

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1-level: 8-16, 5+ suit. 2-level: 11-16, 5+ suit. If the overcall was in a major: cue = inv+ with 3-card support 2NT = inv+ with 4-card support In competition, 2-level is NF. Reopening can be up to 3 points lighter.
NT OVERCALL
1NT = 15-18, shows stopper 2NT = 16-19, shows stopper From passed hand: 4+M & 5+m. Reopening 1NT: 11-14p.
JUMP OVERCALLS
NV 2-10p, VUL 4-12p. Suit might be bad, especially NV. 2NT = two lowest unbid suits Reopening: minimum opener with good suit.
DIRECT & JUMP CUE BIDS
Direct cue: two-suited with all unbid majors, 10+p. Jump cue: stopper ask for 3NT.
VS. STRONG NT (MINIMUM ≥ 14P)
X = 10+p, 4+♠, 4+other 2♣ = ~8+p, 4+♣4+♥ 2♦ = ~8+p, 4+♦4+♥ 2♥ = ~8+p, nat 2♠ = ~8+p, nat 2NT = 55+mm Reopening: X one-suited, 2X X + higher suit, 2♠ ≤9p NAT
VS. WEAK NT (MINIMUM < 14P)
X = 14.5+p, 2♣ = 4+♥4+♠, 2NT = 55+ minors. Other bids natural.
VS. PREEMPTS
Jump to 4m shows bid m and a major. 4-level cue is two-suited with all unbid majors. After X, Lebensohl [A1].
VS. ARTIFICIAL STRONG OPENINGS
1♣: X=♣+♥; 1♦ = ♦+♥; 1♥ = ♥+♠, 1♠ = ♠+♣, 1N=♠+♦; 2N=♣+♦ 2♣: X=majors, 2NT=minors, other natural
OVER OPPONENTS' TAKEOUT DOUBLE
2nd level NF XX = point majority, enables PEN DBLs and forcing pass.

LEADS AND SIGNALS

OPENING LEADS STYLE

	LEAD	IN PARTNER'S SUIT
Suit	2/4	3/LOW
NT	2/4	3/LOW
Subsequent	ATT	ATT

RUS, A for CT/UB. Suit partner has supported is also theirs.
4th implies honor, but 2nd does not necessarily deny.

LEADS (EXCEPT IN PARTNER'S SUIT)

LEAD	VS. SUIT	VS. NT
Ace	Ax, AK(+) CT	CT/UB
King	AK+, Kx, KH ATT	AK(+), KH ATT
Queen	KQ+, QH, Qx ATT	KQ+, QH, AQx ATT
Jack	QJ+, Jx, JT ATT	(A)QJ+, Jx, JT, HJx ATT
Ten	(K)JT(+) ATT	(A)(K)JT(+), HTx ATT
Hi-X	xSx(+) xSx(+)	
Lo-X	xS, HxxS(+) xS, HxxS(+)	

SIGNALS IN ORDER OF PRIORITY

	PARTNER'S LEAD	DECLARER'S LEAD	DISCARDING
1	ATT (Lo = ENC)	CT (Lo = even)	ATT
2	CT (Lo = even)	S/P	S/P
3	S/P		

In trump suit: suit preference

DOUBLES

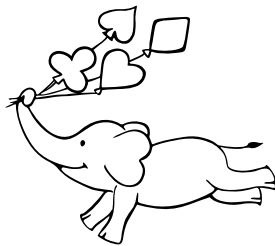
TAKEOUT DOUBLES

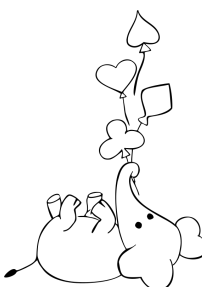
Can be light (10+p) with perfect shape. Focus on majors.
No conditions on shape if 17+. Cue response at 2-level is F1, usually 10+p; 2NT resp. w/o jump is Lebensohl [A1].

Takeout doubles of nebulous minors show at least (43) majors, and don't necessarily promise any minor suit

SPECIAL, ART & COMPETITIVE DBLS/RDLS

Support doubles up to 2♥
Maximal doubles [E1]

WBF CONVENTION CARD	
CATEGORY: Blue	
NCBO: Estonia	
EVENT: World U31 Teams 2025	
PLAYERS: Mirjam <u>Iher</u> - Susanna <u>Laan</u> - Rao <u>Zvorovski</u>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
<p>Strong (16+) club, 5-card majors, nebulous diamond. Opening range 11-15p, 1NT range 13-15p (15-17 opposite passed partner); can have 5-card major/6-card minor.</p> <p>2/1 GF; jump responses to 3m are NAT INV.</p> <p>2♦ weak-only multi, 2♥ weak majors, 2♠ 4+♠5+m, 2NT minors.</p> <p>Two-level bids are usually NF in competition (except after a strong club opening).</p>	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
<p>2♠ weak, 5+♦5+M 2N weak, 5+♣5+M 2♦ weak-only Multi 2♥ weak majors 1♦ 0+♦ (catch-all) 1♣ strong</p>	
SPECIAL FORCING PASS SEQUENCES	
<p>When we have shown at least INV+(22+p) strength, opponents cannot play undoubled.</p>	
IMPORTANT NOTES	
<p>Good (to the best of our ability) judgement overrules specific agreements if it is more likely (in our understanding) to get a good result.</p> <p>Defense against Multi 2♦ [H2]</p>	
PSYCHICS: Occasional, usually for the lead	

