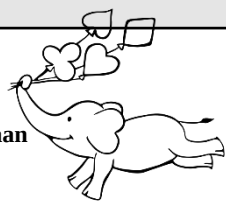


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
8-16 hcp, 5+ suit (on 1 st level sometimes good 4-card suit) (1M)-DBL-(2M)-2NT = Scrambling
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 (14-18) (semi)BAL, at least partial stopper SYSTEM ON
Balancing 1NT=11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: Pre-emptive 2NT = unusual (Art 1♦) - 2♥ = weak 5-5 ♥+♠; (1♣=2+♣) - 2♦ = 5-5 ♥+♠
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
direct cue over 1♥♠ = Michaels cue (10+) - 2NT = relay, n♣ = poc jump cue = stopper ask for 3NT
VS. NT (vs. Strong/Weak; Reopening;PH)
vs Strong: DBL = ♥+♠ or 6+♣♦; 2♣♦ = ♣/♦+M; 2♥♠ = nat 5+; 2NT = 5-5 ♣+♦ 2♣♦♥ => +1 = P/C vs Weak: DBL = Strength; 2♣ = ♠+♣/♥; 2♦ = ♦+♥/♠; 2♥♠ = nat 5+; 2NT = 5-5 ♣+♦; 3♣ = ♣+♥
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DBL thru 4♠, (2♥/♠)-DBL-2NT = lebensohl Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣ or 1♦: 1NT = ♣+♦; DBL = ♥+♠; 2NT = ♣+♥ overall may be from 4 cards Vs 2♣: DBL = ♥+♠; 2NT = ♣+♦
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=(10)11+ HCP 2M/3x - (DBL) – transfers, could be lead directonal (also applies if preempt is an overcall)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th	1 st /3 rd /5 th	
NT	2 nd /4 th	1 st /3 rd /5 th	
Subseq	attitude or 1 st /3 rd	1 st /3 rd	
Other: from AK or KQ either is possible Vs NT 2 nd from (inner) sequence if 4+ suit, otherwise top of sequence			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AK(+)	AK, AK(+)	
King	AK(+), any KQ(+)	AK(+), any KQ(+)	
Queen	any KQ(+), QJ(+), Qx	any KQ(+), QJ(x), Qx	
Jack	J10(+), Jx	J10(x), Jx, QJT(x)+	
10	109(+), H109(+), 10x	H109(+), 109(+), 10x	
9	9x, 98(+),	98(+), 9x	
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	ATT (small=ENC)	hi/lo = odd	ATT (small=ENC)
2	hi/lo = odd	S/P	(hi/lo = odd)
3	S/P		S/P
NT 1	ATT (small=ENC)	hi/lo = odd	ATT (small=ENC)
2	hi/lo = odd		(hi/lo = odd)
3			
Signals: ATT on A or Q, count on K, unblock on K in NT			
UDCA			
Smith Echo (lo enc from leader, hi enc from partner)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10-16 negative or strong then new suit = NF, cue-bid = F1; (2M) - DBL - 2NT = lebensohl jump to 2nd level = INV (8-11) Reopening: 8+, otherwise the same			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL thru 4♥, higher it shows "cards" 1♦-(1♥)-DBL exactly 4♠ (or strong), 1♦-(1♠)-DBL suggests 4♥, 8+ HCP against (1♥♠) - (1NT) - DBL = T/O 2NT often not NAT Invitational DBL on 3 rd level if other bids not possible support DBL and RDBL, if we have shown 4+ Major on 1st level usually DBL is T/O as long as there are 2 unbid suits left			

W B F CONVENTION CARD
CATEGORY: GREEN
COUNTRY: Estonia
PLAYERS: Martin Vasar - Susanna Laan

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = 2+ , 1♦ = (4)5+, 1♥♠ = 5+
1NT = (14)15-17; 2NT = (19)20-21
2♦ = 18-19 BAL
overcall range 8-16 hcp
lebensohl, transfer lebensohl
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ = 2+♣
2♦ = 18-19 BAL
2♣ = GF or 22-24 BAL or weak ♦
3NT = 1 st /2 nd Solid 7-9 card M (no outside A/K)
1M-3M raise weak
SPECIAL FORCING PASS SEQUENCES
after game balance has been found, after our RDBL or PEN dbl
IMPORTANT NOTES
sometimes light bids, which are based on distributional values or lead directional
PSYCHICS: rare, 3rd hand opening may be light

