


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 
<b>OVERCALLS(Style; Responses; 1/2level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			
1st level - 8 - 15 HCP, 5 card (or 4, if good suit) suit		<b>Lead</b>	<b>in Partner's Suit</b>		<b>Category : BLUE / Brown Sticker</b> <b>Country: Estonia</b> <b>Event: All</b> <b>Players: Toomas Vaher - Mihkel Oras</b>
2nd level - 10-15 HCP, 5 card suit	Suit	1/3/5	same		
Opp suit FG; Jump raise - pre	NT	2/4	1/3/5		
	Subseq	same	same		
	Other:				
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopenin</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
as usual 15..17hcp bal, responses as usual	Lead	<b>Vs.Suit</b>	<b>Vs. NT</b>		<b>GENERAL APPROACH AND STYLE</b>
after opps 1 Major form passed hand 1NT = minors (4-4)	Ace	AK, AK(+), Ax, Axx	any AK(+), Ax, Axx		Strong club
	King	any AK(+), any KQ(+). Kx	any AK(+), any KQ(+). Kx		RESPONSES: 1NT - NF 2 OVER 1 - F1 or GF
	Queen	QJ(+), Qx	KQ109(+);KQJ9(+)		
	Jack	J10(+), Jx	J10(+), Jx		
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>		10	109(+), 10x, K109(+)		109(+), 10x, K109(+), A109(+), Q10
1-Suit: nonvul weak, vul constructive	9	9, 9x	9x, 109x		1NT Openings 1NT 15-17hcp; 2NT= ART; 3NT=ART
after opp 1major 2NT = unusual	Hi-x	Xx	Xx		2 OVER 1 Res F1 (some FG)
	Lo-x	xxX(x), xxxX, HxX(+)	xxxX(+), HxX, HxxX(+)		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
Reopening:	<b>SIGNALS IN ORDER OF PRIORITY</b>				1♠ = strong ; 1♦ =nebolous
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	2♦ = 6..10hcp, 6+ major PRE
10+hcp michaels: 3♠ =pass or correct, 2NT=relay	Suit:1st	odd = ENC/even	hi/lo = even	odd=ENC/even SP	2♥/ 2♠ = 5..10hcp, 5+ card + 4+minor
Jump cue (1M-3M or 2M-3M) = stopper asking for 3NT	2nd	hi/lo = even			2NT= 3 level PRE in minor
	3rd				3♠ = 8..11hcp, 5-5 minors (may be weaker pos 3 and or nonvul)
	NT: 1st	odd = ENC/even	hi/lo = even	odd=ENC/even SP	3♦ = 5..15hcp vul 5-6 majors inv+, nonvul 5-5 majors preemt or inv.
<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>		2nd	hi/lo = even		3♥/3♠ = 5..14hcp, 6+-5+ distribution nat and minor vul inv, nonvul pre
vs strong DONT	3rd				3NT = GAMBLING
vs weak DBL=15+hcp; other NAT;	Signals (including Trumps):				4NT = Minors
last position DBL may be balancing	Lead A=attitude, K or Q count				
	Italian and Lavinthal signals and discards.				
