DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

8-15 5(4)cards; vul: solid; responses without jump = NF

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd 16-18

4th 11-15

JUMP OVERCALLS (Style; Responses; Unusual NT)

WEAK

Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

CUE = 6-11 or 15+ 5+5 upper unbid suits

2NT = 6-11 or 15+ 5+5 minors

VS. NT (vs. Strong/Weak; Reopening;PH)

8-15 5 cards

DONT

2th DBL = one suiter

4th DBL = 11+

VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL = penalty

+1 suit = for takeout

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

(1♣) cnt/1♦/♥/♠ = 5 cards or lead directing ; 1NT = 4-4 minors; 2♣=♣+major; 2♦=♦+♥; 2♥=♥+♠; 2♠=♠+♦; 2NT = minors

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 11+

JUMPS = PRE

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1st/3rd/5th	1st/3rd/5th
NT	1st/3rd/5th	1st/3rd/5th
Subseq		

Other: Opening leads may vary if player decides so

LEADS

Lead	Vs. Suit	Vs. NT
Ace	any AK; Ax(+)	any AK; Ax(+)
King	any AK; KQ	any AK; KQ
Queen	QJ(+); Qx	QJ(+); Qx
Jack	J10(+); KJ10(+); Jx	J10(+); KJ10(+); Jx
10	109(+); H109(+); 10x	109(+); HJ10(+); 10x(x)
9	9x; 98(+); Hx9(+)	9x(x); 98(+); Hx9(+)
Hi-X	Xx	Xx; Xxx; HxX(x)
Lo-X	xxX(x); xxxxX; HxX(+)	xxX(x); xxxxX; HxX(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Lo/Hi=ENC	Lo/Hi=2, or S/P, or nothing	S/P
Suit 2	Lo/Hi=2, ENC	-"-	S/P, or nothing
3	Lo/Hi=2	-"-	-"-
1	Lo/Hi=ENC	-"-	-"-
NT 2	Lo/Hi=2, ENC	-"-	-"-
3	Lo/Hi=2	-"-	-"-

Signals (including Trumps):

S/P – even shows preference in reverse order, odd – this suit

A lead asks for S/P; K lead asks for count

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

1natural - DBL = 8-15 with shortnes or 16+ any

Responses: without jump 0-7; 1NT=7-11

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

NEG DBL to 3♠

1♦ artif 11-16 – DBL = 8-15 with support for both majors or 16+ any

1NT-p-2artificial-DBL = for openenig lead or play

W B F CONVENTION CARD

CATEGORY: STRONG CLUB
NCBO:
PLAYERS: Peeter Brehhov – Toomas Kukemilk

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣ = 17+

1♦ = 11-16 no 5-card M

1NT = 15-17, may have 5 card M

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣ - 17+

1♦ - 11-16

2♣ - 11-16, 6+♣ or 5♣+ 4major, precision

2♦ - 6-11, 5+5 at least one major

2NT – 6-11, 5+5 minors

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

All HCP ranges and suit lengths noted in system, may be adjusted by player as he feel reasonable

PSYCHICS: RARE

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0		17+	1♦ = 0-7 or 4441 8+ 2M = 5-7 HCP, 6+ suit (Qxxxxx or better) 1NT = 8-11 or 14+; 2NT 12-13 other = 8+ HCP, NAT		
1♦	X	1		11-16 HCP, w/o 5+M	NAT, 1NT = (6)7-10 HCP, w/o 4M 2NT = 11-12 HCP, BAL, w/o 4M 3NT = 13-15 BAL 2♥/♠ = 0-7 5+ 3♣/♦ = 10–12 Hxxxxx or better	1♦-1M-1NT-2♣ = (R); 1♦-1M-2M=MIN 1♦-1M-2NT=MAX 1♦-1M/NT-2x=5c, MIN	
1♥		5	3♠	11-16 HCP, 5+, may be weaker in 3rd pos.	2NT = 11+ with 3+ card support 3♠ = PRE 2♠/3♣/♦ = FIT JUMP 3♠/4♣/♦ – splinter	1♥-2NT-3♥=MIN	
1♠		5	3♥	11-16 HCP, 5+, may be weaker in 3rd pos.	-"-	-"-	
INT				15-17, may have 5 card M	2♣ – Stayman 2♦/♥ transfers 2♠/NT minor transfers		
2♣		5	3♠	11-16, 6+♣ or 5♣+ 4major	2♦= relay 2♥/2♠ = INV	2♣-2♦: 2♥/♠ – 4cards, 3♣- 6 cards MIN	
2♦	X			6-11 5+5 at least one major	2NT= relay 3♦ = major game INV 4♦ = major GF	2♦-2NT: 3C=♣+major; 3♦=♦+♥; 3♥=♥+♠; 3♠=♠+♦	
2♥		6(5)		6-11 NAT,S-PRE	2NT=relay	2♥-2NT: 3♣ min HCP/ min suit; 3♦ – min/max; 3♥ – max/min; 3♠ – max/max	
2♠		6(5)		6-11 NAT,S-PRE	-"-		
2NT	X			6-11 5+5 minors			
3♣		7(6)		PRE	new s. =NAT F		
3♦		7(6)					
3♥		7(6)					
3♠		7(6)					
3NT				Minor AKQxxxx – may have side control	4C – pass or correct 4D – slam inv		
4♣/♦				About 10 trics in ♥/♠			
4♥/♠				About 8 trics in ♥/♠			
						HIGH LEVEL BIDDING	
						RKCB; CUE-BIDs	