

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening)
8-16 hcp, 5+ suit (on 1 st level sometimes good 4-card suit)
after our 1M - opps suit = INV+ with support,
2♣ = DRURY (usually without support), fit-jumps
after Drury – repeating suit = <10 hcp, 2♦ = weak opening hand
reopening: NAT, no special differences
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 (14-18) (semi)BAL, at least partial stopper
SYSTEM ON
reopening: same
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: Pre-emptive
2-suiter: 2NT = minors
Reopen: based on tricks, somewhat stronger
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
direct cue over 1♥♠ = Michaels cue (10+) - 2NT = relay, N♣ = poc
over 1 minor (3+) = both Majors (54+) 8-11 hcp
jump cue = asks stopper for 3NT
reopening = same
VS. NT (vs. Strong/Weak; Reopening;PH)
vs STR = DONT (DBL = onesuiter, 10+ p; 2x = (44)+ suit & higher; 2♠=5+♠
2♣♥ = random strength => +1 = poc
vs WK NT: DBL=Strength (about 15+),
2♣ = ♥+♠ (8-14), 2NT = ♣+♦
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DBL thru 4♥, (2♥/♠)-DBL-2NT=LEBENSÖHL
against MULTI-opening DBL = take-out of spades; 2NT=16-19 hcp
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 1♣ or 1♦ - 1NT = minors; 2♦ = Majors;
overall may be from 4 cards
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=(10)11+ HCP; 1x= F1; 2x= NF; 3x=FG/fit jump

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th	same	
NT	4 th or att, 10/9 are 1 st or 3 rd	1 st /3 rd /5 th	
Subseq	attitude or 1 st /3 rd	1 st /3 rd	
Other: from AK or KQ both honours are possible			
10 or 9 is 1 st or 3 rd also in suit			
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(+), Qx	
Jack	J10(+), Jx	J10+, Jx	
10	109(+), KJ10(+), 10x	HJ10(+), 109(+), 10x	
9	9x, 98(+), H109(+)	98(+), 9x, H109(+)	
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	odd = ENC/even SP	SP	odd=ENC/even SP
2	hi/lo = even	hi/lo = even	(hi/lo = even)
3			
NT 1	odd = ENC/even SP	SP	odd=ENC/even SP
2	hi/lo = even	hi/lo = even	(hi/lo = even)
3			
Signals: ATT on A or Q, count on K, unblock in NT			
Italian discards + Lavinthal			
"the smaller the odder" principles			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11-16 negative or 1♣ opening values			
then new suit = NF, cue-bid = F1; (2M) - DBL - 2NT = Lebensöhl			
jump to 2nd level = INV (8-11)			
Reopening: 8+ (with classical shape), 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			
DBL to 3NT = lead your suit, if only OPPS have bid = lead dummy's suit			
if we have fit on 2 nd , opp competes and there's no space - DBL=INV			
against (1♥♠) - (1NT) - DBL = Takeout			
support double, if we have shown 4+ Major on 1st level			
usually DBL is takeout until there are still 2 unbid suits left			
if only one hand has bid, then double from there is competitive (or cards)			

W B F CONVENTION CARD
CATEGORY: BLUE
COUNTRY: Estonia
PLAYERS: Maarja Oras – Andres Kuusk
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong 1♣, nebulous 1♦, 5-card Majors, variable NT
2♦ = W2 in ♥ or ♠ (nonVUL 5c possible), 2♥♠ Polish 2-suiters
overall range 8-16 hcp, lots of takeout doubles
preempts nonVUL aggressive, 2 nd hand or VUL constructive
in competition 1 st level = F1, 2 nd = NF, 3 rd = GF (F1 if we lack stopper)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = weak in one Major
2♥♠ = Polish 2-suiters
2NT = both minors (3-10 HCP 5+5+)
3NT = solid minor(AKQxxxx, maximum Queen outside allowed)
1M-3M raise weak, 1M-3♦ mixed raise
LEB-VARIATIONS
2nd level in competition is NF
COMPETITIVE CUE = LIMIT RAISE or better
after our pre new suit is F1, but sometimes done for directing the lead
SPECIAL FORCING PASS SEQUENCES
after game balance has been found, after our RDBL or PEN dbl,
after 1♣ - (4x), 1NT(11-13) – (dbl)
IMPORTANT NOTES
sometimes light bids, which are based on distributional values or lead directional
PSYCHICS: rare, 3rd hand opening may be a bit lighter

