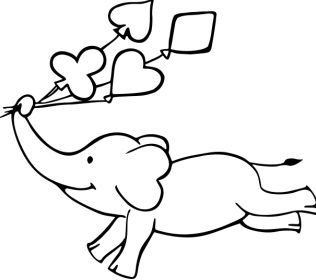


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1-level: 7-17, 2-level: 10-17 Suit change= NF Rubens advances [D4] Cue= game force or inv+ with support 1M-2NT- 4-card raise
1NT OVERCALL
15-18, 4th seat 12-15 System on
JUMP OVERCALLS
NV (0)2-10, VUL 4-12, no suit requirements, new suit NF Unusual 2NT overcall shows the lowest two suits (5+/5+)
Reopen: Minimum opener, good 6+ suit
DIRECT & JUMP CUE BIDS
Over 1M: Direct: Michaels (5+/5+) less than 10 or 16+ points Jump: asks for stopper
Over 1m (3+): 2m = 54+ majors, weak; 3m = 55+ majors 3.5-4.5 losers; 4m = 65+ majors up to 3 losers
VS. STRONG NT (min ≥ 14HCP)
Direct seat: DBL= 5+m4+M 2C= both majors 2D= one major 2M= M + minor 2N = both minors
Passout seat: DBL = one suiter 2X = X and a higher suit
VS. WEAK NT (min < 14HCP)
DBL = 15+p, 2C= majors (at least 5-4) Other bids are natural
VS. PREEMPTS
Lebensohl applies Leaping Michaels Non-leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS
DBL= majors; any level of NT= minors
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = INV+ strength After 1M or 1D opening transfers apply [D1]

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; Rusinow against NT from 4+ suit; K asks for CT vs Suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax(+)	AKJT(+)	
King	AK(+), Kx, KQ(+)	KQ(x), AKxx(+), Kx	
Queen	Qx, QJ(+)	KQxx(+), QJ(x), Qx	
Jack	Jx, JT(+), (A/K)JT(+)	(A)QJxx(+), JT(x), Jx	
10	Tx, T9(+), HT9(+)	JTxx(+), HJTx(+), T9(x), Tx	
9	Like spot cards	HT9x(+), T9xx(+), H9x	
Hi-X	Sx, HxSx, xxSx, HxxxSx	xS, xSxx, HSx, xSx	
Lo-X	xxS, HxS, xxxxS, HxxxS	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 (1C)-x-(p)-1D = 0-7 any (3C)-x-(p)-3D = 0-7 any			
MISCELLANEOUS DOUBLES/REDOUBLES			
Semi-mandatory support doubles up to 2H Maximal doubles 1D-(1H)-X = 4-5 spades			

WBF CONVENTION CARD
WBF CATEGORY: Blue

NCBO: Estonia
EVENT: All events
PLAYERS: Rasmus Maide — Tiit Hendrik Piibeht
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong club, nebulous diamond, 5-card majors Aggressive pre-empts Natural responses to 1C Light responses
2/1: INV+
1NT: 14-16 can be semibal
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C- 17+p any
1D- 10-15p no 5-card major
2C- 10-15p 5+C
2D- weak two in either major
2H- both majors, weak
2S- diamonds and a major, weak
2NT- preempt in clubs
3C- clubs and a major, weak
Lebensohl in competitive situations
Lots of transfers in competition
Relay for shape after 1C-1S-1N
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:
Occasionally, 3rd hand openings can be light