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	2		(11)12-14 BAL (inc 5♣332) 11-22 5+♣	1♦ = 4+♦ F1(no major); 1♥♠ = 4+♥♠ F1; 1N = 11-13; 2♣ = 5-11, 5+♣; 2♦ = 9-11, 6+♥♠; 2♥ = 3-9, 5+♥4♠; 2♠ = (5)6+♠ GF; 2N=♣+♦ pre; 3♣♦=6+♣♦ INV; 3♠=trf to 3N; 3N=13-15	1♣-1♥♠-1N = 12-14 BAL; [After 1♣-1♥♠: 2♣=11-15, 5+♣; 2♦=16+, No 3+♥♠; 2♥♠=(3)♥♠; 2OM=16+, 3+♥♠; 2N=16-18, 6+♣; 3♣=13-15, good ♣]	
1♦		4		11-22 5+♦ (not 5♦332) 11-22 4♦(441) 3 rd /4 th can be BAL	1♥♠ = 4+♥♠ F1; 1N = GF with ♣/♦/BAL; 2♣ = 5-11, 5+♣ NF; 2♦ = 0-9, 3+♦ NF; 2♥ = 3-9, 5+♠4♥; 2N=11-13; 3♣ = 9-12, 4+♦; 3♦ = 0-8, 4+♦; 3♥♠/4♣ = void splinter GF	1♦-1♥-1N = 11-13, 3♥; 1♦-1♠-1N = 11-15, 6+♦ or 4♥; 1♦-1♥♠-2♣ = Gazzilli → 2OM = GF 1♦-1M-2M=11-15, (3)4M → +1 = minmax relay [[1♦-1M]: 2NT=16+, 6+♦; 3♣ = 14-16, 5-5♣♦; 3♦ = 13-15, 6+♦; 2OM = 16+, 3+M]	
1♥		5 (4+ in 3 rd)		(10)11-22 hcp	1♠=4+♠ F1; 1N=semiF; 2♣=2+♣ GF (♣/3♥/Bal); 2♦ = unBAL ♦, GF; 2♥ = 8-11, 3/4 ♥; 2♠ = 6+♠ GF; 2N = 4+♥ INV+; 3♣♦=6+♣♦ INV; 3♥ = 0-8, 4+♥; 3♠/4♣♦ = splinter	1♥-1♠/N-2♣ = Gazzilli(16+ any or 11-15 4+♣); [1♥-1♠/N]: 2N=(15)16+, 6♥4+m; 3m=14-16, 5♥-5m [1♥-2N: 3♣ = min; 3♥♠ = ART extras (+1 LMH relay); 3N = 18-19 BAL; 4♣♦ = 5-card, 2/3 top honors]	2♣ Drury (only on 3 rd hand opening)
1♠		5 (4+ in 3 rd)		(10)11-22 hcp	same as after 1♥	same as after 1♥ 1♠-2♠-2N= INV with any short → 3♣ ask short	same as after 1♥
1NT	x			(14)15-17 hcp (semi)BAL may include 5♥♠/6♣♦ Frequent upgrades	2♣ = Stayman; 2♥ = TRF; 2♠ = ♣ or INV; 2N = Puppet Stayman; 3♣ = trf to ♦; 3♥♠ = 5-4+(♣+♦), short in ♥♠; 4♣♦ = trf to ♥♠; 4♥♠ = to play; 4NT slam INV	1N-2♣-2♦-2♥ = weak 44/45 ♥+♠; 2♠=5♠ BAL INV; 1N-2♣-2♦-Smolen; After 1N-2♣-2♦♥♠: 3♣=some short, no fit; 3♦=♣/♦ slam try 1N-2♠/N- 2N/3♦ = min; 3♣ = max After Major trf, 2 nd round retransfer	
2♣	x			Any GF 22-24 BAL Weak with ♦	2♦ = P/C; 2♥♠ = nat F1; 2N = INV+ relay; 3♣ = nat F1; 3♦ = P/C	[After 2♣ - 2♦: 2♥ = 25+BAL or ♥ GF; 2♠ = ♠ GF; 2N = 22-24; 3♣ = 5+♠; 3♦ = 5+♦ 4+♠ or 6+♦; 3♥♠ = 5+♦ 4♥♠]	
2♦	x			18-19 BAL	2♥ = 4+♠ or Slam try in ♣/♦/♠; 2♠ = 4+♥ or BAL, (forces 2NT); 2T = trf to 3♣; 3♣ = Stayman; 3♦ = 5+♠ 4♥; 3N = 5-5+♣♦, F; 3♥♠ = short in 3♥♠(one or both minors)	After 2♦ - 3♣: 3♦ = One or both M; 3♥ = 3♥ (No 4♠); 3NT = No 3♥/4♠	
2♥		5		Preempt	2N = relay; 2♠ = NF	[2♥-2N: 3♣ = med+; 3♦ = 5-card M; 3♥ = min; Other = values]	
2♠		5		Preempt	2N = relay	Same as above	
2NT				(19)20-21 (semi)BAL may include 5♥♠/6♣♦	3♣ = Puppet Stayman; 3♥ = TRF; 3♠ = ♣♦ GF 4♠/♦/♥/♠ = ♥/♠/♣/♦ Slam Try		
3♣♦		6		pre-empt	3♣ - 3♦ = SO in ♥♠; 4♠/♠=modified RKC	Modified RKC: 0/1/1+Q/2/2+Q	
3♥♠		6		pre-empt	new suit = cue		
3NT	x			solid ♥♠, no outside A/K			
4♣♦		7		pre-empt			
4♥♠		7		Pre-empt, 4 th hand to play			
4NT	x			Specific ace ask			
						HIGH LEVEL BIDDING Splinter; autosplinter; RKCB 1403; Exclusion RKCB; CUE - any lowest 1 st or 2 nd round control Serious 3NT; 5NT pick a slam	

