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

1NT 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	4th (2nd 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	ÄK, AK(+), Äx	AK(+)
King	ÄK(+), 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
Suit	1	Hi/lo = E	Hi/lo = E	Hi = ENCRG
	2	S/P	S/P	Hi/lo = E
	3	Hi = ENCRG		
NT	1	Hi/lo = E	Hi/lo = E	Hi = ENCRG
	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/RDBLs

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 KARPOV – TIIT LAANEMÄE

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

French STANDARD: 5-CARD M, in 3rd & 4th 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

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11-21 HCP; 12-19 if BAL	2♣ = NF; 3♣ = INV; 1NT = 8-10 & 2NT = 11-12 HCP w/o 4M; 3♦/M = SPL (3-4 CTRL); JUMP SHIFT = FG (S/T)	4SF: promises rebid at 2-level, FG at 3-level; 3rd suit = F1. See also [1;3]. 1♣ - 1M – 3NT = STR, 4-card FIT w/o S/S	Same, 4SF =F1
1♦		(3)4	4♥	11-21 HCP; 12-19 if BAL	1NT = 6-10 HCP w/o 4M, other = as above	As above. See also [2;4].	As above
1♥/♠		5	4♦/♥	11-21 HCP, in 3rd/4th may be weaker	1NT = 6-10 HCP	S/S & L/S G/T on SIMPLE RAISE. See [5;6]	DRURY, JUMP = FIT+SUIT,L/R
					JUMP RAISE = PRE	1M – 2NT - 3♣ = any singleton	
					2NT = INV RAISE or better (ART)	3♦ = any void	
					JUMP SHIFT = NAT FG (16+ HCP or 8+ tricks)	3M = MIN	
					DOUBLE JUMP SHIFT = SPL (3-4 CTRL)	3/4 OM = 6511	
						3NT = 18+ BAL	
						4♣/♦ = 6511	
						4M = medium hand (w/o S/S)	
						1♥ - 1♠ - 3NT = STR, 4522	
1NT			4♥	15-17 HCP BAL, may be 5(6)m	2♣ = (R) like STAY	The next suit is (R) and shows a slam interest See [7 – 20]	Same
					2♦/♥/♠/3♣/4♦/♥ = TRF		
					3♦/♥/♠ = HHxxxx, INV		
					4♣ = 55M		
2♣	X		4♥	STR/ART, but not FG	2♦ = (R);	2♣ - 2♦ - 2NT = 22-23(24) HCP NAT	Same
					A SUIT = 8+ HCP, MIN KQxxx	2♣ - 2♦ - 3NT = 55M	
					2NT = 11+ HCP, BAL	2♣ - 2NT- 3♣ = (R)	
2♦	X		4♥	FG	2♥ = no Aces, 2♠ = M Ace, 3♣/♦ = ♣/♦ Ace,	2♦ - 2NT – 3NT = F	Same
					3♥/♠/NT = 2 Aces, 2NT = 8+ HCP w/o Aces		
2♥/♠		6		6-10 HCP (HHxxxx whenVUL)	New suit = F1	2M – 2NT – 3M = MIN	
					2NT = (R)	2M – 2NT – 3 new suit = A or K, MAX autoSPL at 4-level	
2NT			4♥	20-21 HCP BAL, may be 5(6)m	3♣ = STAY		Same
					3♦/♥/♠/4♣/♦/♥ = TRF		
3♣/♦/♥/♠		7		PRE	New suit = F1	NAT	
3NT	X			Any AKQxxxx w/o O/S stopper	4♣ = P/C		
					4♦ = ASK for S/S	S/S NAT, 4NT = no S/S	
4♣/♦		8		PRE	NAT		
4♥/♠		8		PRE			
4NT	X			66m, PRE			
5♣/♦		(8)9		PRE		**HIGH LEVEL BIDDING**	
5♥/♠		7		NAT	w ♥/♠A or ♥/♠K bid 6♥/♠, w ♥/♠AK bid 7♥/♠	CUE = 1st and 2nd round equally	
						SPL, RKCB, DOPI, ROPI, JOSEPHINE, LIGHTNER DBL	
						In F bidding sequences after a CUE the agreed m raise is RKCB	

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, 5 cards in ♣ and 3 cards in ♥
            - 3♥  = max, 3 cards in ♥, BAL
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♦  = max, 5 cards in ♣ and 3 cards in ♠
            - 3♥  = max, 3 cards in ♠, ctrl in ♥, BAL
            - 3♠  = max, 3 cards in ♠, no ctrl in ♥, BAL
1♣-1♠-1NT-2♥      = NF
1♣-1♠-1NT-3♥      = 55♥♠, FG
```

_____

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, 5 cards in ♦ and 3 cards 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, 5 cards in ♦ and 3 cards in ♠
            - 3♦  = max, 5 cards in ♦ and 2 cards in ♠
1♦-1♠-1NT-2♥      = NF
1♦-1♠-1NT-3♥      = 55♥♠, FG
```

_____

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

_____

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

_____

NOTE 5:
```
1♥-2♥-2♠          = TRF to 2NT (short suit game try)- see NOTE 3
```

_____

<u>**NOTE 6:**</u>
1♥-1♠-2♠-2NT or 1♠-2♠-2NT   = TRF to 3♣ (short suit game try)- see NOTE 4

_____

<u>**NOTE 7:**</u>
```
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
```

_____

<u>**NOTE 8:**</u>
```
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
```

_____

<u>**NOTE 9:**</u>
```
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
```

_____

<u>**NOTE 10:**</u>
```
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
```

_____

<u>**NOTE 11:**</u>
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
```
_____