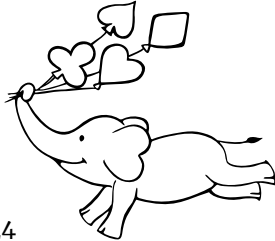
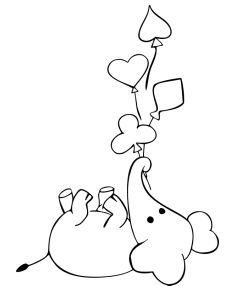


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1-level: 8-16, 5+ suit. 2-level: 11-16, 5+ suit. If the overcall was in a major: cue = inv+ with 3-card support 2NT = inv+ with 4-card support
In competition, 2-level is NF. Reopening can be up to 3 points lighter.
NT OVERCALL
1NT = 15-18, shows stopper; SYS on if art opening, TRFs otherwise (TRF to opps' suit is Stayman) 2NT = 16-19, shows stopper; TRFs, TRF to opps' suit is Stayman
From passed hand: 4+M & 5+m. Reopening 1NT: 11-14p.
JUMP OVERCALLS
NV 2-10p, VUL 4-12p. Suit might be bad, especially NV. 2NT = two lowest unbid suits
Reopening: minimum opener with good suit.
DIRECT & JUMP CUE BIDS
Direct cue: two-suited with all unbid majors, 10+p. Jump cue: stopper ask for 3NT.
VS. STRONG NT (MINIMUM ≥ 14P)
X = 10+p, one-suited 2♣ = ~6+p, ♣+another 2♦ = ~6+p, ♦+M 2♥ = ~6+p, ♥+♠ 2♠ = 4-9p, 6+♣ 2NT = 55+mm
VS. WEAK NT (MINIMUM < 14P)
X = 14.5+p, 2♣ = 4+♥4+♠, 2NT = 55+ minors. Other bids natural.
VS. PREEMPTS
Jump to 4m shows bid m and a major. 4-level cue is two-suited with all unbid majors. After X, Lebensohl [A1].
VS. ARTIFICIAL STRONG OPENINGS
X=MM; NT bids=mm; 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	2/4	3/LOW	
NT	2/4	3/LOW	
Subsequent	ATT	ATT	
RUS, A for CT/UB. 4th implies honor, but 2nd does not necessarily deny.			
LEADS (EXCEPT IN PARTNER'S SUIT)			
	LEAD	VS. SUIT	VS. NT
Ace	Ax, AK(+)	CT	CT/UB
King	AK+, Kx, KH	ATT	AK(+), KH ATT
Queen	KQ+, QH, Qx	ATT	KQ+, QH, AQx ATT
Jack	QJ+, Jx, JT	ATT	(A)QJ+, Jx, JT, HJx ATT
Ten	(K)JT(+)	ATT	(A)(K)JT(+), HTx ATT
Hi-X	xSx(+)		xSx(+)
Lo-X	xS, HxxS(+)		xS, HxxS(+)
SIGNALS IN ORDER OF PRIORITY			
	PARTNER'S LEAD	DECLARER'S LEAD	DISCARDING
1	ATT (Lo = ENC)	In NT/Trumps: Smith	ATT
2	CT (Lo = even)	CT	S/P
3	S/P	S/P	
Smith: From opening leader, hi-lo discourages opening lead suit. From partner, hi-lo encourages opening lead suit.			
DOUBLES			
TAKEOUT DOUBLES			
Can be light (10+p) with perfect shape. Focus on majors. No conditions on shape if 17+. Cue response at 2-level is F1, usually 10+p; 2NT resp. w/o jump is Lebensohl [A1]. Takeout doubles of nebulous minors show at least (43) majors, and don't necessarily promise any minor suit			
SPECIAL, ART & COMPETITIVE DBLS/RDLS			
Support doubles up to 2♥ Maximal doubles [E1]			

