

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
GENERALLY (8)10-16 HCP 5+ CARDS; NEW SUIT = F1;
OVER M O/C 2♣ = DRURY (FIT);
R/O: SAME
INT OVERCALL (2nd/4th Live; Responses; Reopening)
16-18 HCP; 2♣ = (R) like STAY, JUMPS = INV, TRFs
R/O: 10-13 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE, RESP: NEW SUIT = F1, 2NT = (R)
2NT = 55 LOWEST UNBID SUITS
Reopen: 2NT = BAL 17-19 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE; RESP: 2NT = (R)
JUMP CUE ASKS FOR STOPPER TO PLAY 3NT
VS. NT (vs. Strong/Weak; Reopening;PH)
VS 14-16 OR STRONGER: DBL = LONG m
2♣ = LANDY (54M)
2♦ = WEEK 2 IN M
2M = 5+ M NAT, OPENING HAND
2NT = 55m
VS WK NT: DBL = PEN, 2♣ = LANDY (54M), 2NT = 55m
R/O AND PH: SAME
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O THRU 4♥
CUE = STR 2-SUITER (3-4 LOSERS)
2NT = 16-19 HCP NAT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
AGGRESSIVE, DBL = L/D
SUIT = 5+ HCP, (4)5+ CARDS
JUMPS = PRE, PASS MAY BE STR
OVER OPPONENTS' TAKEOUT DOUBLE
NEW SUIT AT 1-LEVEL = F1, AT 2-LEVEL = NF;
1m – (DBL OR 1X) – JUMP TO 2 & 3 LEVEL= PRE;
1M – (DBL) – JUMP = FIT + SUIT (L/R OR BETTER)
- 2NT = L/R OR BETTER;
RDBL = (10)11+ HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3+5/LOW	SAME	
NT	4 th (2 nd from xxx(x))	SAME	
Subseq	SAME	SAME	
Other: VS NT - KING ASKS UB; ACE, QUEEN & JACK ASK ATT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AK(+), Ax	AK(+)	
King	AK(+), KQ, KQ(+)	AKJ(+), KQJx(+), KQ10(+)	
Queen	QJ, QJ(+)	AQJ(+), KQ9(+), QJ, QJ(x)	
Jack	J10, J10(+)	J10, J10(+)	
10	HJ10(+), 109(+), 10x	HJ10(+), 109(+), 10x	
9	H109(+), 9x	H109(+), 9x	
Hi-X	Sx, xxSx, xxxxSx	Sx, xSxx(+)	
Lo-X	xxS, xxxxS	xSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = E	Hi/lo = E	Hi = ENCRG
Suit 2	S/P	S/P	Hi/lo = E
3	Hi = ENCRG		
1	Hi/lo = E	Hi/lo = E	Hi = ENCRG
NT 2	Hi = ENCRG	S/P	Hi/lo = E
3			
Signals (including Trumps):			
STANDARD; IN TRUMPS - LAVINTHAL			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
OPENING VALUES – CUE PROMISES A REBID, NEW SUIT = F1;			
REOPEN: (8)9+ HCP WITH CLASSIC SHAPE			
OVER (WK X) – DBL – (PASS) - LEB			
OVER (WK X) – PASS – (PASS) – DBL – (PASS) - LEB			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBLS; 1m – (1♥) – DBL = EXACTLY 4♠;			
1m – (1♠) – DBL = 4+♥, 6+ HCP;			
1♣ – (1♦) – DBL = 44M			
OPT & L/D DBLS			
IF DBL IS PASSED FOR PEN THEN ALL FOLLOWING DBLS = PEN			
AFTER RDBL ALL FOLLOWING DBLS = PEN			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: ESTONIA
PLAYERS: MAKSIM <u>KARPOV</u> – TIIT <u>LAANEMÄE</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
French STANDARD: 5-CARD M, in 3 rd & 4 th pos. may be light
1NT – 15-17 HCP
2♣ - STR
2♦ - FG
2M – WK
NORMAL PREEMPTS
2 OVER 1 – PROMISES A REBID
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT – GAMBLING (any AKQxxxx w/o O/S Ace or King)
IN COMP BIDDING CUE = L/R OR BETTER,
JUMP RAISE = PRE, JUMP = FIT+SUIT (L/R OR BETTER),
WHEN BOTH SIDES HAVE SHOWN A FIT, RAISE = COMP
AND DBL = INV
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: RARE

