



DEFENSIVE AND COMPETITIVE BIDDING
8-16 hcp, 5+ suit (on 1 st level sometimes good 4-card suit)
reopening: NAT, no special differences
escaping 1NT - (x) with swedish-runout
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 (14-18) (semi)BAL, at least partial stopper
SYSTEM ON
Balancing 1NT = 11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: Pre-emptive
2-suiter: 2NT = minors, michaels
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
direct cue over 1♥♠: Michaels, then 2NT = relay, any ♣ = P/C
direct cue on 3-level over opp's overcall = stopper ask
jump cue = stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
vs STR: DBL = Strength, other nat
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Lebensohl
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
x majors, NT minors, other nat
Nat bids can be 4 card
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=(10)11+ HCP; 1x=F1; 2x=NF; 3x=FG

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st /3 rd /5 th	1 st /3 rd /5 th	
NT	2 nd /4 th	1 st /3 rd /5 th	
Subseq	attitude or 1 st /3 rd	1 st /3 rd	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKQx, AKxx, Axx, Ax	ATT	
King	AKxx, KQxx, AKQx, Kx	CT	
Queen	QJxx, Qx, AQJx, KQx	ATT	
Jack	JTxxx, Jx, XJTxx	ATT	
10	T9xxx, XT9xx, Tx	ATT	
9	9xx, X9xx, 9x	ATT	
Hi-X	ATT	ATT	
Lo-X	ATT	ATT	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	ATT (small=ENC)	hi/lo = odd	ATT (small=ENC)
2	hi/lo = even	S/P	(hi/lo = even)
3	S/P		S/P
NT 1	ATT (small=ENC)	hi/lo = odd	ATT (small=ENC)
2	hi/lo = even		(hi/lo = even)
3			
Signals: ATT on A or Q, reverse count on K			
General UDCA, small enc, small wants smaller card			
Unconventional leads and signals allowed if predict better result			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Reopening: 8+, 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			
(1♥♠) - (1NT) - DBL = Strong			
Support double up to 2♥			
Usually DBL is takeout as long as there are still 2 unbid suits left			

W B F CONVENTION CARD
CATEGORY: BLUE
COUNTRY: Estonia
PLAYERS: OTHER PAIRS
EVENT: U26 European ONLINE
Teams Championship


SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong 1♣, nebulous 1♦, 5-card Majors
overall range 8-16 hcp
in competition 1 st level = F1, 2 nd = NF, 3 rd = GF (F1 if we lack stopper)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♦ = 1+♦ 11-16
1♣ = 17+ HCP
3NT = gambling
1M-3M raise weak
SPECIAL FORCING PASS SEQUENCES
after game balance has been found,
after our RDBL or PEN DBL
IMPORTANT NOTES
sometimes light bids, which are based on distributional values
or lead directional
Any and all systematic agreements can be taken lightly if expected value of different bids could be higher

OP ENING	AR TIFIC IAL	MIN. NO. OF CARDS	NEG.DB L THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	x	0	4♥	STRONG: 17 if BAL; 16+ if UNBAL or 8+ playing tricks	1♦ = 0-7 hcp; 1NT = 8-11 or 14+ BAL 2NT = 12-13 BAL 2♥ 2♠ singleton in said major, 3♣♠ = 4441 (SGL in bid suit), 8+hcp 3♠ = any AKQxxx; 3NT = any AKQxxxx	After 1♣-1♦ new suit NF, jump F1 1♣-1♦-1NT = 17-19hcp 1♣-1♦-2NT = 22-23hcp 1♣-1/2NT-2/3♣ = waiting	
1♦	x	1	4♥	(10)11-15 hcp 4-4-1-4 or 4+♦ unBAL or 11-13 BAL	1♥♠=F1, 4+♥♠; 2M = nat GF 2m = nat F1; 3x = preempt	NAT resp, 1♦-1♥♠-1♠/NT-2♣ = checkback 1♦-1M: 2♣ = min (54)+ ♣♠; 2♦ = min 6+♦; 2OM = 3M max 2NT = max with fit; 3♣ = max (55)+ ♣♠; 3♦ = max 6+♦	1♦-2M = weak
1♥		5	4♠	(10)11-16 hcp	3♥ = 4+ fit, pre; 2♣♠ = GF 2NT = 3+ fit, INV+ 3♣♠ = 6+ inv double jump = Splinter; 4♥ = random	1♥-2NT-3m = nat, non-min 1♥-2NT-3♠/4♣♠ = shortness	drury
1♠		5	4♥	(10)11-16 hcp	same as after 1♥	same as after 1♥	
1NT			4♥	14-16 hcp (semi)BAL	2♣ = Stayman; 2♥ = TRF 2♠ = ♣ or INV; 2NT = ♦; 3♣♠=INV 3♥♠ = singleton with 54 minors; 4NT slam INV 4♣ = Gerber; 4♥ = TRF	1NT-2♣-2♦-2♥ = weak 4-4/4-5 Majors 1NT-2♣-2♦-2♠ = 5♠ GF SMOLEN: 1NT-2♣-2♦-3M = 5OM+4M, GF 1NT-2♠/NT: 2NT/3♦ = min; 3♣ = max	
2♣		5	4♥	(9)10-15hcp 6+♣ or 5+♣4M	2♦ = relay; 2♥♠=NF 3♦♥♠ INV 6+suit	2♣-2♦-2M = 4-card; 2NT=max 6+♣; 3♣ min 6+♣ 2♣-2♦-2M-2NT = GF relay; 2♣-2♦-2NT-3♣ = relay; 2♣-2♦-3♦♥♠ = max 6♣4♦♥♠	
2♦		5		Preempt	2NT = minmax relay xM = P/C, 3m inv with own major	3D min, other nat	
2♥		5		Preempt	2NT = minmax relay; xH to play	3H min, other shortness max	
2♠		5		Preempt	2NT = relay		
2NT	x			preempt minors	any m = to play, 3M INV		
3C		6		preempt			
3♦		6		pre-empt	new suit nat F1		
3♥♠		6		pre-empt	new suit = cue		
3NT	x			solid minor, no outside A/K	Any ♣ = P/C		
4♣♠		6		nat			
4♥♠		6		Pre-empt, 4 th hand to play			
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	