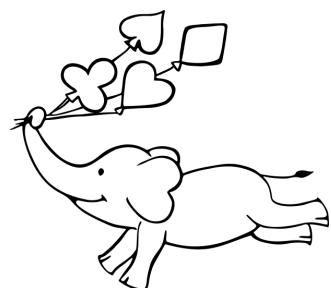


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1-level: 7-17, 2-level: 10-17 1 and 3-level response F1, 2-level response NF Rubens advances [D3]
INT OVERCALL
15-18, 4th seat 13-15 System on
JUMP OVERCALLS
NV (0)2-10, VUL 4-12, no suit requirements, new suit NF Unusual 2NT overcall shows the lowest two suits (5+/5+)
DIRECT & JUMP CUE BIDS
Direct: Michaels (5+/5+) less than 10 or 16+ points Jump: asks for stopper After (2X) 3X asks for stopper; 4m leaping Michaels
VS. INT
DBL= Stronger than min strength of opening, at least 14p 2C= both majors 2D= one major 2M= M + minor 2N = both minors one-suiters usually show 6+ in the suit two-suiters usually show 5-4
VS. PREEMPTS
Lebensohl applies Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS
DBL= majors; any level of NT= minors
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = INV+ strength System on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
Notrump	2/4	3/5	
Subsequent	ATT or 3/5	ATT or 3/5	
Other: A asks for CT/UB vs NT; K asks for CT vs Suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax(+)	AKJT(+), AK(Q)xx(+)	
King	AK(+), Kx, KQ(+)	KQ(x)+, AK(+), Kx	
Queen	Qx, QJ(+)	, QJ(x), Qx	
Jack	Jx, JT(+), (A/K)JT(+)	Jx, JT(+),(A/K)JT(+)	
10	Tx, T9(+), HT9(+)	T9(x), Tx, HT9x(+)	
9	Like spot cards	like spot cards	
Hi-X	Sx, HxSx, xxSx, (H/x)xSxxx	xSxx, HSx, xSx	
Lo-X	xxS, HxS, xxxxS, HxxxS	xS, HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=ENC	Hi=even	S/P
2 Suit	Hi=even	S/P	Hi=even
3	S/P		
1	Lo=ENC	Hi=even	S/P
2 NT	Hi=even	S/P	Hi=even
3	S/P		
Signals (including Trumps):			
Suit preference vs Suit: Odd=ENC, Even=Lavinthal;			
Suit preference Vs NT: Lavinthal			
DOUBLES			
TAKEOUT DOUBLES			
Standard, can be light (10+) with perfect shape no equal level conversion			
MISCELLANEOUS DOUBLES/REDOUBLES			
Mandatory support doubles up to 2H Maximal doubles 1D-(1H)-X = 4-5 spades when opps bid our 5+ suit, X asks for a different lead			

WBF CONVENTION CARD
WBF CATEGORY: Blue

NCBO: Estonia
EVENT: World U26 Teams
PLAYERS: Rasmus <u>Maide</u> — Jaan Kristjan <u>Kaasik</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong club, nebulous diamond, 5-card majors Aggressive pre-empts Natural responses to 1C
2/1: INV+
1NT: 14-16 can be semibal
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C- 17+p any
1D- 11-16p no 5-card major
2D- both majors, weak
2NT- both minors, weak
Lebensohl in competitive situations
Lots of transfers in competition
SPECIAL FORCING PASS SEQUENCES
when GF is established
IMPORTANT NOTES
PSYCHICS:
Occasionally, 3rd hand or responding with support

PLAYERS: Rasmus Maide — Jaan Kristjan Kaasik

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	YES	-		17+ any hand, frequent upgrades possible	1D=0-7 any, 1H-2D=8+ 5-card suit, 2M=4-7 6+M, 2NT=12-13 bal, 3x-4441 SPL	1C-1D-1H=20+, 1C-1D-1NT=17-19 bal, 1C-(1/2)NT-(2/3)C=asks for closest 4-card suit	1-level below opps 1NT: X=5-7p any, higher: X= GF, takeout; Opener's jump bid is F1
1◇	YES	1	3S	11-13 bal/10-16unbal, exactly 4414 or 4+D	1M=4+, 1D-1H-(1S unbal/1NT bal can have 4S), 1NT=6-10, 2NT=11-12, 2m=nat F1, 2M/3m=9-12, 6-7 card suit	2-way checkback	Transfers in competition [D1]
1♡		5	3S	(10)11-16 5+M, 3rd hand can be slightly weaker or 4-card suit	1S=4+S, 2m=4+, 11+p, 1NT= NF, 2H=3+H, NV 3-10, VUL 5-10, Jump shift=9-12, 6-7 card suit; 2NT= INV+ raise	2-way checkback, 1M-2NT: 3X=shortness, 3M=min, 4X=5+suit max, 3NT=max 5332, 4M=max 6322	Transfers in competition [D1]
1♠		5	3H	Same as 1H opening	Same as 1H	Same as 1H	Transfers in competition [D1]
1NT		-	3S	14-16 bal, can have 6m322, 5422, includes 5-card majors	Stayman, transfers, 2S= clubs or invite, 2NT=both minors or diamonds, 3C=puppet, 3D/M = 5431 SPL, 4D/H = H/S	Smolen, 1NT-2C-2D-2H= both majors weak, bid empty suit when super-accepting	Transfer lebensohl [D4]
2♣		5	3S	10-16 5+C4M/6+C	2D=inv+ relay, 2M=NF, 2NT=inv BAL, 3C= NF raise, 3X=6+ GF	2C-2D: 2M=4M; 2NT=max, 6+C; 3C=min; 6+C; 3X=6-4 max; 3NT=solid clubs; max	Transfers in competition [D2]
2◇	YES	-	-	Both majors, at least 5-4, 4-10p, can be weaker and 4-4 from 3rd hand	any M=to play, 2NT=relay, 3m=NF	2D-2NT: 3C=5H4S min, 3D=5S4H min, 3H=5H4S max, 3S=5S4H max	
2♡		5	-	NV 0-10 5+ H, VUL 4-10 (5)6+ H	2H-2S/3m 6+ suit INV NF; 2H-2NT relay	2NT answers NV: 3C/D =5H min/max, 3H/S=6H min/max; VUL: 3C: 5H, 3D 6H min; 3H/S 6H max and bad/good suit	4th hand nat 10-12
2♠		5	-	Analogous to 2H	2NT=relay, new suit=INV	Same as 2H opening	4th hand nat 10-12
2NT	YES			Both minors, 3-9p, typically at least 5-5	3m=to play, 3M=INV		
3♣		6		3X: NV 0-9, VUL 5-9p, aggressive style	new suit=INV		
3◇		6					
3♡		6					
3♠		6					
3NT	YES			AKQxxxx minor, no outside A or K	4C=P/C, 4D=relay		
4♣		7		4X=less than 10p, pre-empt			
4◇		7					
4♡		7					
4♠		7					
4NT	YES			both minors			
HIGH LEVEL BIDDING					ADDITIONAL NOTES		
1st and 2nd round cues together, Italian style RKCB 1430, DOPI, ROPI, DOPE, ROPE Serious 3NT when major fit found 4m ace asking if minor fit found							

