

## DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

1<sup>st</sup> level = 8-15; 2<sup>nd</sup> level = 10-16; 3<sup>rd</sup> level = 12+

Reopen: May be weaker in reopening position

INT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17, system on

Reopen: 10-14, system on

JUMP OVERCALLS (Style; Responses; Reopen)

Blocking

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

Direct = Michaels

Jump = 2 suiter

Leaping Michaels over 2M, 3M, 2M-3M, 1M-3M

VS Weak NT (average less 15 HCP) and Any 1♣ opening

Double = 13+; 2♣=MM; 2♦=6+M; 2M=5M-4+m; 2NT=5+m-5m

VS Strong NT (average more or equal 15 HCP)

Double = 4M5+m, 2♣=MM; 2♦=6+M; 2M=5M-4+m; 2NT=5+m-5m

## LEADS AND SIGNALS

OPENING LEADS STYLE

|        | Lead                              | In Partner's suit                 |
|--------|-----------------------------------|-----------------------------------|
| Suit   | 2 <sup>nd</sup> / 4 <sup>th</sup> | 2 <sup>nd</sup> / 4 <sup>th</sup> |
| NT     | 2 <sup>nd</sup> / 4 <sup>th</sup> | 2 <sup>nd</sup> / 4 <sup>th</sup> |
| Subseq |                                   |                                   |

OTHERS: high from 2 cards, may lead 3<sup>rd</sup> from Hxx; J denies higher card

2<sup>nd</sup> from 3+ small cards

LEADS

| Lead  | Vs. Suit            | Vs. NT |
|-------|---------------------|--------|
| Ace   | AKx(x); Ax          |        |
| King  | AK; KQ(x); Kx       |        |
| Queen | QJT(x); AQJ(x); Qx  |        |
| Jack  | JT9(x); Jx          |        |
| 10    | HHT9(x); T9x(x); Tx |        |
| 9     | HH98(x); HT9(x); 9x |        |
| S     | xxxx(x); Hxx        |        |

SIGNALS IN ORDER OF PRIORITY

|      | Partner's Lead | Declarer's Lead        |
|------|----------------|------------------------|
| Suit | Attitude       | Count (high-low = odd) |
|      | +              | +                      |
| NT   | Attitude       | Count (high-low = odd) |
|      | +              | +                      |
| Disc | Italian        |                        |

**DOUBLES**

## WBF CONVENTION CARD

CATEGORY: Blue

NCBO:

PLAYERS: Y. Hyuppenen – J. Antonov

### SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣ = 11-21 2+ (can be 5d if balanced)

1♦ = 11-21, 4+♦ (unbal or 6+d any)

1♥♠ = 11-21, 5=♥/♠

INT = 14-16 BAL

2♣ = GF or 22-23 BAL

2♦ = 7-11, 6+M

2♥/♠ = 5-10, 5+♥/♠

2NT = 20-21 BAL

3x = block

3NT = gambling without side suit A or K nonvulnerable

4x = block

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

|   |
|---|
| VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) |
| Doubles are for TO up to 4♥                     |
|   |
| VS ARTIFICIAL STRONG OPENINGS                   |
| Multi-lendi on 1♣ (16+) & 1♦ (16+)              |
|   |
| VS OPPONENTS' TAKEOUT DOUBLE                    |
|   |
|   |

|   |
|---|
| TAKEOUT DOUBLES (Style; Responses; Reopening) |
| 13+ short openers suit or 16+ with own suit   |
| (8)9+ in reopening position                   |
|   |
| SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES   |
| Invitational double                           |
|   |
|   |
|   |

|   |
|---|
| SPECIAL FORCING PASS SEQUENCES              |
| Focing pass after GF sequences              |
|   |
| IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE |
| Transfer sequencies after 1m (1x)           |
|   |
|   |
| PSYCHICS                                    |
| Very unusual                                |

