

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
One Level: (5)7-17 HCP, Natural, Aggressive
Two Level: Constructive
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct 15-18 Bal, Balancing 11-14
Stayman, Transfers in response
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (1x 3♣ = 5+/5+ "Rank")
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = 5+/5+ "Odd" suits Constructive
2NT Jump = 5+/5+ "Colour" Constructive
3♣ Jump = 5+/5+ "Rank" Constructive
VS. NT (vs. Strong/Weak; Reopening; PH)
2 nd : "Multi-Landy" X=15+, 2♣=Both Majors, 2♦=1 major weaker 2♥/♠= Nat Stronger, 2NT=5+/5+ GF, 3♣/♦ = Constructive
4 th : X=(9)10+ Two Suits, 2X = Natural 3x Jump = Intermediate, 2NT=6+ Any suit Strong
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Takeout to 4♥/, X of 4♠ = Convertible values
Leaping, non-leaping Michaels
(2M) 3M = 4oM & 6m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
"Schizo" X=15+, 1♦=♦ or ♥&♠, 1♥=♥ or ♠&♣, 1♠=♠ or ♣&♦ 1NT = ♣&♥ or ♦&S, 2♣=♣ or ♦&♥, 2♦+= Weak
VS 2♣: Same but X = Clubs
OVER OPPONENTS' TAKEOUT DOUBLE
Jumps = "Law" Raises / Pre-emptive
Over 1♦/1♥ (X): 2M-1=8-10 3M, 2M=(3)4-7 3M, XX=Invite+ Relay

