

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1.level aggressive (can be 4c suit); 2 level solid; OBAR BIDS
cue=limit 3c fit, jump cue=mixed; 2NT=limit 4c fit,
New suit: opposite 1 st level overcall NF, opp. 2 nd level overcall F1
Transfers after 1M overcall and they dbl
reopening: jump=intermediate, cue=strong hand
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 (14-18) (semi)BAL, at least partial stopper
SYSTEM ON
4 th =11-15(16) over 1M, 10-14 over 1m
JUMP OVERCALLS (Style; Responses; Unusual NT)
Aggressive, can be 6 cards in 3 rd and 5 cards in 2 nd level
2NT relay; new suit = F1
2NT=minors; Super-unusual 2NT after opp's 1♥-2♥/1♠-2♠
Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
direct cue = Michaels cue bid - 2NT = relay, N♣ = poc
jump cue (or 2M-3M) = asks stopper for 3NT
reopening = strong
VS. NT (vs. Strong/Weak; Reopening;PH)
vs strong NT = DONT, more aggressive in 4 th seat, same if PH
vs weak NT: DBL=15+;2♣=♦orMm;2♦=♥;2♥=MM;2♠=♣;2NT=♣
3♣=mm;3♦=MM, massive playing strenght
If PH: DONT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DBL; cue (2M-3M) =asks stopper; Leaping Michaels
vs Multi: dbl=13-15 bal
vs unusual NT:3♣=MM(♥better); 3♦=MM(♠ better)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1♣ CRASH
vs 2♣ nat, dbl=♣
OVER OPPONENTS' TAKEOUT DOUBLE
BROMAD

LEADS AND SIGNALS
OPENING LEADS STYLE
Lead In Partner's Suit
Suit 1 st /3 rd /5 th same
NT 4 th , 10/9 are 1 st or 3 rd 1 st /3 rd /5 th
Subseq 1 st /3 rd or attitude same
Other: from AK or KQ both honours are possible
10 or 9 is 1 st or 3 rd (promising J/10) also in suit
LEADS
Lead Vs. Suit Vs. NT
Ace AK, AK(+) same
King AK(+), any KQ(+) same
Queen any KQ(+), QJ(+), Qx same
Jack J10(+), Jx same
10 109(+), HJ10(+), 10x same
9 9x, 98(+), H109(+) same
Hi-X Xx Xxx
Lo-X xxX(x), xxxxX, HxX(+) HxX, HxxX(+)
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit 1 odd = ENC hi/lo = even odd=ENC/even SP
2 even = SP SP (hi/lo = even)
3
NT 1 St count Smith odd=ENC/even SP
2 SP SP (hi/lo = even)
3
Signals: ATT on A or Q, count on K
Italian discards + Lavinthal, Smith echo
"the smaller the odder" principle
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
11-16 negative or 17+ any, aggressive
Responses: standard
(2M) - DBL - 2NT = (transfer) Lebensohl
Reopening: 8+ (with good shape), otherwise the same
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS
Negative, responsive DBL through ∞
support double, game-try (maximal) dbl, snapdragon, Rosenkranz, Lightner
1♣-(1♥)-DBL=4♣; 1♦-(1♠)-DBL=4♥; 1♦-(dbl)-rdbl=4♥
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 usually

W B F CONVENTION CARD
CATEGORY: BLUE
COUNTRY: Estonia
EVENT: any
PLAYERS: Indrek Kuusk – Pihel Sarv
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong 1♣, nebulous 1♦, 5-card Majors, 14-16 NT
2m = Precision
Pre-empts nVUL aggressive, 2 nd hand or VUL constructive
2/1 GF, semi-forcing 1NT
Frequent upgrades and some downgrades
agressive balancing, OBAR BIDS
overcall range 8-16 hcp
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Wilkosz 2♦ in 3 rd hand; Prec 2♦ (3-suiter w short ♦) usually
2NT = both minors (3-10 HCP 5+5+)
3NT = solid minor (AKQxxxx, maximum Queen outside)
1M-3M raise weak, combined Bergen raises
(Transfer) LEBENSOHL/Good-bad 2NT
nVul 3m-(bid)-3NT=nat or interested in sacrificing on 5th floor
CRASH
Transfers over dbl (BROMAD)
SPECIAL FORCING PASS SEQUENCES
after game balance has been found, after our RDBL or PEN dbl
IMPORTANT NOTES
Frequent upgrades and some downgrades
All the HCP ranges below can be compensated by distribution
Points schmoits
PSYCHICS: rare, 3rd hand opening may be a bit lighter