NOTE 1:

- 1♣-1♥-1NT-2♦ = asking about support and strength
- 2♥ = min, 3 cards in ♥
 - 2♠ = min, 2 cards in ♥
 - 2NT = max, 2 cards in ♥
 - 3♣ = max, 5 cards in ♣ and 2 cards in ♥
 - 3♦ = max, 3 cards in ♥, ctrl in ♦
 - 3♥ = max, 3 cards in ♥
- 1♣-1♠-1NT-2♦ = asking about support and strength
- 2♥ = min, 2 cards in ♠
 - 2♠ = min, 3 cards in ♠
 - 2NT = max, 2 cards in ♠
 - 3♣ = max, 5 cards in ♣ and 2 cards in ♠
 - 3♦/3♥ = max, 3 cards in ♠, ctrl in ♦/♥
 - 3♠ = max, 3 cards in ♠
- 1♣-1♠-1NT-2♥ = NF
- 1♣-1♠-1NT-3♥ = 55♥♠, FG
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NOTE 2:

- 1♦-1♥-1NT-2♣ = asking about support and strength
- 2♦ = min, 2 cards in ♥
 - 2♥ = min, 3 cards in ♥
 - 2♠ = max, 3 cards in ♥
 - 2NT = max, 2 cards in ♥
 - 3♣ = max, 3 cards in ♥, ctrl in ♣
 - 3♦ = max, 5 cards in ♦ and 2 cards in ♥
- 1♦-1♠-1NT-2♣ = asking about support and strength
- 2♦ = min, 2 cards in ♠
 - 2♥ = max, 3 cards in ♠
 - 2♠ = min, 3 cards in ♠
 - 2NT = max, 2 cards in ♠
 - 3♣ = max, 3 cards in ♠, ctrl in ♣
 - 3♦ = max, 5 cards in ♦ and 2 cards in ♠
- 1♦-1♠-1NT-2♥ = NF
- 1♦-1♠-1NT-3♥ = 55♥♠, FG
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NOTE 3:

- 1♦-1♥-2♥-2♠ = TRF to 2NT (short suit game try)
- 2NT = which suit is short?
 - 3♣ = short ♣
 - 3♦ = short ♦
 - 3♥ = short ♥
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NOTE 4:

- 1♦-1♠-2♠-2NT = TRF to 3♣ (short suit game try)
- 3♣ = which suit is short?
 - 3♦ = short ♦
 - 3♥ = short ♥
 - 3♠ = short ♠
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NOTE 5:

- 1♥-2♥-2♠ = TRF to 2NT (short suit game try)- see NOTE 3
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NOTE 6:

1♥-1♠-2♠-2NT or 1♠-2♠-2NT = TRF to 3♣ (short suit game try)- see NOTE 4

NOTE 7:

1NT-2♣ = (R)
-2♦ = no 4 card majors
-2♥ = 4 cards in ♥, no 4 cards in ♠
-2♠ = 4 cards in ♠, no 4 cards in ♥
-2NT = 44 majors
-3♣ = max and 5♣, Kx or better in the doubleton
-3♦ = max 3352, Kx or better in the doubleton; a contract, CTRL asking or KCB follows
-3♥ = max 3253, Kx or better in the doubleton; a contract, CTRL asking or KCB follows
-3♠ = max 2353, Kx or better in the doubleton; a contract, CTRL asking or KCB follows