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd Even, Low Odd	3 rd Even, Low Odd	
NT	R. Attitude	3 rd Even, Low Odd	
Subseq	R. Attitude	R. Attitude	
Other:	Top from three small if supported		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks R. Attitude	Asks R. Attitude	
King	Asks R. Count	Asks R. Count or unblock	
Queen	Asks R. Attitude	Asks R. Attitude	
Jack	Promise 10 or short, deny Q	Promise 10 or short, deny Q	
10	Promise 9 or short, deny J	Promise 9 or short, deny J	
9	Usually, shortage	R. Attitude	
Hi-X	3 rd Even, Low Odd	3 rd Even, Low Odd	
Lo-X	3 rd Even, Low Odd	3 rd Even, Low Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	R. Att, R Count	Std Smith Peter	Odd = Enc
Suit 2	Suit Pref	R. Att, R Count	Even = R. Count
3		Suit Pref	R. Orig Count
1	R. Att, R Count	Std Smith Peter	Odd = Enc
NT 2	Suit Pref	R. Att, R Count	Even = R. Count
3		Suit Pref	R. Orig Count
Signals (including Trumps): Std Smith Peter, Std Suit Preference			
DOUBLES - See Note 3			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout to 4♥, except over our pre-empt or in Pen mode			
Response to 1-level X: Cue=Two suits or any GF Jump 2 level 9-11 4 card, 3-level 8-10 5 card			
SPECIAL, ART. & COMPETITIVE DBLS/RDLS - See Note 3			
Responsive X to 4♥ Lightner X vs slams, 3NT If both of us have bid, X says lead your suit not mine (1NT) P (3NT) asks ♥ lead			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: New Zealand
PLAYERS: Matthew McManus & Michael Ware
EVENT: Open
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
First / Second Seats: Modified Strong Club with Art. Responses Weak NT: 11-14 Transfer Openings 4 Card Majors, maybe canape in minor Extensive Relays Third/Fourth Seats: Standard
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
First / Second Seats: See Note 1 & 2 1♣= 15-20 Bal, 15-20 Unbal no major, or any GF 1♦ = 10-20 4+♥ Unbal, may have longer minor 1♥ = 10-20 4+♠ Unbal, may have longer minor 1♠ = 10-14 5+♦ Unbal, no major 2♣ = 10-14 5+♣ unbal, no major 2♦ = 3-7, 5 or 6 card major (0-7 first seat fav) 2♥/2♠ = 8-10, 5 or 6 major 4♣/4♦ = 8.5 PT in ♥/♠ 1♦-1♥; and 1♥-1♠; = Art. Invite+ Relay 1♣-1♦ = Art. GF Relay
X of your 1NT in Pass-out is (9)10+ Two Suits Third/Fourth Seats: Transfers over 1♣, 1M (X) SPECIAL FORCING PASS SEQUENCES We bid Game Vul vs Not, We clearly bid game to make When in Penalty Mode, Relay Auctions
IMPORTANT NOTES 5332 on major and 22(45) 11-14 can be shown as Bal or Unbal Invite+ or GF Relay may be based on shape not HCP PSYCHICS: Seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION <i>See Note 5</i>	COMPETITIVE & PASSED HAND BIDDING <i>See Note 3 & 4</i>
				1♣ 1 st /2 nd	X	0	4♥
1♣ 3 rd /4 th		2	4♥	2+ Natural, (10)11-19	1♦=4+♥, 1♥=4+♠, 1♠=(5)6-10, no 4M catch-all, 1NT=7-10, NF, 2♣=(5)6-10, 5+♣, 3♣=Weak 2♦=(7)8-9(10), 5♥/5♠, 2M=(7)8-9(10), 6M+4oM	1NT=11-14, 2NT = 18-19	System on over X XX = Max Pass (9-10/11) Support X
1♦ 1 st /2 nd	X	0	4♥	10-20 Unbal, 4+♥, may have longer minor	See Note 1 & 2. 1♥=Invite+ Relay, 1♠=(0)5-10 Catchall, 1NT=6-10 5+♠, 2♣=6-10 5+♣, 2♦=8-10 3♥, 2♥=(3)4-7 3♥, 2♠+=Art Law Raises 4+♥	Relay (See note 5) Minor bids are typically canape or 5+/5+	1♦ (X): XX = Invite+ Relay, TRFs 6-10, 1♦ (1♥) X = Relay
1♦ 3 rd /4 th		4	4♥	4+ Natural, (10)11-19	1♥/1♠/1NT/2♣/2♦ = Nat, 3♦=Weak 2M = (7)8-9(10), 6M+4oM	1NT=11-14 System on over X	1♦ (X): XX = Max Pass