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				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	3♣	STRONG: 16+	1♦ = 0-7 hcp 1♠ = bal or 4441; 1NT = ♠ 2♥ = 5/4 minors; 2♣ = 55 minors 3♥ = AKExxx; 3♣ = AKExxxx	1♣-1♦-1M = 4+c F1 →2♣/♦ 5-7p no fit/ 3c fit 1♣-1♦-2m = usually denies 4c M 1♣-1♥/NT-2♥/♠ = TAB 1♣-(dbl)-1♦ = 5-7 HCP	
1♦	x	2	∞	11-15 prec., nebulous	1♥♠=F1, 4+♥♠; 2♥/♠=5♠4♥ weak/inv 1NT=7-11 hcp; 2NT=11-12 hcp 2♣ GF; 3♣ = inv Inverted minors	xyz, MTWS 1♦-1M-2♣=8+c ♣♦; 2NT=6♦ MAX+3M 1♦ - 2M = 5+♠4+♥ weak/ inv 1♦ - 2♦-2♥=bal; 2♣=any shortness; 3♣=(41)35 min	
1♥		5	∞	11-15 hcp	2/1 GF; 1NT = semi-forcing 2NT = Jacoby (GF 4c fit) 3♣/♦ = Bergen raises 3♥ = 4-card support, pre	1♥-1♠/NT-2♣ = Gazzilli MTWS (xyz) Jumps & reverses show playing strength	2-way Drury 2♠ = 4c supp, any shortness 3♣/♦ = fit-jumps
1♠		5	∞	11-15 hcp	same as after 1♥		same as after 1♥
1NT			∞	14-16 BAL (5c major allowed) (5422 allowed)	2♣ = Stayman; 4suit transfers 3♣/♠ = 3-suiter 3♦/♥ broken suit transfer	1NT - 2♣ - 2x - 3♣ = relay 1NT - 2♣ - 2♦ - 3♦/♥ = transfers 1NT - 2♦ - 2♥ - 2♣ = 55 majors	
2♣		6	∞	11-15hcp 6♣	2♦=(R); 2♥♠=NF; 2NT=puppet to 3♣ (weak with ♣ or strong 1-suiter); 3♣ = puppet to 3♦ (usually shows ♦) 3♦ = 55♥♠ inv+; 3♥♠ INV 6+suit	2♣-2♦-2M=4card; 2NT=max ;3♣ min 2♣-2♦-2M-3♦ = slam try in M 2♣-2♦-3♦♥♠ = max 6♣4♦♥♠	
2♦	x	0		11-15 hcp 3415/4315/4414/4405	2NT=(R) 3♦ = ctrl ask	2♦-2NT-3♣ = min, others max 2♦-2NT-3♦♥♠-4♦ = ctrl ask	In 3 rd hand wilkosz
2♥		6		weak-2	2NT=(R), new suit = F1		
		5		Light 1 st nVul and 3 rd	New suit = nf		
2♠		6		weak-2	2NT=(R), new suit = F1		
		5		Light 1 st nVul and 3 rd	New suit = nf		
2NT	x			3-10 hcp, minors (55)+			
3♣		6 (VUL 7)		pre-empt(light usually)	3♦=(R) in aggressive position		
3♦		6 (VUL 7)		pre-empt(light usually)	3♥=(R) in aggressive position		
3♥		7		pre-empt(light usually)	minor = cue usually		
3♠		7		pre-empt(light usually)	minor = cue usually		
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		pre-empt			
4♥/♠		7		no special meanings			
4NT	x			both minors			
						HIGH LEVEL BIDDING	
Conventions						splinter; kickback (1403);DKCB; voidwood	
Stayman, Texas/Jacoby transfers, Yellow Rose of Texas, Xyz, Modified 2way Stayman, Modified Jacoby 2NT, Combined Bergen raises, Big Balanced Suisse Raise, Gawrysz, 2-way Drury						Serious 3NT (in case of major fit), Last Train, Lackwood	
Lebensohl, BROMAD, mixed raise, Michaels cue, Leaping Michaels, Unusual 2NT/1NT, Super-unusual 2NT						Quantitative raises 4NT/5NT after NT-bids	
						Josephine	