WBF CONVENTION CARD
CATEGORY: Blue

NCBO: Estonia EVENT: European U31 Teams 2024 PLAYERS: Reti Toom - Rao Zvorovski
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong (16+) club, 5-card majors, nebulous diamond. Opening range 11-15p, 1NT range 13-15p (14-16 opposite passed partner); can have 5-card major/6-card minor. In response to 1M: 2/1 NF; 1NT response forcing, INV+, asking; jump responses to 3m are NAT INV. In response to 1♦: 2/1 GF, 1NT response NF. In response to 1♣: 1♦ art GF, 1♥ 6-8 bal/(4441), 1♠ any 0-5, see back of card for other semi-positives. 2♦ weak-only multi, 2♥ weak majors, 2♠ 5+♦5+M, 2NT 20-21p BAL. Two-level bids are usually NF in competition (except after a strong club opening).
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ weak-only Multi 2♠ weak 5+♦5+M 2♥ weak majors 1♦ 0+♦ (catch-all) 1♣ strong
SPECIAL FORCING PASS SEQUENCES
When we have shown at least INV+(22+p) strength, opponents cannot play undoubled.
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: Occasional, usually for the lead

OPENING	ART	MIN CARDS NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	5♠	16+p (or ≤ 4.5 losers)	1♦ = art GF; 1♥ = 6-8 bal/(4441); 1♠ = any 0-5; 1N = 6-8, 5+♦; 2♣ = 6-8, 5+♥; 2♦ = 6-8, 5+♠; 2M = 6-8, 4M, 5+♣; 2N = 6-8, 5+♣4+♦; 3♣ = 6-8, 6+♣	After 1♥/1NT/2X, +1 is art GF. After 1♠ response, 2♣ is 21+.	After 1-of-a-suit interference, X/XX is 6-8 and bids GF. X of 1NT is pen. Higher, X is GF T/O.
1♦	✓	0 4♥	11-15p, 0+♦, catch-all 11-12 if BAL	1M = 5+p, 4+M; 1NT = to play (6-~11); 2♣ = 3+♣, GF; 2♦ = 5+♦, GF; 2M = 3-8p, (5)6+M; 2N = nat inv(~11-12p); 3m = 6+m, INV; 3M = 2-8p, (6)7+M	After 1-level rebid: 2♣ forces 2♦, to play or some inf; 2♦ is ART GF. Raises of 1M can be on three; 2N ask to clarify.	Lebensohl [A1] is in use after 2♦♥♠ overcalls. After 1N overcall, 2♣ is both majors at least 44. After a double, 2NT is both minors.
1♥		5 4♦	11-15p, 5+♥	1N = INV+, asking. 2/1 NF. 1M-2M = 7-10p, Hx or better support; 1M-3M = 0-9p, to play; 1M-4M = to play, might not be weak; 1♠ = 7+p, 4+♠, F1. 1♥-2♠ = 3-9p, (5)6+♠; 3m/3♥ = nat 6-card inv; 2NT = 4+M, INV+; 3NT = to play.	After 1NT: 2♣ = max/6-card M; 2M = 4+ black side suit. In general natural bidding, 4SF. After 2NT: 3X = shortness, max; 3M = min; 3N = 6♠, no shortness; 4X = 5+ suit	After interference, 2nd level is NF. After X, 1NT is NF; XX is 11+ and activates forcing pass.
1♠		5 4♥	11-15p, 5+♠			
1NT		4♥	(semi-)BAL, can have 5M/6m. 1st/2nd: 13-15 3rd/4th: 14-16	2♣ = Stayman; 2♦♥ = TRF; 2♠ = ♣ or min-max ask; 2NT = ♦ or both minors; 3X = 6-card suit w/ 2 of 3 top honours; 4m = South African Texas [F2]; 4M = to play;	natural bidding; after 2♣-2♦: 2♥ = both majors, no game interest	2♣ overcall = SYS ON; Lebensohl [A1]; see runouts [F1]
2♣		5 4♥	11-15p, 6+♣ or 5♣ 4M (but not 4405)	2♦ = ASK, 2M = NF. 2NT = forces 3♣, to play or GF two-suited. 3♣♦♥ = INV+ TRF. 3♠ = TRF to 3NT. 3NT = to play	After 2♦: 2M = 4M; 2NT = no 4M, max; 3♣ = no 4M, min; 3X = 6♣4X, max	After DBL, nat NF on two-level, XX enables FP
2♦	✓	-	3-10p, 5+M	2M/3M/4M: P/C; 3m = F1, 5+m; 2NT = ASK	After 2NT: 3♣ = medium hand; 3♦ = min w/ ♥; 3♥ = min w/ ♠; 3♠ = max w/ 6♥; 3NT = max w/ 6♠.	After DBL, XX asks to bid the major not held (to escape to responder's suit)
2♥	✓	4 -	3-10p, 4+♥, 4+♠M VUL: usually 55+	2NT asks strength and shape, 2♠ to play	3♣ = (54) MIN; 3♦ = 44 MIN; 3M = 5M4OM, MAX; 3N = 44 MAX, 4m = splinter, 55 MAX, 4♥ = 55 MIN	After DBL, RDBL = strength, 2N = ASK, 3m = to play
2♠	✓	4 -	3-10p, 5+♦5+M	2NT ASK; 3M P/C	After 2N: 3♣ = min w/ ♥, 3♦ = min w/ ♠, 3♥ = max w/ ♥, 3♠ = max w/ ♠	
2NT		-	20-21p, BAL	3♣ 5-card stayman, 3♦♥♠4♣♦♥ TRF, 4♠ both minors	Responder never bids NAT M	After DBL, SYS ON, XX = GF
3♣		6 -	(0)3-10p, 6+ suit	new suit = GF, 4♦ = PreKCB [A2]	Slam bidding: RKCB1430, mixed controls, non-serious 3NT, last train, Redwood, DOPE if not enough room.	
3♦		6 -				
3♥		6 -		new suit = GF, 4♣ = PreKCB [A2]		
3♠		6 -				
3NT	✓	-	Solid 7-card minor, exactly 1 side A or K	4♣ P/C, 4♦ asking for the side control, 4N QUANT		
4♣		7 -	4-9p, 7+ suit	4♦ PreKCB [A2]		
4♦		7 -		4NT PreKCB [A2]		
4♥		7 -	0-13, 7+M	4NT PreKCB [A2]		
4♠		7 -				
4NT	✓	-	Pre-emptive, at least 6-5 in minors			



