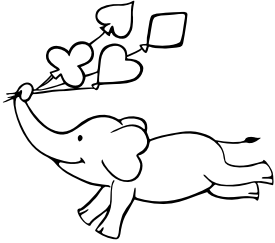
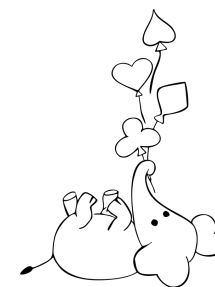


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
1-level: 8-16, can be very good 4-card suit. 2-level: 11-16, good 5-card suit or decent 6-card. If the overcall was in a major: cue = inv+ with 3-card support 2NT = inv+ with 4-card support  In competition, 2-level is NF. Reopening can be up to 3 points lighter.
<b>NT OVERCALL</b>
1NT = 15-18, shows stopper; 2NT = 16-19, shows stopper ( resp: Transfers, TRF to opps' suit is Stayman [D1])  From passed hand: 4+M & 5+m. Reopening 1NT: 12-15p.
<b>JUMP OVERCALLS</b>
NV 2-10p, VUL 4-12p. Can be as bad as QT9xxx. 2NT = two lowest unbid suits  Reopening: minimum opener with good suit.
<b>DIRECT &amp; JUMP CUE BIDS</b>
Direct cue: two-suited with all unbid majors, 10+p. Jump cue: stopper ask for 3NT.
<b>VS. STRONG NT (MINIMUM ≥ 14P)</b>
X = 10+p, 4♠5+X or 6+♠ 2♣ = 10+p, 4♥5+X or 6+♥ 2♦ = 10+p, 5+♥4+m 2♥ = 10+p, 44+ MM 2♠ = 10+p, 5♠4+m
<b>VS. WEAK NT (MINIMUM &lt; 14P)</b>
X = 14.5+p, 2♣ = 44+MM, 2NT = minors. Other bids natural.
<b>VS. PREEMPTS</b>
After X, Lebensohl [A2]
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
X = majors, 3NT = to play, nNT = minors, other bids natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2nd level NF XX = point majority, enables PEN DBLs and forcing pass.

