

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1.level light (can be 4c suit); 2 level solid; OBAR BIDS
cue=limit 3c fit, jump cue=splinter; 2NT=limit 4c fit,
Transfers after 1M overcall and they dbl
reopening: jump=intermediate
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 (14-18) (semi)BAL
SYSTEM ON
4 <sup>th</sup> =11-15(16) over 1M, 10-14 over 1m
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Pre, not crazy, vul dependent. Treat as opening pre in response
2NT=minors; Super-unusual 2NT after opp's 1♥-2♥/1♠-2♠
Reopen: intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
direct cue = Michaels cue bid - 2NT = relay
jump cue = asks stopper for 3NT
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣=majors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O DBL; cue (2M-3M) =asks stopper; Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs 1♣ Mathe (X=majors, 1NT=minors)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-(X)-1S=NF; 1NT/2m=transfers; 2M-1=inv with support

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
Suit	Lead	In Partner's Suit	
Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	same	
NT	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	same	
Subseq	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	same	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	same	
King	KQ(+), AK	same	
Queen	QJ(+)	same	
Jack	J10(+)	same	
10	109(+), HJ10(+)	same	
9	98(+), H109(+)	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	low = ENC	hi/lo = odd	odd=ENC/even SP
2	SP	SP	
3			
NT 1	low = ENC	hi/lo = odd	odd=ENC/even SP
2	SP	SP	
3			
Signals: ATT on A, K and Q			
Odd-even (Roman) discards			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
(2X) - DBL - 2NT = Lebensohl			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDBLS</b>			
Negative, responsive DBL			
game-try (maximal) dbl, snapdragon, Lightner			
Garozzo 2/3			
DBL to 3NT = lead your suit; if OPPS have bid = lead dummy's 1st suit			
against (1x) - 1♥♠ - (1NT) - DBL = Takeout			
In GF situations dbl=penalty			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY:</b> BLUE
<b>COUNTRY:</b> Estonia
<b>EVENT:</b> any
<b>PLAYERS:</b> Tanel Teinemaa - Aleksis Zalitis
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision
2/1 GF, semi-forcing 1NT
Judgement allowed in any situation
Light openings and defensive actions
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Prec 2♦ opening = 11-15, 3-suiter, short ♦, may have 3-card M
1♦ opening = 11-15, 2+♦ (or stiff honor)
1♣ opening = 16+ ART
3NT = solid minor (AKQxxxx, maximum Queen outside)
1D-2H = 5S+4/5H less than inv
1D-2S = inv with 5S+4/5H
1D-3C = minors, less than inv
nVul 3m-next step = relay (good hand/fit/neither)
<b>SPECIAL FORCING PASS SEQUENCES</b>
after game balance has been found
forcing up to 2NT after 1D-2m; 2C-2D; X/2X-(dbl)-rdbl
<b>IMPORTANT NOTES</b>
<b>Frequent upgrades and some downgrades</b>
All the HCP ranges can be compensated by distribution
<b>PSYCHICS</b>
light 3rd seat openings
1x-1y may be 3-carder
1NT can be flexible

OPENING	A R T	CARDS	NEG. X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
				1♣	x	0	no
1♦	x	2	∞	2+, 11-15, stiff honor possible Can be light in 3 <sup>rd</sup> seat	2♥/♠=5♠4+♥ weak/inv 2m = F1 1N = 6-11, 2N = inv 3♣ = mm weak, 3♦ = pre	MTWS (xyz) 1♦-1M-2♣=8+c ♣♦; 2NT=6♦ MAX+3M 1♦-2m-2♥=bal; 2♠=ART fit+short; 3m=(41)53; 2N=44(41)	No GF 1D-1M-1N-2D=55
1♥		5	∞	11-15 Can be 4 &/or light in 3 <sup>rd</sup> seat	2/1 GF; 1NT = SemiF, 2♣ = ♣ or BAL 2NT = limit 4c fit 2♠ = weak, 3m = inv, 3♥ = Mixed, SPL	MTWS (xyz) Jumps & reverses show playing strength	Drury 3♣/♦ = fit-jumps
1♠		5	∞	11-15 hcp, same as after 1♥	same as after 1♥	BART	same as after 1♥
1NT			∞	14-16 BAL 5M, 6m, 5422 possible Sgl H very rare	2♣ = Stayman; 4suit transfers 2NT = Asking for 5M / 6m 3M = (13)(54), 3♦ = minors	1NT - 2♣ - 2♦ - 3♥/♠ = 54/45 majors 1NT - 2♦ - 2♥ - 2♠ = 55 majors	
2♣		6	∞	11-15, 6♣ Can be 5 &/or light in 3 <sup>rd</sup> seat	2♦=(R) INV+; 2♥♠=NF; 2NT=puppet to 3♣ (weak raise or 6+X and GF) 3♣ = constructive raise 3♦♥♠ INV 6+suit	2♣-2♦-2M=4card M; 2NT=6+♣ max; 3♣=6+c min	
2♦	x	0	no	11-15, short D 3415/4315/4414/4405	2NT=(R)	2♦-2NT-3♣ = min, others max → 4x=3suit (Rodwellian) RKCB	
2♥		6	no	weak-2 vul dependent	2NT=(R), new suit = F1, Raise = pre	4♣=rkcb	
2♠		6	no	weak-2 vul dependent	2NT=(R), new suit = F1, Raise = pre	4♣=rkcb	
2NT				20-21, same as 1N shapewise	Puppet Stayman; Jacoby, Texas		
3♣		7 (6)	no	pre-empt, vul dependent	3♦=(R) in aggressive position, 4♦=rkcb		
3♦		7 (6)	no	same	3♥=(R) in aggressive position, 4♠=rkcb		
3♥		7 (6)	no	same	4♣=rkcb		
3♠		7 (6)	no	same	4♠=rkcb		
3NT	x			solid m, no outside A/K			
4♣		7	no	pre-empt			
4♦		7		pre-empt			
4♥/♠		7		no special meanings			
4NT	x			both minors			
						<b>HIGH LEVEL BIDDING</b>	
<b>Conventions</b>						splinter; (1403);RKCB; voidwood	
Stayman, Texas/Jacoby transfers, Smolen, Xyz, BART, Exit Transfers						Serious 3NT (in case of major fit), Last Train	
Lebensohl, mixed raise, Michaels cue, Leaping Michaels, Unusual 2NT, Super-unusual 2NT						Cuebids can be 1 <sup>st</sup> /2 <sup>nd</sup> round controls	