

## DEFENSIVE AND COMPETITIVE BIDDING

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

1M – usually 5(strong 4)cards suit, m. b. light after partner's  
 RESPONSES: NF at 2 level,  
 (1D or H) – 1M - ? : 2♣ - DRURY, answer-2D=opening  
 CUE=10+, HCP, m.b. w/o fit; JUMP RAISE=PRE;  
 New suit JUMP=FIT, INV;  
 MAX DBL;

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

1NT: 15-18 HCP; RESPONSES as after opening  
 1NT REOPEN:11-15 HCP, subsequent bidding is NAT

### JUMP OVERCALLS (Style, Responses, Unusual NT)

WEAK-unvulner; Constructive-vulner  
 2NT=mm; 3new suit=m.b. 5-5 two suits  
 REOPEN: 2 NT after Opp 2mM=NAT sometimes uncontrolled shapes

### DIRECT AND JUMP CUE BIDS (Style, Responses, Reopen)

MICHAELS CUE:  
 (1M)-2M: other M + C 5-5; 2NT=mm 5-5; 3C=M+D 5-5;  
 JUMP CUE – asks for STOPPER, not weak

### VS. NT (vs. Strong / Weak, Reopening, PH)

vs. Strong: DONT- DBL-one suit 10+ hcp  
 2♣: 4,-4+other; 2♦:4+D and4,M; 2H-4,Hand S; 2S-weak S;  
 vs. Weak: DBL – 12,, T/O,for penalty; 2♣: 4-4+ M; 2♦: 6(5)+ M  
 2♥: 5+ and 4+m; 2♠: 5+ and 4+m; 2NT:5-5mm;4-hand –nat.

### VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

vs. two s: DBL – T/O; 2NT: 15-18 HCP, BAL  
 vs. three, four: DBL-T/O  
 Vs.2♦(Multi):DBL-T/O against 2♣ opening; Suit w/o jump:  
 Jump new suit: 5-5 suit against 2♥ opening

### VS. ARTIFICIAL STRONG OPENINGS

1m,2M,2m:agressive overcalls; 1NT:15-17NT or 16+unbal  
 2NT: mm,5-5; 3C:C+M,5-5;3D:D+H,5-5;3H:H+S,5-5

2x= NAT, dependes on vulnerability

### OVER OPPONENTS' TAKEOUT DOUBLE

New suit w/o jump: not F; w/o good fit partner suit

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1/3/5	same
NT	Active/passive	same
Subse	Same	same

Other: vs NT K ask unblock or count

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x); Ax	AK; AKx(x)
King	AK; KD; Kx; AKx(x); KDx(x)	KQ; KQx(x); AKB10(x)
Queen	KQJ; QJ; QJx(x); Qx	KQJ;QJ;QJX(x); KQ10x(x);
Jack	J10;J10x(x);KJ10(x);Jx	J10; J10x(x); KJ10(x); Jx
10	HH10x(x); 10x(x)	HH10x(x); 10x(x)
9	HH(10)9x; 9x(x)	1HH9x; 9x(x)
Hi-x	xSx(x); HSx; Sx	Sx; Sxx; xSxx(x)
Lo-x	xSx; xSx(x); HxxS(x)	HxS; H(x)S(x); HH(x)S

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's	Discarding
Suit	1	Lo&odd=encur	Hi/Lo=Odd
	2		Italian
	3		
NT	1	Lo&odd=encur	Italian
	2		
	3		

Signals (including Trumps):“Smith; Lavintal, Italian, discards;  
 King-italy; ; Ace,Queen-quantity;

## DOUBLES

### TAKEOUT DOUBLES (Style, Responses, Reopening)

10+ HCP; may be less with classic shape after partner's pass

Resp: 1♦-NEG; CUE-F1, Lebensohl

### SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

COMPETITIVE in most cases when OPP's raised;  
 NEG DBL thru 3♠; when strong m.b. any shape; NEG DBL, then new suit=F1  
 1m-(1♦♥♠)-Neg DBL; Traping pass

SUPP DBL thru 2♥: 3cards support;

## WBF Convention-Card

Category: **RED**  
 NCBO: **EST / EST** EVENT: All events  
 PLAYERS: **TÖNIS PLEKSEPP**  
**PRIIT VÕHANDU**

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

1♠=17+, 1♦=w/o 5+M, or 5+D,unbalance; 5-card Major  
 2♦-weak or middle M;2♥/♠- weak or middle,5M+4m; 2NT- 5/5+ mm( m.b.  
 3C/D-7(8)cards w/2F, w/o Ace/King other suits (if partner not pass)

1NT Opening: Classic 15-17 HCP, Bal /sometimes uncontrolled odd shapes

2 over 1 Responses: F1

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2NT:5-5,minors,

GAMBLING 3 NT (SOL m, no outside Ace or King

2NT over 1H/1S opening = F1

FREE BIDS (5-14, 5 cards)

After Opp 1NT-strong-DONT-DBL-one suit

-2C-clubs+other suit

-2D-4+D and M 4+

-2H-4+H and 4+S

-2S-weak S

-2NT -5+5+minors

### SPECIAL FORCING PASS SEQUENCES

Pass = F after opponent's penalty RD

Pass = F, when we reached game V vs. NV

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Resp's new suit in comp.= NF 2-level

Openings at 3-d hand may be natural (4 +card ) and weaker (4+HCP )

