Other: When count in partner's suit know: ATT

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax/AK(+) CNT	UB/CNT
King	AK(+), Kx [B1]	AK(+) [B1]
Queen	KQ(+), Qx [B1]	KQ(+) [B1]
Jack	(A)QJ(+), Jx [B1]	(A)QJ(+) [B1]
10	(H)Jx(+), Tx [B1]	(H)JT(+) [B1] [B1]
9	(H)T9(+)	(H)T9(+)
Hi-X	xXx, HXx, xXxx(+)	xXx, HXx, xXxx(+)
Lo-X	HxxX, xX	HxxX, xX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Obvious shift	CNT(LO=odd)	CNT(LO=odd)
2 Suit	CNT(LO=odd)	S/P	S/P
3			
1	Obvious shift	CNT(LO=odd)	CNT(LO=odd)
2 NT	CNT(LO=odd)	S/P	S/P
3			

Signals: Obvious Shift[B1]

Smith Echo in NT

Hi-Lo in trumps = wants ruff

DOUBLES**TAKEOUT DOUBLES**

FREQ takeout, can be light(8+) when both OPP bid or in 4th
 Dbl is major-oriented, esp after 1m
 Tend to be on-shape after 1X, off-shape OK if 18+ after 2X
 Cue forces to fit, 1NT=7-11, jump cue stop ask
 PEN PASS after XX except 1-level
 (1M)-(2M)-X/(1M)-X-(2M) - 2NT = two places to play

MISCELLANEOUS DOUBLES/REDOUBLES

Over 1-level overcall, X=transfer

Except NEG DBL over 1X-(1♠)

If opponents bid new suit after our overcall,

X=Hx support and 4th suit

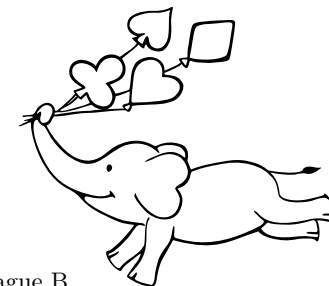
Anti lead double for cue-bids of bid suit of the doubler

Maximal and stop asking doubles where room is lacking

Snapdragon doubles

WBF CONVENTION CARD

CATEGORY: ● Yellow + ●



NCBO: Estonia

EVENT: Estonian Teams League B

PLAYERS: Tiit Hendrik Piibelet — Rao Zvorovski

SYSTEM SUMMARY**GENERAL APPROACH AND STYLE**

5+ M, 4+ UNBAL ♦, 2+ ♣ with transfer responses
 FREQ light action, open almost all 11s and some 10s
Open almost all hands in 3rd seat systematically
 Aggressive NAT preempts, 2♦=17-19 BAL
 14-16 1NT except 3rd NV - (11)14-16 or long minor
 2/1 FG, 1M-2♣BAL or NAT
 FREQ TRF and fit bids in COMP; 2NT ART in COMP

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣/1NT/2♣ OPENINGS IN 3rd

2♦ 18-19 BAL

3NT preempt in either minor

4m Namyats(see back of card)

Transfer responses to 1♣

Transfers in competition

2♣ as strong OR weak !D in 3rd

NV 2♥ as either major, weak[C1]

NV 2♠ anti-Wilkosz opening[C2]

SPECIAL FORCING PASS SEQUENCES

When INV+ or OPPs escape

P forces X(extra strength or PEN)

Direct DBL is takeout

IMPORTANT NOTES

Defense to Nebulous Minor[H1]

Defense to Multi [H2]

Defense to Both Majors Preempts [H3]

PSYCHICS: Occasional; usually for lead or with safety

Section A: Conventions Used

[A1] Gazzilli

After we open 1♦♥♠, opener's rebid of 2♣ after 1M or 1NT after 1♦ shows either 16+ points or a sixth card in the opened suit. Responder bids next step with gameforce opposite strong option or takes a preference with a weaker hand

[A2] Ogust

After our nat 2M: 2NT asks

- 3♣ min with 5-card or bad suit
- 3♦ min with 6-card good suit
- 3♥ max with 5-card or bad suit
- 3♠ max with 6-cards good suit
- 3NT 6-card solid suit

Section B: Leads and Signals

[B1] Obvious shift

On honour leads except for A, we give ATT(HI=ENC) in the Obvious Shift Suit

Exception: On the lead of Q, where neither the A nor J are in dummy, we default back to attitude to avoid Bath Coup

Rules for Identifying the Obvious Shift suit, in order of priority

Negatives

1. The Obvious Shift cannot be the suit led.
2. The Obvious Shift is never trumps.
3. The Obvious Shift is never a suit headed by the A-K-Q or four of the top five honors.
4. The Obvious Shift in a suit contract is never dummy's singleton or void.
5. The Obvious Shift is never a natural suit bid by declarer.