1♥ 1 st /2 nd	X	0	4♥	10-20 Unbal, 4+♠, may have longer minor	See Note 1 & 2. 1♠=Invite+ Relay, 2♣=(0)5-10 Catchall, 1NT=6-10 5+♥, 2♦=6-10 5+♦, 2♥=8-10 3♠, 2♠=(3)4-7 3♠	Relay (See note 5) Minor bids are typically canape or 5+/5+	1♥ (X): XX = Invite+ Relay, TRFs 6-10, 1♥ (1♠) X = Relay
1♥ 3 rd /4 th		5	4♦	(10)11-19 5+♥	1NT=Nat NF, 2♣=Drury	Standard, 1♥ (X) XX = (5)6-10 <3♥	1♥ (X): Transfers (excl 1♠=Nat)
1♠ 1 st /2 nd	X	0	4♥	10-14 5+♦ Unbal, no Major	See Note 1 & 2. 1NT = Invite+ Relay, 2♣=(0)5-10, <3♦ (catch all), 2♦ = < 11, (2) 3+♦, 2M 6-10, (5)6+M NF, 3♣ = 6+♣, NF, Law Raises	Relay. (See note 5) 2NT=Nat Invite	1♠ (X): 1NT=Invite+ Relay, XX=Pens, Other = NNF
1♠ 3 rd /4 th		5	4♥	(10)11-19 5+♠	1NT=Nat NF, 2♣=Drury	Standard, 1♠ (X) XX = (5)6-10 <3♠	1♠ (X): Transfers
1NT 1 st /2 nd			4♥	11-14 Bal	2♣=GF Relay, 2♦/2♥=Transfers (May be 4), 2♠=Art. Invite, 2NT=5M Stayman, 3♣/♦ = to play, 3♥=4♠ GF, 3♠=4♥ GF	Super Accepts, GF Relay, (See note 5) New suit at 3 level after transfer = GF shortage	Over X = Swine Variant X=T/O, Transfer Lebensohl
1NT 3 rd /4 th			4♥	15-17 Bal	2♣ = Stayman, 2♦/2♥ = 5+ Transfer, 2♠+ as above	No Relay	X=T/O, Transfer Lebensohl
2♣ 1 st /2 nd		5	4♥	10-14 5+♣ Unbal, no Major	See Note 1 & 2. 2♦ = invite+ Relay, 2♥/♠ = NNF, 2NT Nat Invite, 3♣ = To Play, 3♦+ = Splinter, 3NT To play	Relay (See note 5) (not after interference)	XX = Blood, 2♣ (X) 2♦ = NNF 2♣ (Bid) Bids NNF, X = T/O
2♣ 3 rd /4 th	X	0	4♥	Strong 23+ Bal or any GF	2♦=3+ HCP (1+ Control) Waiting, 2♥=0-4 (0 controls), 2♠ = 5+ Goodish suit, 7+HCP, Rest=6+ Goodish Suit, 7+ HCP	Natural GF 2♣-2♦; 3M = 4M, 5+♦	X/XX=0-4, Pass=5+
2♦ 1 st /2 nd	X	0	4♥	3-7 HCP, 5 or 6 card ♥ or ♠. Can be 0 HCP if 1 st seat Fav	Pass=Nat but doesn't promise ♦, 2♥=P/C, 2♠=Art GF, 2NT=Art. Inq - Invite+, 3♣/♦ = NNF or for Lead, 3♥/3♠/4♥ = P/C, 4♣=Transfer me to your suit, 4♦ = Bid your suit	2♦ (X): Pass = 4+♦, NF, XX = Own Major,	2♥/♠ = P/C, 2NT=Art. Inq 2♦ (2M) X = P/C
2♦ 3 rd /4 th		5	4♥	5-9 HCP, 5 or 6 card ♦	2♥/2♠ = NNF, 2NT=♣, or for ♣ Lead	3♣=♦ with ♦ A/K, 3♦=♦ Raise no ♦ A/K	X=Blood
2♥ 1 st /2 nd		5		8-10 HCP, 5 or 6 card ♥	2♠ = Art. Inquiry, GF, 2NT = Art, Spades, Invite+, 3♣/♦ = NNF or for Lead, 3♥ = To play		Over (X), XX = Blood, 2♠ = Art. Inq, Over Suits, All X's penalties
2♥ 3 rd /4 th		5		5-9 HCP, 5 or 6 card ♥	2♠ = NNF, 2NT=♣, or for ♣ Lead, 3♣=♦, or for ♦ Lead,	3♦=♥ with ♥ A/K, 3♥=♥ Raise no ♥ A/K	X = Blood
2♠ 1 st /2 nd		5		8-10 HCP, 5 or 6 ♠	2NT = Art. Inquiry, GF, 3♣/♦/♥ = NNF or for Lead, 3♠ = To play	2♠ (X): XX = Blood, 2NT=Art. Inq,	Over Suits, All X's penalties
2♠ 3 rd /4 th		5		5-9 HCP, 5 or 6 ♠	2NT=♣ or for ♣ Lead, 3♣=♦, or for ♦ Lead, 3♦=♥ or for ♥ Lead,	3♥=♠ with ♠ A/K, 3♠=♠ Raise no ♠ A/K	X = Blood
2NT				21-23 Bal in 1 st /2 nd 20-22 Bal in 3 rd /4 th	3♣ = Inq, 3♦/♥ = Transfer, 3♠ = MSS, 3NT=To Play, 4x=Nat	HIGH LEVEL BIDDING	
3x		6		Nat Pre-empt	3 New=F1 Nat or Ask, 4♣ = Attitude Keycard (4♦ over 3♣)	Relay (See note 5), Controls	Weak Relay, "Hughes" DCB
3NT	X	0		4-level Minor Pre-empt	4♣ = P/C, 4♦ asks shortage	Symmetric Denial Cue Bidding (DCB)	5NT Pick-a-Slam
4♣/♦	X	0		8.5 PT in ♥ / ♠	4♦/4♥ = Transfer back, 4NT = RKCB	Splinters, 1st or 2nd Rd Cuebid	Grand Slam Force (Trump Ask)
4♥/4♠		7		Nat Pre-empt	New suit asks 1 st /2 nd Rd control	NT & Trumps = Waiting	Attitude RKCB & EKCB 3041
4NT	X			Specific Ace Ask	5♣=0, 5x=A, 5NT=♣, 6x = OCR	RKCB 1430	Step responses over Interference
5x		7		Nat Pre-empt	If Opps Suit < Ours, then 5Cue asks 1st/2nd Rd	If Opps Suit > Ours, then 5 Suit asks 1st/2nd Rd	

