

DEFENSIVE AND COMPETITIVE BIDDING**OVERCALLS**

1-level: 8-16, 5+ suit.
 2-level: 11-16, 5+ suit.
 If the overcall was in a major:
 cue = inv+ with 3-card support
 2NT = inv+ with 4-card support unless interrupted then
 2NT Lebensohl [A1].

In competition, 1-level is F1, 2-level is NF, 3-level is GF.

NT OVERCALL

1NT = 15-17, shows stopper; 2NT = 18-20, shows stopper.
 RESP SYS ON

From passed hand: 4+M & 5+m.
 Reopening 1NT: 12-15p.

JUMP OVERCALLS

5-10p. 6+X.
 2NT = two lowest unbid suits
 Reopening: minimum opener with good suit.

EVEN & ODD LEVEL CUE BIDS

Even cue: two-suited with all unbid majors, 5-10 or 17+p.
 Odd cue: stopper ask for 3NT.

VS. STRONG NT (MINIMUM ≥ 13,5P)

X = 11+p, 5+m, 4+M (2♣=P/C; 2♦=bid major; 2M=to play)
 2♣ = 10+p, 54+MM (2♦=bid better M; 2M=to play)
 2♦ = 10+p, one Major (2♦ opening SYS ON)
 2♥ = 10+p, 5♥4+m (2NT ASK; 3♣=P/C)
 2♠ = 10+p, 5♠4+m (2NT ASK; 3♣=P/C)
 2NT = 9+p, 55+mm

VS. WEAK NT (MINIMUM < 13,5P)

X = 14.5+p, 2♣ = 54+MM (2♦=bid better M; 2M=to play),
 2NT = 55+ minors. Other bids natural.

VS. PREEMPTS

After X, Lebensohl [A1]. 4m=GF, 55 suits with bid minor
 and one major

VS. ARTIFICIAL STRONG OPENINGS

X = majors, 3NT = to play, nNT = minors, other
 bids natural

OVER OPPONENTS' TAKEOUT DOUBLE

2nd level NF
 XX = point majority, enables PEN DBLs and forcing pass.

LEADS AND SIGNALS**OPENING LEADS STYLE**

	LEAD	IN PARTNER'S SUIT
Suit	3/LOW	3/LOW
NT	2/4	2/4
Subsequent	ATT	ATT

Top of sequence, K for count. In NT 2nd if no 4th or
 honour, otherwise 4th.

LEADS

LEAD	VS. SUIT	VS. NT
Ace	Ax, AK(+) ATT	AK(+), Ax ATT
King	AK(+), KQJ+, Kx CT	UB/CT
Queen	KQ(+), QJ(+) ATT	KQ(+), QJ(+) ATT
Jack	(H)JT(+) ATT	(H)JT(+) ATT
Ten	Tx ATT	Tx, HTx ATT
Hi-X	Xx, (H/x)xXxxx ATT	xXx, HXx, xXxx(+) ATT
Lo-X	(H/x)xX(x) ATT	Hxxx(+), ATT

SIGNALS IN ORDER OF PRIORITY

	PARTNER'S LEAD	DECLARER'S LEAD	DISCARDING
1	ATT (Lo = ENC)	CT (Lo = odd)	ATT
2	CT (Lo = odd)	S/P	S/P
3	S/P		

DOUBLES**TAKEOUT DOUBLES**

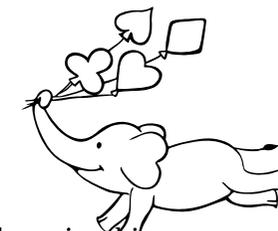
Takeout doubles start from 10+p. No conditions on shape
 if 17+. Cue response at 2-level is GF, 2NT resp. w/o jump
 is Lebensohl [A1].

SPECIAL, ART & COMPETITIVE DBLS/RDLS

Maximal doubles [E1]

EBL CONVENTION CARD

CATEGORY: Blue



NCBO: Estonia

EVENT: U26 European Teams Championship

PLAYERS: Aia Adele Narits - Mehka Kartau

SYSTEM SUMMARY**GENERAL APPROACH AND STYLE**

Strong (17+) club, 5-card majors, nebulous diamond.
 Opening range 11-16p. 1NT range 14-16p, can
 have 5M332.

2/1 GF; jumps responses to 3m are NAT INV.

2♦ multi, 2♥ weak majors, 2♠ weak minors.

Two-level bids are usually NF in competition (except
 after a strong club opening).

