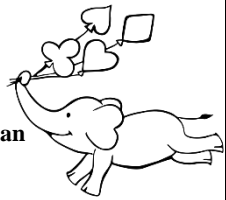


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light overcalls 8-15(16)p; (4)5+ nat.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(14)15-17 Bal/SemiBal; System on
Balancing 1NT up to 14(15) HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preemptive; (1x) – 2NT = Two lowest unbid suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) – 2M = 5+OM & 5+m -> 2NT asks minor
(1m) – 2m = Majors
After natural 1m – 3m=Strong Majors
Vs ART 1♦ – 2♥/3♦= Majors weak/strong
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong: Dbl= long minor or ♥+♠; 2♣=♣ + M; 2♦=♦+M; 2♥/♠=(5)6+♥/♠
Weak: Dbl=15+p penalty; 2♣=Majors; 2♦/♥ = trf, 2♠/NT = ♠/♥ + m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Michaels, Leaping Michaels
(2x) – dbl - (p) – Lebensohl applies
VS. ARTIFICIAL STRONG OPENINGS
(1♣=strong) – 1x= nat; may have 4+; Dbl= ♥+♠; 1/2NT= ♣+♦
OVER OPPONENTS' TAKEOUT DOUBLE
1♦ - (dbl) – rdbl/1♥/1♠/1NT = transfers; 1♦ - (dbl) – 2/3♦= weak
1♥/♠ - (dbl) – transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
NT	1 st /3 rd /5 th	Same	
Subseq	2 nd /4 th	1 st /3 rd /5 th	
	2 nd /4 th or attitude		
If supported with 3 cards then 1 st from xxx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	AKx(+)	
King	KQx(+)	Asks for unblcok(count)	
Queen	QJx(+); KQ(+)	QJx(+); KQ(+)	
Jack	JT(x)+	JT(+); KJT(+)	
10	HT9(+)	HT9(+)	
9	9x		
Hi-X	Xx	xXxx; Xxx; Xx	
Lo-X	xxX; xxxX; xxXxxx	HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	ATT	Count	ATT
2	Count	S/P	Count
3	S/P		S/P
NT 1	ATT	Count	ATT
2	Count		Count
3	S/P		S/P
Signals: ATT on A or Q, count on K lead			
UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light; negative or 1♣ opening values			
Responses: cue-bid = F1			
Jump to second level= INV (4)5 suit			
Reopening: 8+ otherwise the same			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♦-(1♥)-DBL 4♠, (1M) – (1NT) – DBL= TO in M			
Support X; Support XX			
2NT often not nat.			
(1x) – 1M – (p) – 2C=Reversed drury			
Pass-Double Inversion if GF or 1♣ – (4x)			

W B F CONVENTION CARD
CATEGORY: BLUE
COUNTRY: Estonia
EVENT: ALL
PLAYERS: Martin Vasar – Susanna Laan