LEADS AND SIGNALS																								
<b>OPENING LEADS STYLE</b>																								
<table border="1"> <thead> <tr> <th></th> <th>LEAD</th> <th>IN PARTNER'S SUIT</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td rowspan="2">2/4</td> <td rowspan="2">3/5</td> </tr> <tr> <td>NT</td> </tr> <tr> <td>Subsequent</td> <td>ATT</td> <td>ATT</td> </tr> </tbody> </table>		LEAD	IN PARTNER'S SUIT	Suit	2/4	3/5	NT	Subsequent	ATT	ATT														
	LEAD	IN PARTNER'S SUIT																						
Suit	2/4	3/5																						
NT																								
Subsequent	ATT	ATT																						
We lead RUS <b>except top of sequence in partner's suit.</b> Top from xxx(x) in partner's suit, if support shown in bidding.																								
<b>LEADS (EXCEPT IN PARTNER'S SUIT)</b>																								
<table border="1"> <thead> <tr> <th>LEAD</th> <th>VS. SUIT</th> <th>VS. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>Ax, AK(+)</td> <td>CT UB/CT</td> </tr> <tr> <td>King</td> <td>AK(+), Kx</td> <td>ATT AK(+)</td> </tr> <tr> <td>Queen</td> <td>KQ(+), Qx</td> <td>ATT KQ(+)</td> </tr> <tr> <td>Jack</td> <td>(A)QJ(+), Jx</td> <td>ATT (A)QJ(+)</td> </tr> <tr> <td>Ten</td> <td>(H)JT(+)</td> <td>ATT (H)JT(+)</td> </tr> <tr> <td>Hi-X</td> <td>xSx, HSx, xSxx(+)</td> <td>xSx, HSx, xSxx(+)</td> </tr> <tr> <td>Lo-X</td> <td>HxxS(+), xS, TS</td> <td>HxxS(+), xS, TS</td> </tr> </tbody> </table>	LEAD	VS. SUIT	VS. NT	Ace	Ax, AK(+)	CT UB/CT	King	AK(+), Kx	ATT AK(+)	Queen	KQ(+), Qx	ATT KQ(+)	Jack	(A)QJ(+), Jx	ATT (A)QJ(+)	Ten	(H)JT(+)	ATT (H)JT(+)	Hi-X	xSx, HSx, xSxx(+)	xSx, HSx, xSxx(+)	Lo-X	HxxS(+), xS, TS	HxxS(+), xS, TS
LEAD	VS. SUIT	VS. NT																						
Ace	Ax, AK(+)	CT UB/CT																						
King	AK(+), Kx	ATT AK(+)																						
Queen	KQ(+), Qx	ATT KQ(+)																						
Jack	(A)QJ(+), Jx	ATT (A)QJ(+)																						
Ten	(H)JT(+)	ATT (H)JT(+)																						
Hi-X	xSx, HSx, xSxx(+)	xSx, HSx, xSxx(+)																						
Lo-X	HxxS(+), xS, TS	HxxS(+), xS, TS																						
<b>SIGNALS IN ORDER OF PRIORITY</b>																								
<table border="1"> <thead> <tr> <th></th> <th>PARTNER'S LEAD</th> <th>DECLARER'S LEAD</th> <th>DISCARDING</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>ATT (Lo = ENC)</td> <td>CT (Lo = even)</td> <td>ATT</td> </tr> <tr> <td>2</td> <td>CT (Lo = even)</td> <td>S/P</td> <td>S/P</td> </tr> <tr> <td>3</td> <td>S/P</td> <td></td> <td></td> </tr> </tbody> </table>		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										
	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																							
Hi-Lo in trumps = have third trump and want ruff Give S/P when clear that partner must shift																								
<b>DOUBLES</b>																								
<b>TAKEOUT DOUBLES</b>																								
Can be light (10+p) with perfect shape. Focus on majors. No conditions on shape if 17+. Cue response at 2-level is FG, 2NT resp. w/o jump is Lebensohl [A2].  Takeout doubles of nebulous minors show at least (43) majors, and don't necessarily promise any minor suit																								
<b>SPECIAL, ART &amp; COMPETITIVE DBLS/RDLS</b>																								
Support doubles up to 2♥ Maximal doubles [E1]																								

EBL CONVENTION CARD
<b>CATEGORY:</b> Red

NCBO: Estonia EVENT: World U26 Teams PLAYERS: Rao <u>Zvorovski</u> - Reti <u>Toom</u>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Moscito: strong (15+) club, TRF openings, relays, opening range 9-14. 1NT 11-14, can have 5M332.  Major openings can have a longer minor (But 6m4M opens with the minor suit). Minimal suit openings have additional constraints, see [G1].  In 3rd/4th seat, openings are 2 points stronger and natural.  2½NF, resp. jump mini-splinter, NEG DBL thru 4♥.  Pre-empt style varies on vulnerability and style: reasonable in 2nd seat and VUL vs. NV, aggressive 1st/3rd. 2♥ opening is 4+♥4+♠, 5-9p; almost never 4-4 VUL.  Two-level bids are usually NF in competition (except after a strong club opening).  Good-Bad 2NT [D2] is used in competitive bidding.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1-level TRF openings NF 2/1 responses Openings have unusual responses — see back of card 2♦ weak w/ diamonds 2♥ weak majors 1♣ strong
<b>SPECIAL FORCING PASS SEQUENCES</b>
When INV+ or GF or opponents escape from double.
<b>IMPORTANT NOTES</b>
Good (to the best of our ability) judgement overrules specific agreements if it is more likely (in our understanding) to get a good result.  Defense against Multi 2♦ [H2]
<b>PSYCHICS:</b> Occasional; usually for lead or when safe.