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣ strong (17+p)
 1♦ nebulous
 2♦ Multi
 2♥ weak majors
 2♠ weak minors
 2nd level NF in COMP

SPECIAL FORCING PASS SEQUENCES

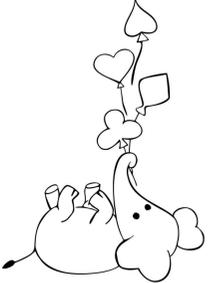
When INV+ or GF or opponents' bid after XX.

IMPORTANT NOTES

Good (to the best of our ability) judgement overrules
 specific agreements if it is more likely (in our
 understanding) to get a good result.

Defense against Multi 2♦ [H2]

PSYCHICS: Essentially never, at least not intentionally

OPENING	ART	MIN CARDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓		5♣	17+p (or ≤ 4.5 losers), any distribution	1♦=0-7p, 1♥/2m=8+p, 5+suit, GF. 1NT=8+p, 5+♠, GF. 1♠=8+p, BAL. 2M=5-7p, 6+suit. 2NT=8-11p, 4441 hand. 3X=12+p, 4441 hand with bid SPL.	After 1♦: 1♥=20+p - 1♠=0-4p - 2♣=23+p - 2♦=0-2p - 2♥=ART GF. After 1♠: 1NT=BAL and/or asking - 2♣=12+p; 2♦=8-11p, no 4M; 2M=8-11p, 4M; 2NT=8-11p, 4m333.	After interruption up to 1S: pass=0-4p; dbl=5-7p. After interruption from 1NT: dbl=GF takeout. New suit is GF, 5+X
1♦	✓	1	4♥	11-16p, 1+♦, catch-all	pass=0-6p. 1M=7+p, 4+M, F1. 1NT=7-11p, no 4M. 2X=GF, 5+X. 2NT=12-13p, no 4M. 3X=INV, 6+X. 3NT=to play	After 1M: 1♠=11-16p, 4S; 1NT=11-13p, BAL, Checkback [A2]; 2♣=44+mm, no 4M - after: 2OM=ART GF; 2♦=6+♦. 2M=4M/3M with trumping values - after: pass=7+8p, to play; 3M=9-10p, INV; 2NT=11+p INV - after: 3M=11-12p; other=GF. 3♣=15-16p 55+mm; 3♦=15-16p 6+♦; 3M=4M max UNBAL	1♦-(1M)-x=6+p 4+OM; other interference x=7/8+p takeout; 2nd level NF; 3rd level GF. After dbl: XX=point majority, SYS ON. Support dbl
1♥		5	4♦	11-16p, 5+♥	1♠=7+p, 4+♠, F1. 1NT=6-12p SF, may have 3-card support. 2♣=2+♣ GF, usually BAL. 2X=5+X, GF. 2M=4-10p, 3+M. 2NT=INV+, 4+M. 3X=6+X INV w/o support. 3M=0-8p, 4+M. 3♠/4♣♦♥=splinter. 4M/5m=to play.	after 2NT: 3m/OM=GF, 0/1-card suit. 3M=min. 3NT=GF, no shortness. 4X=5+X. 4M=6+M, no 0/1-card suit. After 2♣: 2♦=min. After 2M: new suit is 0/1 card suit and INV	after interference, 2nd level is NF, 1NT is NF, 3rd level is GF. 2NT is Lebensohl [A1]
1♠		5	4♥	11-16p, 5+♠			
1NT			4♥	14-16p, BAL, can have 5M	2♣ = Stayman; 2♦♥=TRF, 2♠=range ask or 6+C. 2NT=6+♦. 3X=GF, 4441 w/ bid SPL. 4X=South-African Texas [A5] 4/5NT=Quant.	After 2♣: 2♦=no 4M, then Smolen [A9]; 2♥=4♥, may include 4♣; 2♠=4♠, no 4♥; 3M=max, 5M. Superaccept [A8]	after interference, 2nd level is NF, 3rd level is GF; Lebensohl [A1]
2♣		5	4♥	11-16p, 6+♣ or 5+♣4M	2♦=ASK. 2M=8-11p, 5+M. 2NT=nat INV, no 4M. 3♣=to play. 3M=GF, 5+M.	After 2♦: 2M=4M; 2NT=14-16p, 6+♣; 3♣=11-13p, 6+♣; 3M=4M & 6+♣, usually max	after dbl SYS ON, XX enables FP until 2NT
2♦	✓		-	5-10p, 6M	2NT ASK. 2M/3M/4H=P/C. 3♣=strong ART. 3♦=INV w both M support. Other=weak.	After 2NT: 3♣=max - 3♦=ASK - 3♥=6♠; 3♠=6♥; 4m=0/1 cards; 3♦=min, ♥ TRF; 3♥=min, ♠ TRF; 3♠=6♥4♣; 3NT=6♠4♥.	After dbl, SYS ON
2♥	✓	4	-	5-10p, NV: 44+♥ ♠ VUL: 55+♥♠	2NT ASK; 2♠ to play; other=weak response	3♣=min - 3♦=ASK - 3M=54 w better suit; 3NT=55+; 3♦=max, 55+; 3♥=max, 5♥4♣; 3♠=max, 5♠4♥; 3NT=max, 44	After DBL, SYS ON
2♠	✓		-	5-10p, 55+♣♦	pass=(5)6+♠. 2NT ASK. 3m=to play. 3M=GF, 6+M. 3NT=to play. 4X=to play.	After 2NT 3♣=weak; 3♦=strong, 55(03) - after 3♥ asks for 3-card major (3♠=3♣; 3NT=3♥); 3♥=strong, shortness in ♥; 3♠=strong, shortness in ♠; 3NT=strong, shortness in both majors.	After DBL, SYS ON
2NT			4♥	20-21p, BAL, can have 5M	3♣ = Stayman; 3♦♥=5+M TRF; 3♠=slam interest w minor; 3NT=to play; 4X=South-African Texas [A5]; 4/5NT=Quant.	After 3-level TRF, 4NT=quant. After 4-level TRF, 4NT=RKCB	After DBL, SYS ON, XX=GF
3♣		(6)/7	-	5-10p, 7+ suit or good 6 suit for minor	3♦=ASK 3-card major. 3M=6+M, GF. Other=GF	HIGH-LEVEL BIDDING Splinter [A7], RKCB14-30 [A3], Specific kings [A4], Quantitative invites [A6], Minorwood [A10]	
3♦		(6)/7	-		new suit = GF		
3♥		7	-				
3♠		7	-				
3NT	✓		-	Solid 7-card minor, exactly 1 side A or K	4♣ P/C, 4♦ asking for shortness (4M=shortness in suit; 4NT=7222 hand; 5m=shortness in other minor), 4N QUANT		
4♣		(7)/8	-	5-10p, (7)8+m			
4♦		(7)/8	-				
4♥		7+	-	3-11p, 7+M			
4♠		7+	-				

