



System  
Card

WBF

Category: **Red**

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### System Summary

### General Approach and Style

**Natural**, 5 card Major, better minor  
(normally open 1 ♣ when 3-3 or 4-4 in the minors)  
Preempts lighter **green** vs. **red**  
**1NT Openings:** 15-17 HCP (5M/6m/single/5422)  
**2-over-1 Responses:** GF

### Special bids that may require defence

2 ♦ weak multi  
Transfers after 1 ♣ opening

### Special forcing pass sequences

When GF established  
When it is clear that opponents are sacrificing

### Important notes that don't fit

xy-NT/xyz: 2♣=sign off in ♦ OR INV, 2♦= Art. GF

### Psychics

May happen

## sjne Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

1-level: Light  
2-level: Sound  
**Responses:** 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids,

### 1 NT overcall (2ND/4TH; Responses; Reopening)

15-18 HCP.  
NT-system on.

### Jump Overcalls (Style; Responses; Unusual NT)

**1-Suit:** Light jump overcalls, but not bad red vs. white  
**2-Suit:** 2NT = 2 lowest suits (5+-5+) weak/strong

### Direct and Jump Cue Bids (Style; Responses)

**Over m:** Both Majors (5+-5+)  
**Over M:** Other Major + a minor (5+-5+)  
**Jump cue-bid:** Asks for stopper

### VS. NT (vs. Strong/Weak; Reopen: PH)

DBL = Same strength as opener  
2 ♣ = Both majors  
2 ♦ = One major weak or strong  
2 M = One major constructive (11-15 ish)

### VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Natural  
DBL = Takeout (Lebensohl)  
Leaping and non leaping michaels

### VS. Artificial Strong Openings

**vs. strong 1♣:**  
Dbl = majors min 4+4+  
1NT = minors  
2♦ = majors min 5+5+

### VS. 2 ♦ Multi

2NT = 15-18 HCP  
DBL = Takeout against spades or strong

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>
NT	3 <sup>rd</sup> /5 <sup>th</sup> may be att	3 <sup>rd</sup> /5 <sup>th</sup>
Subseq	Low = Attitude	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AK, KQ(x)	KQ(x), AKQ(x), AKJ10(x)
Queen	QJ(x)	QJ(x), HQJx(x), KQ109(x)
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)
10	109(x), H109(x)	109(x), H109(x)
9	9x	9x, 98(x), H98+
Hi-X	Even number	xx, xxx, xxx(x)

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	SP	Count	Count
NT:	Encrg/Discrg	STD smith	Encrg/Discrg
2 <sup>nd</sup>	Count	SP	Count
3 <sup>rd</sup>	SP	SP	Count

### Signals (including Trump's):

**Attitude:** Low-Hi = Encrg Hi-Low = Discrg  
**If we give count:** Low-Hi: Odd Number Hi-Low: Even number  
Suit preference in trumps, STD smith high enc in NT.

