


Signals: ATT on A or Q, count on K
Roman and Lavinthal discards (odd enc), Smith echo (by the one who made the lead: hi-lo="I led a poor suit"; by her partner: hi-lo="I like your lead")

## DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

## Equal-level conversion $\&$ to

(2M) - DBL - 2NT = Lebensohl

## SPECIAL, ARTIFICIAL \& COMPETITIVE DBLS/RDBLS

Negative, responsive DBL
support double, game-try (maximal) dbl, Lightner
$1 \uparrow-(1 \boldsymbol{\bullet})-\mathrm{DBL}=\boldsymbol{\star} ; 1 \boldsymbol{*}-(1 \boldsymbol{\bullet})-\mathrm{DBL}=\boldsymbol{\bullet}$
DBL to 3NT = lead your suit; if OPPS have bid = lead dummy's 1st suit In GF situations dbl=penalty usually

## W B F CONVENTION CARD

CATEGORY: BLUE
COUNTRY: Estonia
EVENT: any
PLAYERS: Tuul Sepp - Pihel Sarv

## SYSTEM SUMMARY

## GENERAL APPROACH AND STYLE

Precision
2/1 GF, semi-forcing 1NT
Judgement allowed in any situation, all points can be adjusted
Light openings and defensive actions
$\square$

## SPECIAL BIDS THAT MAY REQUIRE DEFENSE

$1 \star$ opening $=11-15$
1* opening $=16+$ ART
3NT = solid minor (AKQxxxx, maximum Queen outside)
$1 \mathrm{D}-2 \mathrm{H}=5 \mathrm{~S}+4 / 5 \mathrm{H}$ less than inv
1D-2S $=$ inv with $5 \mathrm{~S}+4 / 5 \mathrm{H}$
2D opening $=11-15,3$ suiter, short diamonds
$\square$

SPECIAL FORCING PASS SEQUENCES
after game balance has been found

## IMPORTANT NOTES

Frequent upgrades and some downgrades All the HCP ranges can be compensated by distribution

## PSYCHICS

light 3rd seat openings
1NT can be flexible