NOTE 8:

1NT-2♣-2♦-2♥ = (R), shows a slam interest
-2♠ = 44 minors
-2NT = (R)
-3♣ = 3244; a contract, CTRL asking or KCB follows
-3♦ = 2344; a contract, CTRL asking or KCB follows
-2NT = 3334 or 3343
-3♣ = (R)
-3♦ = 3343; a contract, CTRL asking or KCB follows
-3♥ = 3334; a contract, CTRL asking or KCB follows
-3♣ = 5♣
-3♦ = (R)
-3♥ = 3325; a contract, CTRL asking or KCB follows
-3♠ = 3235; a contract, CTRL asking or KCB follows
-3NT = 2335; a contract, CTRL asking or KCB follows
-3♦ = 3352; a contract, CTRL asking or KCB follows
-3♥ = 3253; a contract, CTRL asking or KCB follows
-3♠ = 2353; a contract, CTRL asking or KCB follows

NOTE 9:

1NT-2♣-2♦-2♠ = 54♥, INV
1NT-2♣-2♦-2NT = INV
1NT-2♣-2♦-3♣/♦ = 4♥/♠ & 5+♣/♦, FG
1NT-2♣-2♦-3♥ = 45♥♠, FG
1NT-2♣-2♦-3♠ = 54♥♠, FG

NOTE 10:

1NT-2♣-2♥-2♠ = (R), shows a slam interest
-2NT = 3433; a contract, CTRL asking or KCB follows
-3♣ = 4 cards in ♣
-3♦ = (R)
-3♥ = 3424; a contract, CTRL asking or KCB follows
-3♠ = 2434; a contract, CTRL asking or KCB follows
-3♦ = 3442; a contract, CTRL asking or KCB follows
-3♥ = 2443; a contract, CTRL asking or KCB follows

NOTE 11:

1NT-2♣-2♥/♠-2NT = INV

NOTE 12:

1NT-2♣-2♠-3♣ = (R), shows a slam interest
-3♦ = 4 cards in ♦
-3♥ = (R)
-3♠ = 4342; a contract, CTRL asking or KCB follows
-3NT = 4243; a contract, CTRL asking or KCB follows
-3♥ = 4 cards in ♣, 4324; a contract, CTRL asking or KCB follows
-3♠ = 4 cards in ♣, 4234; a contract, CTRL asking or KCB follows
-3NT = 4333; a contract, CTRL asking or KCB follows

NOTE 13:

1NT-2♣-2NT-3♣ = (R), shows a slam interest
-3♦ = 4432; a contract, CTRL asking or KCB follows
-3♥ = 4423; a contract, CTRL asking or KCB follows

NOTE 14:

1NT-2♣-2NT-3♦/♥ = INV to 4♥/♠

NOTE 15:

1NT-2♣-3♣-3♦ = (R), shows a slam interest
-3♥ = 3325; a contract, CTRL asking or KCB follows
-3♠ = 3235; a contract, CTRL asking or KCB follows
-3NT = 2335; a contract, CTRL asking or KCB follows

NOTE 16:

1NT-2♠ = transfer to ♣
-2NT = asking to bid 3NT, if KQxxxx or better in ♣
-3♣
-3♦ = 2245
-3♥/♠ = shortness

NOTE 17:

1NT-2NT = INV

NOTE 18:

1NT-3♣ = transfer to ♦
-3♦
-3♥/♠ = shortness

NOTE 19:

1NT-3♦/♥/♠ = KQxxxx or better w/o outside entry, INV

NOTE 20:

1NT-TRF-new suit = NAT FG, **except** 1NT-2♦-2♥-2♠ = 45♥♠, INV, and 1NT-2♥-2♠-3♥ = 55 majors, INV

NOTE 21:

1NT-opponent bids - dbl = take-out
- new suit at 2 level = NF
- 2NT = Lebensohl
- new suit at 3-level = FG
