DEFENSIVE AND COMPETITIVE BIDDING	LEADS A	AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	G LEADS STYLE					
1.level light (can be 4c suit); OBAR BIDS (when opps bid and raise,		Lead		In Part	ner's Suit	CATEGORY: BLUE	
balancing in direct seat e.g (1S)-p-(2S)-? = light bids allowed)	Suit	1st/3rd/5th		same		COUNTRY: Estonia	
cue=limit 3c fit, 2NT=limit 4c fit,	NT	4 th		1st/3rd/5	th	EVENT: any	
	Subseq	attitude		same		PLAYERS: Tuul Sepp – Pihel Sarv	
		ght lead 1st or 2nd fro	m bad holding	g vs NT			
	10/9 are 1	st or 3rd					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
15-17 (14-18) (semi)BAL	Lead	Vs. Suit		Vs. NT	i		
SYSTEM ON	Ace	AK, Ax, AK	, ,	same		GENERAL APPROACH AND STYLE	
	King	AK(+)*, any		same		Precision	
4 th =11-15(16) over 1M, 10-14 over 1m	Queen	any KQ(+)*,	QJ(+), Qx	same		2/1 GF, semi-forcing 1NT	
	Jack	J10(+), Jx		same		Judgement allowed in any situation, all points can be adjusted	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(+), HJ10		same		Light openings and defensive actions	
Pre, vul dependent (0-10). Treat as opening pre in response	9	9x, 98(+), H1	09(+)	same			
2NT=minors							
Reopen: intermediate			(odd enc, high	h to higher	suit, low to lower), K		
	asks for c						
	SIGNAL	S IN ORDER OF P			_		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's L		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
direct cue = Michaels cue bid - 2NT = relay	Suit 1	odd = ENC	hi/lo = even		odd=ENC/even SP		
jump cue = asks stopper for 3NT	2		SP		(hi/lo = even)	1♦ opening = 11-15	
	3					1♣ opening = 16+ ART	
	NT 1	Standard count	Smith		odd=ENC/even SP	3NT = solid minor (AKQxxxx, maximum Queen outside)	
VS. NT (vs. Strong/Weak; Reopening;PH)	2	SP	SP		(hi/lo = even)	1D-2H =5S+4/5H less than inv	
X= 15+p; from passed hand 5m+4M	3					1D-2S = inv with 5S+4/5H	
2♣=majors, 2♦=1 major; 2M=Mm		ATT on A or Q, cour				2D opening = 11-15, 3suiter, short diamonds	
					by the one who made		
	the lead: l	ni-lo="I led a poor si	uit"; by her par	rtner: hi-lo	="I like your lead")		
	DOUBLI						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)						
T/O DBL; cue (2M-3M) =asks stopper; Leaping Michaels							
		el conversion ♣ to ♦					
	(2M) - D	BL - 2NT = Lebenso	hl			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣						after game balance has been found	
vs 1♣ Mathe (X=majors, 1NT=minors)		L, ARTIFICIAL &	COMPETIT	IVE DBL			
		responsive DBL				IMPORTANT NOTES	
	support d	ouble, game-try (ma	ximal) dbl, Lig	ghtner		Frequent upgrades and some downgrades	
OVER OPPONENTS' TAKEOUT DOUBLE		DBL= ♠ ;1 ♦ -(1 ♠)-DBI		<u></u>	All the HCP ranges can be compensated by distribution		
	DBL to 3	NT = lead your suit;	if OPPS have	$bid = \overline{lead}$	dummy's 1st suit		
Nat	In GF situ	ıations dbl=penalty ι	isually		PSYCHICS		
		• •	•			light 3rd seat openings	
						1NT can be flexible	

OPENING	A R	CARDS	NEG. X THRU				
	T			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HANI BIDDING
1.	X	0	no	16+ ART, F1	1♦ = 0-7 hcp	1 - 1 - 1 = 21+	
					1 ≜ =8-11 bal		
					1NT=GF 5+ ♠		
					3x=singleton, 4441		
1•	X	2	∞	11-15 no 5cM	2♥/♠=5♠4+♥ less than inv/inv	MTWS (xyz)	No GF
					2m = GF		
					1N = 6-11, 2N = inv		
		_			A4 65 43 5 6 15		
		5	∞	11-15	2/1 GF; 1NT = SemiF	MTWS (xyz)	Drury
				Can be 4 &/or light in 3 rd seat	2NT = limit 4c fit		
					2♠ = weak (approx 4-9),		
					3m = inv, 3 = pre (0-8)		
♠		5	∞	11-15 hcp, same as after 1♥	same as after 1♥	MTWS	same as after 1♥
1NT			∞	14-16 BAL	2♣ = Stayman; transfers to Majors (2♦=♥; 2♥=♠)		
				5M, 6m, 5422 possible	3♣ = Muppet		
				Sgl H possible	3M = (13)(54)		
				11.15.60	21 (D)	20.21.201.64.2015	
2*		6	∞	11-15, 6 4	2♦=(R)	2♣-2♦-2♥♠=64; 2NT max; 3♠ min	
	-			Can be 5 &/or light in 3 rd seat	2♥♠=5c NF (8-12 p)		
	-				2NT=puppet to 3♣; 3♣ = inv		
				D 11 11 17 17 CD	3♦♥♠=INV 6+suit		_
2 ♦	Х		no	Precision: 11-15 HCP, 4414/(43)15/4405	2NT=(R)	2♦-2NT-3♣=min; 3♦/♥/♠/NT=max 4414/3415/4315/440: 2♦-2NT-3♣-3♦(R)-3♥/♠/NT=min 3415/4315/4414 or 440	05
2♥		6(5)	no	pre-empt	2♠=constructive nF, other new suits F	2♥-2NT-3♣/♦/♥/♠/NT= bad hand+bad suit/bad hand+goo	od
					2NT=(R) Ogust	suit/good hand+bad suit/good hand+good suit/AKQxxx	
2♠		6(5)	no	Same	new suits F		
2NT				20-21, same as 1N shapewise	Muppet Stayman; Jacoby, Texas		
3♣		7 (6)	no	pre-empt, vul/position dependent (0-10)			
3♦		7 (6)	no	Same			
}♥		7 (6)	no	Same			
3 🌲		7 (6)	no	Same			
BNT	X			solid m, no outside A/K			
1.*		7	no	pre-empt (no agreement on point-range)			
1♦		7		Same			
. ♥/♠		7		no special meanings			
4NT	Х			both minors			
						HIGH LEVEL BIDDING	-
Conventions						splinter; Blackwood (1403); voidwood	
avman Tex	as/Iac	oby transfer	s Smolen X	vz. Modified 2way Stayman, Jaco	hy 2NT	Serious 3NT (in case of major fit)	hel Sarv-Tuul Sepp

Stayman, Texas/Jacoby transfers, Smolen, Xyz, Modified 2way Stayman, Jacoby 2NT
Lebensohl, mixed raise, Michaels cue, Leaping Michaels, Unusual 2NT

splinter; Blackwood (1403); voidwood
Serious 3NT (in case of major fit)
Cuebids can be 1st/2nd round controls

Pihel Sarv-Tuul Sepp Estonia Women