Defensive and competitive bidding

Definition: W/S is used to denote a weak/strong transfer. With a weak hand, responder passes openers accept of transfer. With a strong hand, responder makes another bid after opener has accepted the transfer, which is FG. A transfer to a suit always has 5+ cards. A weak transfer can be made with 0+ points.

[D1] Transfers in competition after 1X opening

1♦-(1♥)-?

- X = 4-5♠
- 1♠ = transfer to NT
- 1NT = 5-8p, to play
- 2♣ = W/S to ♦
- 2♦ = Stopper ask
- 2♥ = W/S to ♠
- 2♠ = W/S to ♣
- 2NT = NAT INV
- 3X = NAT INV, 9-12 with 6-card suit

1♦-(1♠)-?

- X = 4+♥
- 1NT = 5-8p nat
- 2♣ = W/S to ♦
- 2♦ = W/S to ♥
- 2♥ = stopper ask, INV+
- 2♠ = W/S to ♣
- 2NT = NAT INV
- 3X = NAT INV, 9-12 with 6-card suit

1♦-(2X)-?

Transfer Lebensohl [D4]

1♥-(1♠)-?

- X = Responsive, usually both minors
- 1NT = 5-8, to play
- 2♣ = W/S to ♦
- 2♦ = 9+ 3♥
- 2♥ = 3-8 3-4♥
- 2♠ = W/S to ♣
- 2NT = 10+ 4+♥
- 3m = NAT INV, 9-12 with 6-card suit
- 3♥ = 0-7 4-5♥, Preemptive

1♥-(2X)-?

New suit on 2 level is NF, 2NT shows support over 2♣, is transfer to clubs over 2♦ and is Lebensohl over 2♠. Transfers with inv+ hands on 3-level.

1♠-(2X)-?

New suit on 2 level is NF, 2NT shows support over 2♣, is transfer to clubs over 2♦ and is Lebensohl over 2♥. Transfers with inv+ hands on 3-level. 3♥ is an invitational hand with a splinter in X.

[D2] Transfers in competition after 2C opening

2♣-(2X)-?

- 2X = 5+X, NF
- 2NT = forces 3♣ (lebensohl)
- 3♣ = support, INV
- 3♦ = (5)6+♥, INV+
- 3♥ = (5)6+♠, INV+
- 3♠ = (5)6+♦INV+
- 3NT = to play

Transfer to opponent's bid suit is a GF stopper ask or ♣ raise.

[D3] Rubens advances

After our overcall at 1 or 2-level, if opponents' suit isn't immediately below our suit, the meanings of bids are switched so that cuebid is one bid lower than a simple raise and bids below that are transfers. NT bids are not affected. For example:

(1♣)-1♠-(P or X)-?

- 1NT = natural
- 2♣ = transfer to ♦
- 2♦ = transfer to ♥
- 2♥ = 9+p raise in ♠/balanced invite/any FG
- 2♠ = Weak 3-8 raise in ♠

[D4] Transfer Lebensohl

After our 1♦ or 1NT opening, and opponents' overcall on the 2-level: Our 2-level bids are natural and NF. 2NT has the meaning of standard Lebensohl - forcing 3♣ with the following options: 1) showing a weak hand with any suit (most common) 2) showing a strong C suit 3) Asking for a stopper in the enemy suit. Our 3-level bids show the suit above the bid suit with an INV+ hand, except if the bid suit is below the opponents' suit. In this case, our bid asks for a 4-card major and shows a stopper in the enemy suit. Opener only accepts the transfer with a minimum hand. If opener accepts the invite, he will make a bid higher than simply accepting the transfer. For example:

1♦ or 1NT-(2♥)-?

- 2♠ = NAT NF
- 2NT = forces 3♣
- 3♣ = INV+ transfer to ♦
- 3♦ = Asks for 4-card ♠, shows ♥ stopper
- 3♥ = INV+ transfer to ♠

PLAYERS: Rasmus [Maide](#) — Jaan Kristjan [Kaasik](#)