OPENING	SEAT	ART	MIN CARDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		✓		5♠	1/2 seat: 15+p any 3/4 seat: 17+ any	See also [F1]. 1♦ = 0-8p any, 1♥=4+♠, 1♠=4+♥, 1N=BAL, 2♣=(54)+mm, 2♦=6+♣, 2♥=6+♦, 2♠=5-8p 55+ w/ ♣, 2N=5-8p 55+ w/o ♣, 3X=5-8p 7+X	Relays	See [F2]
1♦	1/2	✓		4♦	9-14p [G1], 4+♥, unBAL, ♠≤♥, can have longer minor	P=0-7, 5+ bid suit, +1=INV+ relay, 1N=0-11p SF, 2m=8-11p, 5+m, 1-raise=7-11p, 3+SUPP, 2-raise=0-7p, 2NT=multiple options, see [F3]	After +1 bid, relays; otherwise mostly natural bidding	After interference, 2nd level is NF. See also Good-Bad 2NT [D2]
1♥	1/2	✓		4♥	9-14p [G1], 4+♠, unBAL, ♥<♠, can have longer minor			
1♠	1/2	✓		4♥	9-14p [G1], 4+♦, unbal, either 6+♦ or (54)+ mm, can have 4M if 6♦	1NT=ask ♣ length; 2♣=relay; 2♦=ask 4M; 2M=8-11, 5+M; 2NT=bid your better minor (0-7 mm/♦ raise or 55+GF w/o ♦)	After 1♠-1N: 2♣=4+♣, 2♦=0-3♣; then P/2♦/2♥ NAT 0-7p, 2♠ BAL 8-9p, 2N BAL 10-11p, 3X=GF splinter	After interference, 2nd level is NF. See also Good-Bad 2NT [D2]
IX	3/4		4	4♥	11-16p, 4+X	jump shift = mini-splinter, other bids NAT NF	Natural bidding follows	All bids are NF; bids above 2 of partner's suit imply support.
1NT				4♥	1/2 seat: 11-14p, BAL 3/4 seat: 13-16p, BAL	2♣=Stayman, 2♦♥=TRF, 2♠=♣ or range ask, 2NT=♦ or weak minors, 3X=6+X w/ 2/3 honours, less than a K outside	After 2♠, 2N=min, 3♣=max; after 2NT opener bids better minor	2♣ overcall = SYS ON; otherwise Rubensohl [A1]
2♣			6	4♥	9-14p [G1], 6+♣, can have 4M	2♦ = relay; 2M = 8-11p 5+M; 2NT = 0-7p raise or 55+ GF w/o ♣; 3♣ = 8-11p raise	After 2♦: 2♥=4♠, 2♠=4♥, 2N=min w/ shortness, 3♣=min w/o shortness, 3♦=max w/o shortness, 3M/3NT=splinter	After interference, 2nd level is NF
2♦			5	-	4-9p, 5+♦	2M NF, 2NT ASK	After 2N, opener rates their hand on a scale of 3♣(worst) to 3♠(best)	After DBL, XX is runout to responder's suit, new suit is lead-direct w/ support
2♥		✓	4	-	4-9p, NV: 44+♥♠, VUL: 55+♥♠	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♠			5	-	4-9p, 5+♠	2NT ASK	After 2N, opener rates their hand on a scale of 3♣(worst) to 3♠(best)	After DBL, XX is runout to responder's suit, new suit is lead-direct w/ support
2NT		✓		-	4-9p, 55+mm	3m=to play, 3M=forcing; 4N=♣♦PreKCB [A3]		
3♣			6	-	4-9p, 6+ suit	new suit = GF, 4♦ = PreKCB [A3]		
3♦		6	-	new suit = GF, 4♣ = PreKCB [A3]				
3♥		6	-					
3♠		6	-					
3NT		✓		-	Solid 7-card minor, exactly 1 side A or K	4♣ P/C, 4♦ asking for the side control, 4N QUANT		
4X			7	-	Natural, pre-emptive, 7+ suit	4NT PreKCB [A3]		
4NT		✓		-	Pre-emptive, at least 6-5 in minors			



## Section A: Conventions used

### [A1] Rubensohl

2NT-3♠ are transfers, transfer to opponents' suit asks for a 4-card unbid major.  
Transfer to 3NT is asking for stopper.