Section A: Conventions used

[A1] Lebensohl

2Y NF
2NT Forces 3♣ (if doubler not strong), then
3Y<X 0-8 nat
3X Stayman, denies stopper
3Y>X INV
3NT To play, shows stopper
3Y<X 9-11 nat
3X Stayman, shows stopper
3Y>X GF
3NT To play, shows stopper

[A2] PreKCB

When asking aces from a hand that has pre-empted, the answers are as follows:

Step 1 0
Step 2 1 w/o Q
Step 3 1 w/ Q
Step 4 2 w/o Q
Step 5 2 w/ Q
⋮ ⋮

Section B: Leads and signals.

Section C: Bids that may require a defence

Section D: Defensive and competitive bidding

Section E: Doubles

[E1] Maximal double

When we have agreed on a suit and opponents bid one less than three of our suit, then double usually shows an interest in bidding game.

Section F: Back of card

[F1] 1NT runouts

When our 1NT opening gets doubled, responders bids meanings change as follows:

P No better ideas
XX single-suited
2X X + higher suit
2NT both minors

Openers redouble shows hand badly suited for playing 1Nx.

[F2] South African Texas

In response to 1NT, 4 of a minor bid is a transfer to the respective major. The +1 response to that shows a hand rich in controls.

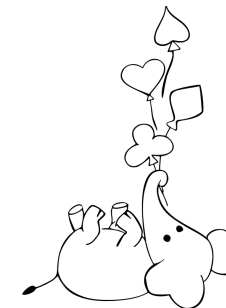
The four-level transfer followed by 4NT is ace-asking. Two-level transfer followed by 4M shows mild slam interest; two-level transfer followed by 4NT is quantitative invite with 5M.

Section G: Others

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



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Supplementary sheet 1

[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

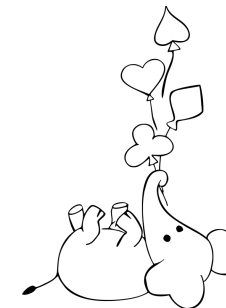
3X nat GF

(2♦)-2N

3♣ INV+, artificial

3♦ <INV

3X nat GF



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Supplementary sheet 2