Section A: Conventions used

[A1] Lebensohl

In competitive bidding (both sides have bid) when the last bid was 2X by opponents (or where specified), 2NT is Lebensohl.

2NT Asks partner to bid 3♣ (unless exceptionally strong)

3X w/o jump NAT F1, 5+ suit (or 8-10 after T/O double)

3X w/ jump NAT GF

opps' suit Asking for 4-card major, shows stopper

3NT To play, with stopper

After 2NT-3♣:

Pass Weak w/ ♣

3X below opps' suit nat, weak

3X above opps's suit nat, inv

opps' suit ASK 4M, no stopper

3NT To play, but no stopper

[A2] Checkback

After 1♦-1M-1NT & 1♥-1♠-1NT bidding

2♣ INV or to play 2♦, forces 2♦

2♦ ART GF

2M To play

2NT Forces 3♣, to play

3X 55+ in bid suits, GF. If rebidding suit then good 6-card suit

[A3] RKCB1430

5♣ 1 or 4 keycards

5♦ 0 or 3 keycards

5♥ 2 or 5 keycards, no trump queen

5♠ 2 or 5 keycards, trump queen

5NT Odd number of keycards, void in some suit

6X Even number of keycards, void in bid suit. If trump suit is bit then it's void in suit above trump suit.

If we are trying to find NT slam then there are four keycards and there is no queen.

If opponents interrupt then DBL=odd number of keycards; Pass=even number of keycards.

[A4] Asking kings & trump queen

After RKCB 5♣ & 5♦ responses bidding the cheapest suit (that isn't trump) asks for trump queen.

Bidding trump suit No trump queen

5NT Trump queen, no kings or king higher than the trump suit

Bidding any non-trump suit Trump queen, lowest king

After RKCB if have all keycards and trump queen then 5NT asks for kings and is grand slam try. Bidding suit is king in that suit and no lower kings, bidding trump is no kings or king(s) above trump suit.