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
				1♣	x	0	4♥
1♦	x	0	4♥	(10)11-15(16) hcp 4414 or 4405 or 4+♦ unBAL or nonVUL 14-16 BAL/ VUL 11-13 BAL	1♥♠=F1, 4+♥♠; 2M/3m = nat, slam interest 2m = nat F1; 3M = INV 6+suit nonVUL 1NT = 7-8(9) hcp; 2NT = 9-10 hcp VUL 1NT = 7-10 hcp; 2NT = 11-12 hcp	NAT resp, 1♦-1♥♠-1♠/NT-2♣ = checkback 1♦-1M-2♣ = min (54)+ ♣♦; 2♦ = min 6+♦; 2NT = max (54) ♣♦; 3♣ = max (55)+ ♣♦ 3♦ = max 6+♦; 1♦-1♥-2♠ = 13(54)	2M/3m = weak
1♥		5	3♠	(9)10-15(16) hcp	3♥ = 4c support, pre; 3♦ = 4c support, 7-10 hcp 2NT = 3+ support, INV+; new suit = F1 jump = nat, slam interest double jump = Splinter; 4♥ = random	1♥-2NT-3lower = nat, 3♠/4♠ = splinter 1♥-2x-2♥ = min, may be 5 cards; 2y=F1 delayed support on 3rd = slam interest 1♥-2♥-2♠ = INV with any shortness -> 2NT asks shortness	2♣ Drury (after 3 rd hand opening) jump = fit jump
1♠		5	3♥	(9)10-15(16) hcp	same as after 1♥	same as after 1♥ 1♠-2♠-2NT = INV with any shortness -> 3♣ asks shortness	same as after 1♥
1NT			4♥	nonVUL 11-13 hcp BAL/ VUL 14-16 hcp BAL may include 5(6)card minor	2♣ = NF Stayman; 2♦ = TRF 2♠ = ♣ or INV; 2NT = ♦; VUL 3♠ = INV nonVUL 3♠ = nat with slam interest 3♥♠ = singleton with 54 minors; 4NT slam INV VUL 4♠ = Gerber, 4♦ = TRF nonVUL 4♠ = TRF (♥/♠); 4♥♠ = to play	1NT-2♣-2♦-2♥ = weak 44/45 Majors; 2♠=5♠4♥ INV; SMOLEN, autosplinter 1NT-2♣-2♥-2♠/1NT-2♣-2♠-3♥ - slam interest in p's suit new suit = F1 1NT-2♠/NT- 2NT/3♦ = min; 3♣ = max	
2♣		5	4♥	10-15hcp 6♣ or 5+♣4M min with 6♣4♦ may be opened 1♦	2♦ = relay; 2♥♠=NF; 2NT=puppet to 3♣, weak with ♣ or GF (55)+ suits; 3♣ INV with good support; 3♥♠ INV 6+suit	2♣-2♦-2M=4card; 2NT=max 6+♣; 3♣ min 6+♣ (no 4M) 2♣-2♦-2M-2NT = GF relay; 2♣-2♦-2NT-3♣ = GF relay; 2♣-2♦-3♥♠ = max 6♣4♦♥♠	
2♦	x	0		weak 2 in one Major (nonVUL may be 5cards)	2/3♥♠ = poc; 2NT = relay; 3♣ puppet to 3♦ 3♦ INV in any M; 4♥♠ to play (own suit) 4♣ = make TRF! 4♦ = bid your Major!	2NT-3♣ = max -> 3♦ asks suit, answers = other suit 2NT-3♥ = min, TRF over opps' DBL: pass=♦, RDBL=bid your suit! other=nat	
2♥	x	5		5-9 hcp; 55 ♥ + any other suit	2NT=relay; 2♠=poc; 3♠=6+♠, F1; 3♦=INV to 4♥ 3/4♥ = random; 3♠=6+♠, F1	2NT-3♠ = nat, 2NT-3♥♠ = min/max with ♠	
2♠	x	5		5-9 hcp; 55 ♠ + minor	2NT=(R); 3♠=poc; 3♦=INV+ in ♥; 3♥=INV to 4♠ 3/4♠ = random	2NT-3♠ = min, nat; 2NT-3♥♠ = max with ♠/♦ 3♦-3♥ = min 2+♥; 3♠ min 0-1♥; 3NT max 0-2♥; 4♠ void, 3♥	
2NT	x			3-10 hcp, minors (55)+			
3♠		6 (VUL 7)		pre-empt(light usually)	new suit nat F1 (sometimes lead-directing)		
3♥		6 (VUL 7)		pre-empt(light usually)	new suit = cue		
3NT	x			solid m, no outside A/K	Any ♣ = poc; 4♦ = (R) asks shortness	4M=shortness; 4NT=7222; 5m=short in other m	
4♠		7		pre-empt			
4♥		7		no special meanings			
4NT	x			both minors			
					HIGH LEVEL BIDDING		
					SPLINTER; autoSPLINTER, RKCB 1403; voidwood		
					CUE - any lowest 1 st or 2 nd round control		
					Quantitative raises 4NT/5NT after NT-bids		
					jump to 4♦ with ♣ fit is usually RKCB		
					below our suit DOPI-ROPI, above DEPO		