Positives

1. The opening leader's bid suit is the Obvious Shift
2. If the opening leader has not bid a suit, the leader's partner's bid suit is the Obvious Shift.
3. If both defenders have bid suits and the opening leader starts with an unbid suit, look at the suits and choose one of them by applying the rules below.
4. When the defense has bid two suits or when the defense has not bid any suits:
 - (a) Against a suit contract, a three-card suit headed by at most one honor, Ace, King, Queen, Jack, Ten, is the Obvious Shift.
 - (b) Against No Trump, dummy's shortest suit is the Obvious Shift, even a strong holding such as Ace-King doubleton.
 - (c) When there is no weak three-card suit, the shortest suit is the Obvious Shift. But against a suit contract, this cannot be a singleton or void.
 - (d) When there are two equal length suits, either of which might be the Obvious Shift, look at the number of honors. The suit with fewer honors is the Obvious Shift. If the suits have an equal number of honors, the lower-ranking suit is arbitrarily deemed to be the Obvious Shift.

Section C: Bids That May Require a Defence

Section D: Defensive and competitive bidding

[D1] McCabe Adjunct

After opponents double our natural 2M:

XX	Forces next step; wants to get out in own suit(or NT)
2M+1...3M-1	lead-direct in bid suit and raise of opened M
3M	raise with a top honour in M
2N	Ogust

[D2] 1M-(2NT Unusual)

3♣	5OM forcing
3♦	INV+ raise
3OM	NAT NF
3M	COMP raise

[D3] 1M-(1NT)

X	strength
2♣	both majors: 5OM and 3 or Hx in M
2♦	sound raise to 2M
2M	poor raise
2OM	nat, non-fitting, NF
Over 1♠: 2♦	is transfer to ♥ and 2♥ is a sound raise

Section E: Doubles

Section F: Back of Card

[F1] Transfers After 1♣ Opening

After we open 1♣, responder's 1♦ and 1♥ bids(also in competition) show 4+ HCP and 4+ cards in the next suit.

With 11-14 BAL and no 4-card support, opener accepts the transfer on the 1-level; with 4-card support and possible shortness on the 2-level. Opener's 1NTrebid shows 16+ UNBAL. Responder's single jump shift shows 14-16 with 4-card support and shortness in the bid suit; raise to 3M shows 17-19, 4-card support and an unspecified singleton; double jump shift shows 17-19, 4-card support and a void in the bid suit.

2NT rebid 6♣3M good playing hand

[F2] 1♥-1♠

This bid shows one of the following:

- 3-7 with ♥ support
- 10-11 with ♥ support
- GF with 4♠ and no longer suit
- Any weak hand without support

Opener's 1NT rebid shows 11-bad 14, either bal or 4♠.

[F3] 2♥ NV - 2NT Relay

- 3♣ any min
- 3♦ medium or max with ♥
- 3♥ medium or max with ♠
- 3♠ solid ♥
- 3NT solid ♠

[F4] 2♠ NV - 2NT Relay

- 3♣ ♦+M
 - 3♦ minors
 - 3♥ ♣+♠
 - 3♠ ♣+♥
- After 2♠-2NT-3♣: 3♦asks
- 3♥ ♦+♠
 - 3♠ ♦+♥

[F5] Third Hand 1NT Structure

- 2♣ INV 0-2 4-card majors
- 2♦ 6-9 with D
- 2M 4M, 11-bad 14
- 2NT 11-bad 14, S/O
- 3♣ max w/o 5M
- 3♦ 4♥
- 4♦ retransfer
- 3♥ 4♠
- 4♥ retransfer
- 3♠ 4♥4♠
- 4♦re-transfer
- 3♦ max with 5♥
- 4♦ retransfer
- 3♥ max with 5♠
- 4♥ retransfer
- 2♦ { signoff in any suit
weak with both minors (rebids 2NT)
- 2♥ ♥ tolerance
- 2♠ weak with 6m, no ♥ tolerance, ♠ tolerance
- 2NT asks for minor
- 2NT 14+ with 6m
- 3♣ 6♣, no Mtolerance
- 2M 8-10 with 5M
- 2NT GF opposite 14-16 BAL, no 5M, may have 0-2 4M
- 3m sign-off
- 3M 4cards
- 3NT no 4M
- 3m NAT INV

Section G: Others

Section H: Prepared Defences

[H1] Defense to Nebulous Minor

A nebulous minor is defined as a minor suit opening that does not show 3 cards in a specified minor or 4 cards in a specified major and does not promise 15+ points.

- PASS strong BAL or any weak hand
- X Takeout strongly accentuating Majors
- 1NT 5m4M 8-13
- 2NT minors, weak

[H2] Defense to Multi

Against Multi 2♦ or 2♣, which shows a weak two in either Major and may contain strong options, we use:

- X Takeout of ♠
- 2♥ Takeout of ♥
- 2NT BAL 16-18, stops in both Majors

[H3] Defense to Both Majors Preempts

Against an opening bid of 2♣♦♥ which shows a weak hand with both Majors, we use

- X 15+ BAL
- 2M NAT
- 2NT mm