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	YES	-		17+ bal, 16+ unbal or equivalent playing strength	1D=0-7 any, 1H=5+S GF, 1S=BAL GF, 1N=5+H GF, 2m=5+m GF not 5332, 2M= 4-7 6+M, 2NT=12-13 bal, 3x-4441 SPL	1C-1D-1H=20+, 1C-1D-1NT=17-19 bal, 1C-1S-1N relays	1-level: X=5-7p any, higher: X=GF, takeout
1◇	YES	1	3S	11-13 bal/10-15unbal, exactly 4414 or 4+D	1M=4+, 1NT=6-11, 2NT=12-13, 2m=nat F1, 2H=5H4S 4-8, 2S=5H4S 9-11, 3m=9-12, 6+m, 3M=Stopper show	2-way checkback	Transfers in competition [D2]
1♥		5	3S	(10)11-15(16) 5+M, 3rd hand can be slightly weaker or 4-card suit	1S=4+S, 2m=4+, 11+p, 1NT= NF, 2H= 3-4H, NV 0-10, VUL 5-10, Jump shift=9-12, 6-7 card suit; 2NT=INV+ raise	2-way checkback, after 2/1 opener 2N rebid 6+M, responder 2N rebid inv, 1M-2NT: 3X=shortness, 3M=min, 3S/1H=4S, 4X=5+suit max, 3NT=12-13p bal, 4M=max 6322,	Transfers in competition [D2]
1♠		5	3H	Same as 1H opening	Same as 1H	Same as 1H	Transfers in competition [D2]
1NT		-	3S	14-16 bal, can have 6m322, 5422, 3rd hand has been slightly weaker or off-shape	Stayman, transfers, 2S= clubs or invite, 2NT=both minors or diamonds, 3C=puppet, 3D=5-5 minors GF, 3HS=splinter, 4C=H, 4D=S, 4M=nat	Smolen, 1NT-2C-2D-2H= both majors weak, bid empty suit when super-accepting	Transfer lebensohl [D5]
2♣		5	3S	10-15 5+C4M/6+C	2D=relay, 2M=NF, 2NT=weak raise or GF 5-5 suits, 3C=constructive raise, 3X=trf to X+1 INV+	2C-2D: 2M=4M; 2NT=max, 6+C; 3C=min, 6+C, 3X=6-4 MAX, 3NT=solid clubs	Transfers in competition [D3]
2◇	YES	-	-	5 or 6 cards in either M, NV 0-10, VUL 5-10	2M=P/C, 2NT=relay, 3m=nat INV, 3M=P/C, 4C=trf to your M; 4D= bid your M; 4M= to play	2D-2NT: 3C=any min (3D asks), 3D= any max (3H asks), 3H=medium H, 3S=medium S	4th hand nat 10-12
2♥	YES	-	-	NV 0-10, VUL 4-10, both majors at least 4-4, not 6-8p when exactly 44(32)	Any number of M: to play; 2NT=relay, 3m=NF	2H-2NT: 3C=5-4 min, 3D=4-4 min, 3M= 5-4 max, 3NT=4-4 max, 4m=5-5, bid shortness, 4M=6-5 bid longer M	4th hand nat 10-12
2♠	YES	-	-	5+ Diamonds, 5+ Major, 2-9p	2NT=relay (can be weak), 3C=NAT NF, 3M=NAT NF	2S-2NT: 3C=hearts min, 3D=spades min, 3H=hearts max, 3S=spades max	4th hand nat 10-12
2NT	YES			6+ Clubs, 2-9p	3C= to play, 3X=inv		
3♣	YES			clubs and a major, 5-5, 5-9p	3D=ask for M, 3M= NAT INV		
3◇		6		3D and 3M: NV 2-9, VUL 5-9p	new suit=INV		
3♥		6		aggressive style			
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 Voidwood/prewood - 0, 1 without Q, 1 with Q... 4m ace asking if minor fit found Last train	

Defensive and competitive bidding

Definition: W/S is used to denote a weak/strong transfer. With a weak hand, responder passes openers except 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] Over opponents' takeout double

1 \diamond -(X)-?

XX	=	strength
1 \heartsuit	=	4+ \heartsuit
1 \spadesuit	=	4+ \spadesuit
1NT	=	5-8p to play
2 \clubsuit	=	W/S to \diamond
2 \diamond	=	W/S to \heartsuit
2 \heartsuit	=	W/S to \spadesuit
2 \spadesuit	=	W/S to \clubsuit
2NT	=	0-10 with both minors at least 5-4
3X	=	NAT INV, 9-12 with 6-card suit

1 \heartsuit -(X)-?

XX	=	strength
1 \spadesuit	=	4+ \spadesuit F1
1NT	=	5-10p, to play
2 \clubsuit	=	W/S to \diamond
2 \diamond	=	8+ 3 \heartsuit
2 \heartsuit	=	0-7 3-4 \heartsuit
2 \spadesuit	=	W/S to \clubsuit
2NT	=	10+ 4+ \heartsuit
3m	=	NAT INV, 9-12 with 6-card suit
3 \heartsuit	=	0-7 4-5 \heartsuit , Preemptive

1 \spadesuit -(X)-?