| OP.  | TICK IF ART | MIN NO OF CARDS | NE G DB L TH RU | DESCRIPTION       | RESPONSES  | SUBSEQUENT AUCTION  | PASSED HAND BIDDING |
|------|-------------|-----------------|-----------------|-------------------|--|---|---------------------|
| 1♣   | x           | 2               |                 | 11-13NT / 17-19NT | 1♦ = 4+♥, 1h = 4+♠, 1♠ = nt, 1nt=D, 2c nat fl      | After 1♦: 1♥ = 2/3♥ 11-16, 2♥ = 4♥ 11-13, 2d = 4♥ 17-19 etc                                     |                     |
|      |             |                 |                 | 11+ 1♦444         | 2♥♦♠ = nat GF, 2nt = 55+mm                         | 1c-1d/h-1x ->2c = invite or weak with c, 2d = GF  |                     |
|      |             |                 |                 | 11-21 6♣4♦        | 3♣♦ = 6+♣/♦, invite 3NT, 3M = pre                  |   |                     |
|      |             |                 |                 | 18-21 1M444       |  |   |                     |
|      |             |                 |                 |                   |  |   |                     |
|      |             |                 |                 |                   |  |   |                     |
| 1♦   |             | 4               | 3♣              | 1♣444 11-21       | 1♥/♠ = 6+, 4+suit; 1NT = 6-9; 2NT = inv.           |   |                     |
|      |             |                 |                 | 11-17 1M444       | 2♣ = 10+, 4+♠; 2♦ = F1; 2M = FG; 6+ suit           |   |                     |
|      |             |                 |                 | 11-21 5♣4♦        | 3♣ = 6+♠, invites 3NT                              |   |                     |
|      |             |                 |                 |                   | 3♦ = blocking; 3♥/♠ = splinter                     |   |                     |
| 1♥/♠ |             | 5               | 3♣              | 5+ 11-21          | 1NT = SF   | 1M-1x-2c = Gazzilli   | 2♣ = druri          |
|      |             |                 |                 |                   | 2♣/♦ = F1  | 1M-2x-2y-2M NF, 1M-2x-2y-3x, Rest is GF   | 2NT = limit raise   |
|      |             |                 |                 |                   | 2NT = GF 4+♥/♠                                     |   | 2x = nat, NF        |
|      |             |                 |                 |                   | 3♣ 7-9 = 4M, 3♦ 10-11, = 4M                        |   | Jumpsuit = n at fit |
|      |             |                 |                 |                   | 1♠-3♥ = limit raise = 3s, 1♥-2♠ = limit raise = 3h |   |                     |
| 1NT  |             |                 | 3♣              | 14-16 BAL         | 2♣ = NF stayman; 2♦/♥ = transfer; 2♠ = trf to ♣    | After 2♣ - 2♦-2♥ = seeks 3M;  |                     |
|      |             |                 |                 | Any 5332          | 2NT = ♦ or minors from 5-5 (weak of FG)            | After 2♦/♥ - 2NT = max with Hxx; 3x = max with 4M fit; 3M = min, 4M fit;                        |                     |
|      |             |                 |                 | 5m4m22            | 3c = Muppet  | After 2♣ - 2♥ - 2♠ = ART GF with H supp. 2♣ - 2M-3♣/♦ = nat GF, 2♣ - 2s-3h = ART GF with S supp |                     |
|      |             |                 |                 | 6m322             | 3d = 55MM inv or = GF                              |   |                     |
|      |             |                 |                 |                   | 3M = 5-4 in minors, 31M, singl in named suit       | After 2NT - 3♣ = no ♦ fit; 3♦ = with fit (newsuit fits ♦, slamish; 4♣ fits ♠)                   |                     |
|      |             |                 |                 |                   |  |   |                     |
| 2♣   | x           | 0               | 3♣              | GF or 22-23 NT    | 3♣ = Muppet  | 3♦ = 4M, 3♥ no 4M   |                     |
|      |             |                 |                 |                   |  | 3♠ - 5♣332  |                     |
|      |             |                 |                 |                   |  | 3NT - 5♥332   |                     |
| 2♦   | x           | 0               | 3♣              | 7-11, 6+M         | 2M/3M/4M/3NT = to play; 2nt = art relay            |   |                     |

|          |   |   |    |                              |                     |   |  |
|----------|---|---|----|------------------------------|---------------------|---|--|
|          |   |   |    |                              |                     |   |  |
| 2♥/<br>♠ |   | 5 | 3♣ | 5-10, 5+♥/♠ white            | 2nt = art relay     |   |  |
|          |   |   |    | 5-10, 5+♥/♠, 5+m red         |                     |   |  |
| 2nt      |   |   | 3♣ | 20-21 bal                    | New suit is forcing |   |  |
| 3♣/<br>♦ |   | 6 | 3♣ | Block 234                    | New suit is forcing |   |  |
| 3♥/<br>♠ |   | 6 |    | Block 234                    | New suit is forcing |   |  |
| 3nt      | x |   |    | Gambling without side-suit A |                     | <b>HIGH LEVEL BIDDING</b>                         |  |
|          |   |   |    | Or K when not vulnerable     |                     | 4NT = Blackwood 14302-Q;2+Q than ask of K (0,1,2) |  |
| 4♣/<br>♦ |   |   |    | Block 234                    |                     | Exclusive Blackwood w void - jump to 5/6 (012)    |  |
| 4♥/<br>♠ |   |   |    | To play                      |                     | D0P1, R0P1, PED0                                  |  |
| 4nt      |   |   |    | Minors                       |                     | 1M-2m-2M-3M -> +1 non-serious                     |  |
| 5♣/<br>♦ |   |   |    | To play                      |                     |   |  |