### [A2] Lebensohl

Applies only after opponents' 2X pre-empt

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

### [A3] PreKCB

When Aces are asked from a hand that has pre-empted, the responses are as follows:

Step 1 0 keycards  
Step 2 1 keycard, no trump Q  
Step 3 1 keycard, trump Q  
Step 4 2 keycards, no trump Q  
Step 5 2 keycards, trump Q

*Note: after 2NT opening, 4NT considers both minor suit kings to be keycards.*

## Section B: Leads and signals.

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 C: Bids that may require a defence

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 D: Defensive and competitive bidding

### [D1] After we overcall 1NT

Transfer to opponents suit is Stayman!

2♣ Transfer to ♦  
2♦ Transfer to ♥  
2♥ Transfer to ♠  
2♠ INV or transfer to ♣  
2NT MIN  
3♣ MAX  
2♠ transfer to ♦ or sign-off in minors

### [D2] Good-Bad 2NT

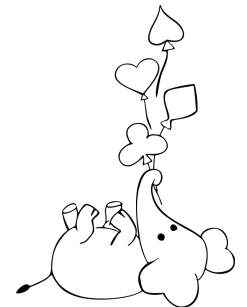
When the bidding is competitive (i.e. both sides have made a non-pass call), and the latest bid was 2♦/♥/♠, then 2NT asks partner to bid 3♣ (unless they have an unexpectedly strong hand), showing a hand that merely wishes to compete to the three-level.

If a cue-bid is available below 3 of our suit, then 2NT does not include a competitive raise of the major — the direct raise is competitive and cuebid is INV+.

## Section E: Doubles

### [E1] Maximal doubles

When we have agreed on a suit and opponents bid directly below our suit on the three-level, then double is invitational in our suit and three of our suit is competitive, non-invitational.



NCBO: Estonia

Players: Rao Zvorovski - Reti Toom

Supplementary sheet 1

## Section F: Back of card

### [F1] Positive responses to 1♣

The GF responses to 1♣ show at least 9 points, at least 3 controls (A=2, K=1) and at least 6 Queen-Points (A=3, K=2, Q=1). These limits are relaxed by 1 when a hand has at least 10 cards in two suits.

### [F2] 1♣ opening in competition

After a double or a 1♦ overcall, we play system on (X or 1♦ is 5-8, XX is penalty oriented). Otherwise, on the 1st/2nd level, X is 5-8p and the rest are natural GF. For a higher level bid, P is 0-8, X is GF T/O.

### [F3] 1♦♥-2NT

The 2NT bid has multiple options, opener must bid 3♣ and then

1♦♥ - 2NT - 3♣:

P	0-7p, 6+♣
3♦	0-7p, 6+♦
3M	8-11p mini-splinter in OM
3OM/4m	void-splinter, 12+p

## Section G: Others

### [G1] Additional opening limits

On minimum (<12HCP) openings, in addition to the HCP we also consider:

AKQ-points(A=3, K=2, Q=1) — an opening must have at least 5;

Controls(A=2, K=1) — an opening must have at least 2.

When a hand has at least 10 cards in two suits, these limits are relaxed by one.

## Section H: Prepared defences

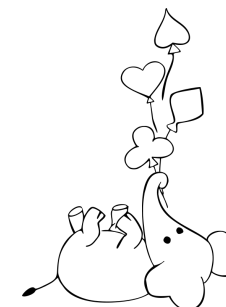
### [H1] Against 2NT showing minors

X strength, often interest in penalizing a minor

3♣ both majors, ♥ better

3♦ both majors, ♠ better

3M NAT



NCBO: Estonia

Players: Rao Zvorovski - Reti Toom

Supplementary sheet 2

## [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 [A2]  
3X Nat, forcing

### (2♦)-2♠

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

### (2♦)-2N

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