[A5] South-African Texas

After 1NT bid

4♣ 6+H, TRF to 4♥, partner can bid 4♦ if they have keycards and are interested in slam

4♦ 6+S, TRF to 4♠, partner can bid 4♥ if they have keycards and are interested in slam

4♥ 6+H, want to play from this hand

4♠ 6+S, want to play from this hand

[A6] Quantitative invites

After 1NT if trump is not decided

4NT 17-18p, INV to 6NT. Responses: Pass=min, to play; 5X=RKCB response, not max but has tricks; 6NT=max, to play

5NT 21-22p, INV to 7NT. Responses: 6NT=min, to play; 7NT=max, to play

6NT 19-20p, to play

7NT 23+p, to play

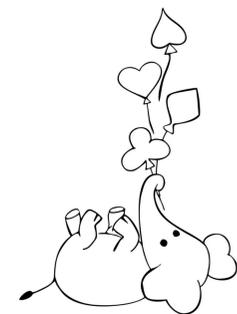
After 2NT if trump is not decided

4NT 12p, INV to 6NT. Responses same as for 1NT

5NT 16p, INV to 7NT. Responses same as for 1NT

6NT 13-15p, to play

7NT 17+p, to play



NCBO: Estonia

Players: Aia Adele Narits - Mehka Kartau

Supplementary sheet 1

[A7] Splinter & voidwood

Splinter: Any jump bid during uninterrupted bidding in unbid suit to 3♣/4♣♦♥ is 4+support to last bid suit and singleton in bid suit, GF.

Voidwood: Any jump bid during uninterrupted bidding in unbid suit to 4♠/5♣♦♥ is 4+support to last bid suit and void in bid suit, slam-try. After voidwood responding keycards (excluding voidwood void) in steps.

- First step 0 or 3 keycards
- Second step 1 or 4 keycards
- Third step 2 keycards, no trump queen
- Fourth step 2 keycards, trump queen

[A8] Superaccept

After 1NT-TRF to M

- 3M min, 4M support, no 4333 hand
- 2NT max, 4M support, 4333 hand
- 3X 2 card suit, 4M support

[A9] Smolen

After 1NT-2♣-2♦ bidding

- 2♥ NF, 54+MM
- 2♠ INV, 5♠4♥
- 3♥ GF, 4♥5♠
- 3♠ GF, 5♥4♠

[A10] Minorwood

After agreeing on a minor suit 4m is asking. After minorwood other high-level agreements are in use.

- 1st step 1 or 4 keycards
- 2nd step 0 or 3 keycards
- 3rd step 2 keycards, no trump queen
- 4th step 2 keycards, trump queen

Section B: Leads and signals.

This section does not have any content. However, per the “Guide to Completion of the WBF System Card”, section 1.1 paragraph 2, it may not be omitted.

Section C: Bids that may require a defence

This section does not have any content. However, per the “Guide to Completion of the WBF System Card”, section 1.1 paragraph 2, it may not be omitted.

Section D: Defensive and competitive bidding

This section does not have any content. However, per the “Guide to Completion of the WBF System Card”, section 1.1 paragraph 2, it may not be omitted.

Section E: Doubles

[E1] Maximal doubles

When we have agreed on a suit and opponents bid directly below our suit on the three-level, then double is invitational in our suit and three of our suit is competitive, non-invitational.

Section F: Back of card

This section does not have any content. However, per the “Guide to Completion of the WBF System Card”, section 1.1 paragraph 2, it may not be omitted.

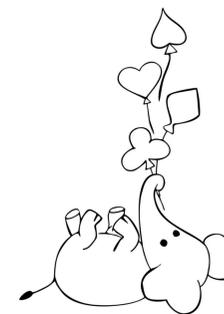
Section G: Others

This section does not have any content. However, per the “Guide to Completion of the WBF System Card”, section 1.1 paragraph 2, it may not be omitted.

Section H: Prepared defences

[H1] Against 2NT showing minors

- X strength, often interest in penalizing a minor
- 3♣ both majors, ♥ better
- 3♦ both majors, ♠ better
- 3M NAT



[H2] Against Multi 2♦

- X Multi:
1. Overcall in hearts, or
 2. Overcall in spades, or
 3. 19-22 balanced, or
 4. 19+ three-suited
- 2♥ 15-19 BAL, stopper(ish) in both majors
2♣ Overcall in clubs
2NT Overcall in diamonds
3m 6-10 nat, 6/7+ card suit
3♥ 5+♥5+m, GF
3♠ 5+♠,5+m, GF
3N Natural balanced

(2♦)-X

- P 4+♦, can be weak or suspecting a misfit
2M P/C
2NT asking
3♣ 19-22 NT (then 3♦ Stayman)
3♦ min w/ ♥ or max w/ ♠. (then 3♥ P/C, 3♠ GF)
3♥ max w/ hearts
3♠ min w/ spades
3N-4♥ three-suited, shortness in steps from ♠ to ♣
3X Nat, F1

(2♦)-2♥

- P/2♠ To play in 2M
2NT Lebensohl [A1]
3X Nat, forcing

(2♦)-2♠

- 2NT INV+, artificial
3♣ <INV
3X nat GF

(2♦)-2N

- 3♣ INV+, artificial
3♦ <INV
3X nat GF