### PSYCHICS:

Rare

OPENING	TICK IF ART	MIN NO. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	4H	17(16) HCP, any trump's distr 18+HCP,BAL, uncontrollable deviations are possible	1♦: a) 0-6 NEG; 1NT=1S 1♥/1NT/2♣♦: NAT 5+, 8,HCP; 1♠: 8+NT; 2NT:8,4441 2♥/2♠: 5-7,6,M w/1,F; 3mM: 5-7HCP, 7,(6) w/2F	1♣-1♦: -1H=relay, -1NT: 18-20, -2NT:21-23 ; 1♣-1♠-1NT-2♣:12+ NT 1♣-1♥/♠-2♣: seminat, not NT, w/o 3 cards ♥/♠ 1C-1D-1H-1S-2C=relay	1♣-k-rk: 8+ negative
1♦	X	1	3♠	11-16 HCP, w/o 5+M 11-16 HCP any 4441 11-16 HCP,w/5,D,unbalance	1M:5+HCP,4(3)+ cards M;2NT: 12-13HCP,BAL;1NT:6-10 2m: 10+ m.b. SEMINAT; 2♥/2♠:13+good 5+cards, FG 3m: 9-11, 6+cards w/2F; 3M: 0-7, 6+cards;3NT,4M=play	2♣: m.b. SEMINAT 1♦-3m: we show M stoppers;1D-1M-2NT/3C-5+C+4+D 1♦-1M-3mM: max,suit 5(4) cards+4partnerM	Drury, Lebenshol, Gadget
1♥		5	3♠	11(10)-16 HCP 5+cards	1♥-1♠:7+,4,cards,F;1NT: not F; 3♠/4♣♦: splinter; 2NT:a)signoff any suit,b)inv w/fit;c)spl, good fit, 5+controls 3NT:3,(2,5)defence tricks,fit; 4♥:play,w/o 2,5defence tricks	1♥-2m: 10+, 5(4)cards; 1♥-2♥-7-10 HCP;1H-3H-PRE 1♥-2♠3m: suit+Fit 2♣♦: m.b. SEMINAT	Drury, Lebenshol, Gadget
1♠		5	3H	11(10)-16 HCP 5+cards	All the same like over 1♥		same
1NT			3S	15-17 HCP, BAL; uncontrollable deviations are possible	STAYMAN; TRANSFERS; 2♠,NT= TR♣♦ or INV BAL 3mM = 6-8HCP,6(7) cards w/2F,Invite	1NT-2♣-2♦w/o4M-2H:play;2S:FG,R,2NT=Invit , 1NT-2♣-2♥/♠- 2♠NT=Invit, 1NT-2D/2H-2NT-supp. with2 keycard 1NT-2♣-2NT=max,4333; 1NT-2D/H-3mM max+supp. 1NT-2♣-3m=max, w/o 4M, 5 cards minor 1NT-2♠/2NT-?: -2NT/3♦=MIN, -3♣=MAX	Lebenshol
2♣		5	3S	11-16HCP,5+,C+4M or 6,C	2♦:10+HCP,F1; 2M:7-11HCP, 5+M,NF; 2NT:10+,F,w/o 4M 3C: weak/invite; 3♦♥♠: good suit,F; 4C=Gerb;4D,H,S=Spli	2C-2D-2NT-max, 6+C;3C:min,6+C; 2C-2NT:R,w/o4M- 3C:min;3D,3M:max,singlet H,S,D; 3NT:max,w/osinglet	
2♦	X	6	2S	6-11HCP,6+M, w/o 4cards other M	2M,3M,4H: p/c; 2NT:R-3m: max; 3M: min; 4S:play	2D-(3C,D)-DBL-penalty	
2♥		5	3D	6-11 HCP, 5+,cards, w/4+m	2♠: NF; 2NT= R,-3m:min; 3M: max; 3♥: INV; 3♣: p/c; 3♦♠: F, good suit, w/o fit; 4new suit: splinter		
2♠		5	3D	6-11 HCP, 5+cards, w/4+m	All the same like over 2♥		
2NT	X			6-12HCP,5-5 minors	3♣♦:NF; 3♥:R-3s=sing S;3NT=H; 3♠:natural,NF; 4M: play		
3♣		6		6-11 HCP, 6(7) cards w/2F	3H/S: inv; 4H/S: play		
3♦		6		6-11 HCP, 6(7) cards w/2F	3H/S: inv; 4H/S: play		
3♥		6		5-8 HCP, 6(7) cards PRE	3NT: play or suit w/2F; 4m: a)cui-bid; b)god suit w/o fit		
3♠		6		5-8 HCP,6(7) cards PRE	3NT: play or suit w/2F; 4m: a)cui-bid; b)god suit w/o fit		
3NT	X			SOL minor usually no stopper	All ♣ bids= pass or correct, 4♦=R, 4♥/♠=play	4D-4H/S-short; 4NT-7222;-5C-short in m	
4♣	X			Transfer to 4H ,8,5-9 tricks	4D-cue;4H-play		
4♦	X			Transfer to 4S;8,5-9 tricks	4H-cue;4S-play		
4♥		7		PRE			
4♠		7		PRE			
4NT				ÄSS-konkreetne	5c=0,5D,H,S-nat;5NT=C;6 -2aces,low-before	RKC Blackwood:0-3/1-4/2 w/o Q/2 w/Q; KINGS; Gerber after 1NT,JOSEPHINE,SPLINTERS (m.b.Ax, Kx) LIGHTNER CUE-BID shows 1-or 2nd round controls;then pull is SLAM TRY, suit before slam-grand slam try	