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1♣	✓		5♠	16+p (or ≤ 4.5 losers)	1♦=0-7; 1♥=8-11p, 0-4♠; 1♠=8+p, 5+♠; 1N=12+p, 5+♥; 2m=12+p, 5+m; 2♥=14+ BAL; 2♠=8+p, any (5440); 2N=12-13 BAL, no 5M; 3X = 12+, 1X444; from passed hand see [F1]	1♣-1♦-1♥=19+, then -1♠=0-4, then -2♣=22+. After GF resp, +1 is usually ART waiting .	After 1-of-a-suit interference, X/XX is 6-8 and bids GF. Higher, X is GF T/O.			
1♦	✓	0	4♥	11-15p, 0+♦, catch-all	1M=5+p,4+M; 1NT= to play (6-~11); 2♣=3+♣, GF; 2♦=5+♦, GF; 2M = 3-8p, (5)6+M; 2N=nat inv(~11-12p); 3m=6+m, INV; 3M=2-8p, (6)7+M	After 1-level rebid: 2♣ forces 2♦, to play or some inv; 2♦ is ART GF. Raises of 1M can be on three; 2N ask to clarify.	Lebensohl [A1] is in use after 2♦♥♠ overcalls. After 1N overcall, 2♣ is both majors at least 44. After a double, 2NT is both minors.			
1♥		5	4♦	11-15p, 5+♥	1M-2M= 7-10p, support; 1M-3M=0-9p, to play; 1M-4M = to play, might not be weak; 1♠ = 7+p, 4+♠, F1. 1NT = (5)7-12, SF, can have 3-card support. 2♣ = 2+♣, GF. 2X w/o jump = nat GF. 1♥-2♠ = 3-8p, (5)6+♠; 3m/3♥ = nat 6-card inv; 2NT = 4+M, INV or 3+M, slam interest; 3NT=(4333), GF.	natural bidding, 4SF. After 2NT: 3X=shortness; 3M=min; 3N=6♠, no shortness; 4X=5+suit After 1M-2M, +1=any S/S INV	after interference, 2nd level is NF. After X, 1NT is NF; XX is 11+ and activates forcing pass.			
1♠		5	4♥	11-15p, 5+♠						
1NT			4♥	(semi-)BAL, can have 5M/6m. 1st/2nd: 13-15 3rd/4th: 15-17	2♣ = Stayman; 2♦♥ = TRF; 2♠ = ♣ or min-max ask; 2NT = ♦ or both minors; 3♣ = Puppet Stayman; 3♦ = 55 minors, GF; 3M = spl in OM; 4m = South African Texas [F3]; 4M = to play	natural bidding; after 2♣-2♦: 2♥ = both majors, no game interest	2♣ overcall = SYS ON; Lebensohl [A1]; see runouts [F2]			
2♣		5	4♥	11-15p, 6+♣ or 5♣ 4M (but not 4405)	2♦ = ASK, 2M = NF; 2NT = forces 3♣, to play or GF two-suited; 3♣♦♥ = INV+ TRF; 3♠ = TRF to 3NT; 3NT = to play	After 2♦: 2M = 4M; 2NT=no 4M, max; 3♣=no 4M, min; 3X=6♣ 4X, max	After DBL, nat NF on two-level, XX enables FP. From passed hand, no transfers.			
2♦	✓		-	3-10p, 5+M	P does not promise ♦; 2M/3M/4M: P/C; 3m=F1, 5+m; 2NT=ASK	After 2NT: 3♣=medium hand; 3♦ =min w/ ♥; 3♥=min w/ ♠; 3♠=max w/ 6♥; 3NT=max w/ 6♠	After DBL, XX asks to bid the major not held (to escape to responder's suit); responder DBL on Major is P/C up to 3♠			
2♥	✓	4	-	4-9p, 4+♥, 4+♠	2NT asks strength and shape, 2♠ to play	3♣ = (54) min; 3♦ = 44 min; 3M = 5M4OM, max; 3N = 44 max, 4m = splinter, 55 max, 4♥ = 55 min	After DBL, RDBL=strength, 2N=ASK, 3m=run-out			
2♠	✓	4	-	3-10p, 5+♦, 5+M	2NT ASK; 3M P/C; 3♣ FG; 4M P/C; 4♣=PreKCB [A2] w/ ♦	After 2NT: 3♣=medium hand; 3♦ =min w/ ♥; 3♥=min w/ ♠; 3♠=max w/ ♥; 3NT=max w/ ♠	After DBL, P=P/C, RDBL=strength, SYS on			
2NT	✓		-	3-10p, 5+♣, 5+M	3♦ ask, 3M P/C, 4♦ = PreKCB [A2] w/ ♣	After 3♦: 3♥=♠, 3♠=♥	After DBL, P=ASK, 3♦=nat NF, XX=GF			
3♣		6	-	4-9p, 6+ suit	new suit = GF, 4♦ = PreKCB [A2]	<div>Slam bidding: RKCB1430, mixed controls, non-serious 3NT, last train, Redwood, DOPE if not enough room.</div> <div></div>				
3♦		6	-							
3♥		6	-		new suit = GF, 4♣ = PreKCB [A2]					
3♠		6	-							
3NT	✓		-	Solid 7-card m, exactly 1 side A/K	4♣ P/C, 4♦ asking for the side control, 4N QUANT			<div>NCBO: Estonia</div> <div>Players: Miriam Iher – Susanna Laan – Rao Zvorovski</div>		
4♣		7	-	4-9p, 7+ suit						
4♦		7	-							
4♥		7	-	0-13, 7+M	4NT PreKCB [A2]					
4♠		7	-							
4NT	✓		-	(65+) mm						