	<b>DOUBLES</b>				
	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>				
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>		11-16 negative or 1♠ opening values			
Take out double, natural overcalls	then new suit = NF, cue-bid = F1; (2x) - DBL - 2NT =Lebensohl				
	jump to 2nd level = INV (9-11) 4+				<b>SPECIAL FORCING PASS SEQUENCES</b>
					none
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
vs strong 1♠- (1♦): DBL= Majors(4-4), 1NT=Minors (4-4)	NEG DBL thru 3♠				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
	Vs stong NT= onesuiter				
	vs strong club = majors				
	RDBL = 11+ points				
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>					
New suit NF; RDBL 11+any, raise and jump raise = PRE					Psychics: very rare
opp suit FG					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	x	0	3♣	17+hcp any distribution, 18+ if bal, 14hcp with 5or less losers	1♦=0.7 1♥/2♣=8+hcp, 5suit 1NT= 8-11hcp or 15+hcp bal, 2NT=12-14 hcp bal 2♥♣3♣=1444 8..11 hcp, singleton 3NT= any AKQxxxx, no aoutside A or K	1♣-1♦-1♥ = 20+hcp 1♣=0..4hcp; 1♣-1♦-1♥-2♣=F1 (2♦=bal) natural stayman, natural	dbl by responder=GF, overall 5..7 nat pass by responder may be for penalty
1♦	x	1	3♣	11..16 hcp no 5 card major, 11..14 hcp if BAL	1♥♣=5+hcp, 4+suit; 1NT = 6..10hcp bal or semibal 2♣=12+hcp, 4+suit F1 ; 2♥♣ = 6..9hcp, 6+ suit 3♣♥♠= 9.11 hcp 6+suit INV 2NT= 11..13 hcp bal, 3NT= for play	1♣-1♥♣-1NT-2♣ = relay : 2♦=min no supp, 2♥=min with sup, 2♠=max w. sup, 2NT=max no sup.	Lebensohl after 2M (op)
1♥ / ♠		5	3♣	11..16 hcp 5+ suit	1♣=6+hcp 4+suit F1; 1NT= 6..10 no 3 card sup 2♣=12+hcp, 4(3)+suit FG; 1M-2M 5-10hcp with sup NF 2NT= inv+ with 3 card support; 3NT=for play 3♣(♥2♣)=GF nat 5+ good suit with sup, double jump=splinter	1♥-1♠-1NT-2♣ = relay: 2♦=min no supp, 2♥=min with sup, 2♠=max w. sup, 2NT=max no sup	overcalls by responder NF
1 NT			3♣	15-17 bal or semibal, 5 card major very rare minor 7-2-2-2, 6-3-2-2, 5-4-2-2 possible	2♣ = asking majors, 2♥=transfers 2♠=8-9bal or transfer to ♣, 2NT=transfer to ♦ 3♣♥♠=8-11 singleton 1-4-4-4 4♣=ace asking, 4♥=transfers, 4♠ - choose minor	1NT-2♣: 2♦ -no 4M; 2♥=4♥ or 4-4♥♠, 2♠=4♠ no 4♥ 1NT-2♣-2♦-3♥♠ = 4 suit + 5 other major 1NT-2♣: 2NT=min, 3♣=max; 1NT-2NT: 3♣ max, 3♦ min	
2 ♣		5	3♣	11..16 6+♣ or 5+♣ and 4 card major	2♦=relay, 2♥♠=nat NF, 2NT=inv bal, 3♣=preemptive 3♥♠= 9..11 nat 6+ inv,	2♣-2♦: 2♥♠=4 card, 2NT min 6+♣, 3♣=max, 3♥♠= nat 4 card max	
2♦	x	0		6..10hcp, 6+ major PRE	2NT= strong relay, 4♣ = make transfer. 4♦ = bid your suit 2♥♠, 3♥♠=pass or correct, 3NT 4♥♠ for play	2♦-2NT: 3♣=min with ♥; 3♦= min with ♠; 3♥♠= max nat	
2♥/2♠		5	3♣	5..10hcp, 5+ card + 4+minor	2NT=strong relay, 3♣= pass or correct 4♥♠=for play	2♥♠-2NT: 3♣=4+♣, min; 3♦=4+♦ min; 3♥=4+♥, max; 3♠=4+♠, max; 3NT= 4♣-4♦ max	
2 NT	x		3♣	3 level preempt in minor	3♣/4♣/5♣=pass or correct; 3♦=relay	responses to 3♦; 3♥♠=♣ min; 3NT= 2 of top three honors no void, 4♣♠ same with void.	
3 ♣	x	5(4)		8..11hcp, 5-5 minors (may be weaker pos 3 or nonvul)	3♦, 3NT=for play; 3♥= shortness asking		
3♦	x	0		5..15hcp vul 5-6 majors inv+, nonvul 5-5 majors preempt	3♥♠=0..8 better major; 3NT=for play; 4♥♠=for play 4♣=shortness asking; 4♦=bid better suit	responses to 4♣: 4♦=no void; 4♥ = ♣ void; 4♠ = ♦ void; 4NT= ♣&♦ void after 4♣-4NT: 5♣=RKCV, 5♦=RKC♣; after other responses: 4NT=RKCV, 5♣=RKC♣	
3♥/3♠		6		Preemt			
3 NT	x			AKQxxxx any, no outside A or K	4♣=pass or correct	<b>High Level Bidding</b>	
4 ♣		7		PRE		CUE-BID, SPLINTER, GERBER,	
4♦		7		PRE		ROMAN KEY CARD BLACKWOOD 14/03/2/2+Q	
4♥		7		PRE			
4♠		7		PRE			
4NT	x			PRE minors			