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong 1♣, 1♦=2+♦, 5-card Majors, 2♠ = 6+♠;
2♦= short♦; 3-suiter
INT = 14-16, 2NT = 20-21
1M – 1NT = semiforcing,
Light openings
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
GAMBLING 3NT
1♦=2+♦ 11-15
2♦= short ♦; 3-suiter 10-15
1♣=16+ HCP, ART
Lebensohl and TRF lebensohl
SPECIAL FORCING PASS SEQUENCES
After we have GF sequence or 1C – (4x) sequence
Dbl = TO and pass asks Double.
IMPORTANT NOTES
Light openings are possible
1♦ - (x) – pass= weak or may have ♦ INV+
Pass-Double Inversion if GF or 1C – (4x)
PSYCHICS: rare; 3rd hand opening can be weak.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0		STRONG: 17+ if BAL; 16+ if UNBAL Strong 1-suiter or 2-suiters	1♦ = 0-7; 1♥ = 8-11p any (not 5+♠); 1♠=8+p, 5+♣ 1NT = 12+p 5+♥; 2m = 12+p 5+m; 2♠ = 12+ (4441) 2♥ = 12-13 or 16+ Bal; 2NT = 14-15 Bal 3♦=40(45) 3♥=04(45) 3♠ = 4450 3NT = 4405 12+p	1♣ - 1♠/1NT - 2♥ = (5)6+♣ 1♣ - 1♠ - 2♣ = 5+♥ If 3-suiter shown, Control Ask or 4♣/4♦/RKC	2♥ = 5-7p, 55+M 1♥=5+♥ 1N = Bal
1♦	x	2 (1)		11-15 hcp May have singleton ♠A/K	1♥♠=F1 4+♥♠; 1N=6-11; 2m=F1 2♥=weak 5♠4+♥; 2♠=inv 5♠4♥+ 2NT=INV; Bal; 3♣=minors; weak 3♦+= Preemptive	1♦-1♥/♠-1NT-2♣/♦ = ASK INV+	Same; Not GF
1♥		5(4 3 rd)		11-15 hcp	1NT = semiF, 2♠=up to inv nat; 2NT = 4+♥, INV+ 3♣/♦ =NAT,INV;3♥ = (5)6-9 4♥; 3♠/4♠/4♦ = Splinter 4♥ = Wide range ; 3NT = (4333)	1♥-1♠-1NT-2♣/♦ NF	2♣=reversed drury
1♠		5(4 3 rd)		11-15 hcp	Similar to 1♥	As above	2♣=reversed drury
1NT				14-16 Bal or SemiBal May be 5M(422/332) /6m332 Stiff honor OK	2♣ = (R); may be weak; 2♦/♥ = TRF 2♠=range ask; 2NT=puppet stay; 3♣=trf to ♦ 3M=55+mm(or 64) short in M	1NT - 2♣ - 2♦ - 3M=Smolen 1NT - 2♦ - 2♥ - 2S= Bal, INV After Major trf, 2 nd round retransfer.	
2♣		6(5 3 rd)		10-15 hcp 6+♣ (3 rd hand 5+♣)	2♦=(R) INV+; 2♥♠= NF 2NT=trf to 3♣ (weak with ♣ or 2-suiter GF) 3♣/♦/♥= ♦/♥/♠ INV+	2♣ - 2♦: 2♥=any 4M; 2♠=Good hand 2NT = Balanced 3♣= min; 3♦/♥/♠=6+♣ and 5+NAT	2NT/3♦/♥/♠ = nat.
2♦	x	0		Short ♦; 4405/ 4414/(43)15 10-15 hcp	2♥(correct w 3♥) 2♠/3♠= To play; 3♦/♥/♠/4♠ = INV 2NT= relay		
2♥		5		Preempt	2NT= relay; New suit F1 except 2♥ - 2♠ = NF		
2♠		5		Preempt	2NT= relay; New suit F1		
2NT				20-21 BAL	3♣: puppet; 3♦/♥= trf; 3♠=minors GF, 4♣/♦/♥/♠ = ♥/♠/♣/♦ Slam Try		
3♣		6		Preempt	3♦→F3♥ (Signoff in 3M) 4♦=modified RKC	Modified RKC: 0/1/1+Q/2/2+Q	
3♦		6		Preempt	4♣=modified RKC		
3♥/♠		6		Preempt	Ditto		
3NT	x			Gambling; (3 rd /4 th hand to play)	4♣ = p/c; 4♦ =asks shortness		
4♣/♦		7		Preempt	4NT = RKC		
4♥/♠		7		Preempt	4NT= RKC		
4NT	x			Minors at least 6-5 Preempt			
						HIGH LEVEL BIDDING	
						SPLINTER; RKC B 1430	
						CUE - any lowest 1 st or 2 nd round control	
						Kickback; serious 3NT	
						Exclusion RKC B, 5NT pick a slam	