### Doubles

### Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

### Special, Art and Comp Dbl/Rdbl's

Neg DBL  
1m - (1♥) - DBL = 4+♣  
1m - (1♠) - DBL = negative

Op en ing	A r t	Min . #	Neg. D. thr u	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	11+ HCP, 3+♣ (normally open 1♣ when 3-3 or 4-4 in the minors, unless 4M 44m)	1♦/♥/♠ = Transfer responses, 1 NT = (10) 11-12 HCP (no majors), 2♣ = Inverted minors (4+ ♣ 11+ HCP) . 2♦/♥ = TRF responses 0-9 HCP OR GF w/ (semi) running suit., 2♠ = 6-9+ 5+ clubs, 2 NT = 13-15 or 19+ 3 NT = 16-18 HCP (Usually 4-3-3-3 no 4-card major)		
1♦		3	4♥	11+ HCP, 3+♦ (normally open 1♣ when 3-3 or 4-4 in the minors)	1♥/♠ = 6+ HCP and 4+ cards in the suit, 1 NT = 6-10 HCP (no majors) 2♣ = 11+ HCP and 4+ cards. 2♦ = Inverted minors (4+ ♦ 11+HCP), 3♦ = Weak 2♥/♠ = 0-9 HCP nat 6+, 3♣ = natural INV 6+ clubs 2 NT = 11-12 HCP 3 NT = 13-15 HCP		
1♥		5	4♦	11-22 HCP, 5+♥ May be a 4card suit in 3rd/4th seat	1♣ = 6+ HCP and 4+ cards, 1 NT = 6-10 HCP, 2♠/♦ = 11+ HCP and 4+ cards, 2♥ = 6-9 HCP 2 NT = Jacoby, GF with 4+ ♥, 3♥ = Invitational 2♣ = single/void, 4+♥, 6-9HCP, 3♣ = INV, 3+♥ (9-11) 3♦ = mixed raise 5-9 4+♥, 3♥ = pree (0-6) 3♣ = one weak void / 3NT = void in ♣	1♥-2NT, 3♣/♦/♠ = nat (3+) extra value 1♥-2NT, 3♥ = Minimum, no shortness 1♥-2NT, 3NT = Extras, no shortness 1♥-2NT, 4♣/♦ = Void, min or extras 1♥-2NT, 4♥ = void in spades 1♥-2NT, 4♠ = Void with extra values	2♣ = good raise, 3+♥ 2NT = 4+♥ max 3 x = shortness 4+♥
1♠		5	4♥	11-22 HCP, 5+♠ May be a 4card suit in 3rd/4th seat	Similar as for 1♥ Except 3♥ = nat INV 6+ ♥		Similar as 1♥
1 NT			4♥	15-17 HCP May have 5c M, 6c m, singleton, 5-4-2-2	2♣ = Stayman, 2♦/2♥ = Transfer to 2♥/♠, 2♠ = INV or ♣ 2NT = ♦ or both m weak. 3♣ = puppet 3♦ = both m GF min 55. 3♥/♠ = Singleton 3 NT = To play – 4 NT = Invitational for 6 NT		
2♣	v			Strong, HCP (22+) OR tricks (8,5+)	2♦ = Weak OR waiting, 2M = GF 5+, 2NT = 5-5+ in the minors, GF. 3m = GF 5+		
2♦		6		0-7 HCP, (5) 6c ♥/♠ (Can have 5 Non vul) or 24+ BAL	2NT = Asking for strength, 3minor = nonforcing 2♥ / 2♠ = P/C , 3♥ = P/C		
2♥		6		8-11 HCP, 6+♥ Can have 6-4 in the majors	2NT = Asking for hand type 3♥ = Preemptive New suit = Forcing. 3NT = To play.	2♥-2 NT: 3♣ = 6-4 3♦ = Short minor, 3♥ = 6-3-2-2 MIN 3♠ = Short ♠ 3NT = 6-3-2-2 MAX	
2♠		6		8-11 HCP, 6+♠ Can have 6-4 in the majors	2NT = Asking for hand type 3♣ = Preemptive New suit = Forcing. 3NT = To play	2♠-2 NT: 3♣ = 6-4 3♦ = Short minor 3♥ = short ♥ 3♠ = 6-3-2-2 MIN 3NT = 6-3-2-2 MAX	
2 NT			4♥	20-21 HCP	3♣ = Puppet Stayman, 3♠/3♥ = TRF, 3♠ = 44+m, 2NT-4♣/4♦ slam try ♥/♠ 4 NT = Invitational for 6 NT		
3x		(6) 7		PRE, ACC to VUL	New suit = Forcing 3NT = To play		
3NT	v			Running major	4♣ = ask for shortness 4♦ = ask for extra length 4♥ = p/c 4♠ = to play	<b>High Level Bidding</b>	
4♣		7-8		PRE, ACC to VUL	4♦ = slam try in, ♠, 4♥♠ = To play, 4NT = To play	RKCB (1430) 4NT = last train after 4♣ when ♣ is trump.	
4♦		7-8		PRE, ACC to VUL	4♥♠ = To play, 4NT = BW	Last train cuebids, 5NT Frequently as Pick-a-slam	
4♥,♠		7-8		PRE, ACC to VUL	4♠ = To play 5m = Cuebid	Exclusion blackwood	