XX	=	strength
1NT	=	5-8, to play
2 \clubsuit	=	W/S to \diamond
2 \diamond	=	W/S to \heartsuit
2 \heartsuit	=	8+ 3 \spadesuit
2 \spadesuit	=	0-7 3-4 \spadesuit
2NT	=	10+ 4+ \spadesuit
3X	=	NAT INV, 9-12 with 6-card suit
3 \spadesuit	=	0-7 4-5 \spadesuit , Preemptive

[D2] Transfers in competition after 1X opening

1 \diamond -(1 \heartsuit)-?

X	=	4-5 \spadesuit
1 \spadesuit	=	transfer to NT, can be weak without stopper/ GF BAL/ INV BAL with stopper
1NT	=	5-8p, to play
2 \clubsuit	=	W/S to \diamond
2 \diamond	=	Stopper ask, exactly INV, usually BAL
2 \heartsuit	=	W/S to \spadesuit
2 \spadesuit	=	W/S to \clubsuit
2NT	=	0-10 both minors, at least 5-4
3X	=	NAT INV, 9-12 with 6-card suit
3 \heartsuit	=	Stopper ask with running minor suit

1 \diamond -(1 \spadesuit)-?

X	=	4+ \heartsuit
1NT	=	5-8p nat
2 \clubsuit	=	W/S to \diamond
2 \diamond	=	W/S to \heartsuit
2 \heartsuit	=	stopper ask, INV+
2 \spadesuit	=	W/S to \clubsuit
2NT	=	0-10 both minors, at least 5-4
3X	=	NAT INV, 9-12 with 6-card suit
3 \spadesuit	=	Stopper ask with running minor suit

1 \diamond -(2X)-?

Transfer Lebensohl [D5]

1 \heartsuit -(1 \spadesuit)-?

X	=	Responsive, shows both minors at least 4-4 and 6+ points
1NT	=	5-8, to play
2 \clubsuit	=	W/S to \diamond
2 \diamond	=	8+ 3 \heartsuit
2 \heartsuit	=	0-7 3-4 \heartsuit
2 \spadesuit	=	W/S to \clubsuit
2NT	=	10+ 4+ \heartsuit
3m	=	NAT INV, 9-12 with 6-card suit
3 \heartsuit	=	0-7 4-5 \heartsuit , Preemptive

1 \heartsuit -(2X)-?

New suit on 2 level is NF, 2NT shows support over 2 \clubsuit , is transfer to clubs over 2 \diamond and is Lebensohl over 2 \spadesuit . Transfers with inv+ hands on 3-level.

1 \spadesuit -(2X)-?

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

[D3] Transfers in competition after 2C opening

2 \clubsuit -(2X)-?

2X	=	5+X, NF
2NT	=	forces 3 \clubsuit (club raise / 2-suited game force)
3 \clubsuit	=	support, INV
3 \diamond	=	(5)6+ \heartsuit , INV+
3 \heartsuit	=	(5)6+ \spadesuit , INV+
3 \spadesuit	=	(5)6+ \diamond INV+
3NT	=	to play

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

[D4] 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 \clubsuit)-1 \spadesuit -(P or X)-?

1NT	=	natural
2 \clubsuit	=	transfer to \diamond
2 \diamond	=	transfer to \heartsuit
2 \heartsuit	=	8+p raise in \spadesuit /balanced invite/any FG
2 \spadesuit	=	Weak 0-7 raise in \spadesuit

[D5] Transfer Lebensohl

After our 1 \diamond 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 \clubsuit 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 \diamond or 1NT-(2 \heartsuit)-?

2 \spadesuit	=	NAT NF
2NT	=	forces 3 \clubsuit
3 \clubsuit	=	INV+ transfer to \diamond
3 \diamond	=	Asks for 4-card \spadesuit , shows \heartsuit stopper
3 \heartsuit	=	INV+ transfer to \spadesuit

PLAYERS: Rasmus Maide — Tiit Hendrik Piibeleh