Section A: Conventions used

[A1] Lebensohl

- 2Y NF
- 2NT Forces 3♣ (if doubler not strong), then
 - 3Y<X 0-8 nat
 - 3X Stayman, denies stopper
 - 3Y>X INV
 - 3NT To play, shows stopper
- 3Y<X 9-11 nat
- 3X Stayman, shows stopper
- 3Y>X GF
- 3NT To play, shows stopper

[A2] PreKCB

When asking aces from a hand that has pre-empted, the answers are as follows:

Step 1	0
Step 2	1 w/o Q
Step 3	1 w/ Q
Step 4	2 w/o Q
Step 5	2 w/ Q
⋮	⋮

Section B: Leads and signals

Section C: Bids that may require a defence

Section D: Defensive and competitive bidding

Section E: Doubles

[E1] Maximal double

When we have agreed on a suit and opponents bid one less than three of our suit, then double usually shows an interest in bidding game.

Section F: Back of card

[F1] Passed hand responses to 1♣

- 1♦ 0-7 any
- 1♥ 8+ BAL
- 1♠ 8+, 5+♠
- 1NT 8+, 5+♥
- 2m 8+, 5+m
- 2M 8+, 1M444
- 2N 8+, both minors
- 3m 8+, 1m444

[F2] 1NT runouts

When our 1NT opening gets doubled, responders bids meanings change as follows:

P	No better ideas
2♣	♣ or two non-♣ suits (if doubled, XX=♦+♠; 2♦=♦+♥; 2♥=♥+♠)
2X	to play
2NT	both minors

Openers redouble shows hand badly suited for playing 1Nx.

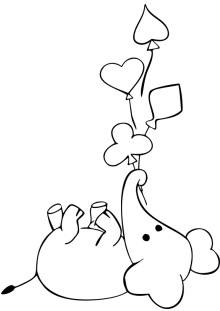
[F3] South African Texas

In response to 1NT, 4 of a minor bid is a transfer to the respective major. The +1 response to that shows a hand rich in controls.

The four-level transfer followed by 4NT is ace-asking. Two-level transfer followed by 4M shows mild slam interest; two-level transfer followed by 4NT is quantitative invite with 5M.

Section G: Others

This section does not have any content. However, per the “Guide to Completion of the WBF System Card”, section 1.1 paragraph 2, it may not be omitted.



Section H: Prepared defences

[H1] Against 2NT showing minors

- X strength, often interest in penalizing a minor
3♣ both majors, ♥ better
3♦ both majors, ♠ better
3M NAT

[H2] Against Multi 2♦

- X Multi:
1. Overcall in hearts, or
2. Overcall in spades, or
3. 19-22 balanced, or
4. 19+ three-suited
2♥ 15-19 BAL, stopper(ish) in both majors
2♠ Overcall in clubs
2NT Overcall in diamonds
3m 6-10 nat, 6/7+ card suit
3♥ 5+♥5+m, GF
3♠ 5+♠,5+m, GF
3N Natural balanced

(2♦)-X

- P 4+♦, can be weak or suspecting a misfit
2M P/C
2NT asking
3♣ 19-22 NT (then 3♦ Stayman)
3♦ min w/ ♥ or max w/ ♠. (then 3♥ P/C, 3♠ GF)
3♥ max w/ hearts
3♠ min w/ spades
3N-4♥ three-suited, shortness in steps from ♠ to ♣
3X Nat, F1

(2♦)-2♥

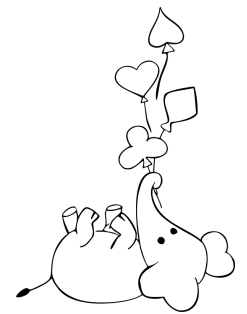
- P/2♠ To play in 2M
2NT Lebensohl [A1]
3X nat, GF

(2♦)-2♠

- 2NT INV+, artificial
3♣ <INV
3X nat, GF

(2♦)-2N

- 3♣ INV+, artificial
3♦ <INV
3M nat, GF



NCBO: Estonia

Players: Mirjam Iher - Susanna Laan - Rao Zvorovski

Supplementary sheet 2