WBF SUPPLEMENTARY SHEET

System Style: **Modified Strong Club RED**
NCBO: **New Zealand**
PLAYERS: **Michael Ware / Matthew McManus**



1A) OPENING BIDS

- Different Systems 1st/2nd Seats (Modified Strong Club) and 3rd/4th Seats (Standard)
- Our 1♣ Opening is 15+ but it denies 5M with 15-20 HCP unless 5332 with a poor suit
- We open 4 card major before longer minor - ie canape
- We open Longer Major (but 1♦ (Hearts) can be 5=4=4=0 or 5=4=0=4)
- We open Longer Major (but 1♥ (Spades) can be 5=6=0=2, 5=6=1=1, or 5=6=2=0)
- Opening Bids 1st/2nd 10-20 eg 1♦ (Hearts, 10-20), need 2 controls (A2, K1)
- Opening Bids 1st/2nd 10-14 eg 1♠ (Dianonds, 10-14), need 2 controls (A2, K1)
- 1NT Opening Bid 1st/2nd (11-14) only needs 1 control (A2, K1), but base is 2
- Opening Bids in 3rd/4th are Standard - 15-17 1NT, 5M, 2+♣

1B) RESPONSES TO 1♣:

- 1♣: 1NT+ are Two Suited (but not 6/5) with 2+ Controls and promise a shortage - 0/1
Will not be Singleton A/K, or 3-Suited, or 6+/5+
1NT=5+♠, 4+ Other or 4♠ & 5+♥, 2♣=5+♦ & 4M or 4♦ & 5+♥, 2♦=4+♥ & 4+♣
2♥=5+♣ & 4♠, 2♠=5+♣ & 4♦, 2NT=5+/5+♣&♦, 3♣+= 5+♦ & 4♣
- 1♣-1♦ Shows (8)9+ Art. GF not 2 Suited as above ie:
Balanced, Unbal no shortage (eg 6322), Three Suited or 6+/5+
or Two Suited with Singleton A/K

2) DEFINITIONS

- **Balanced:** Any 4333, 4432, 5332 minor, some 5332 Major, some 22(54) shapes
- **Unbalanced:** Some 5332 Major plus Any 5422, 6322, 7222, or any singleton / void
- **Relay is Invitational + or GF, may be based on distribution, not HCP**
- **All HCP use Milton work and are indicative only. Hand evaluation and/or number of controls (A2/K1) may create a difference**
- **Non-Forcing bids can be quite good, partner will raise freely with support**
- **Ctrl = Controls**
- **PT = Playing Tricks**
- **SS = Single Suited**
- **HML = High, Middle, Low. Used for both Suits and Single-Suited Shortages**
- **HEL = High, Even, Low. Used for both Suits and 2-Suited Shortages**

3) OUR DOUBLES

- **Take-Out up to & incl. 4♥ on 1st round or in bid & support situations**
- **Penalties at any level if opps balance and we have already stopped**
- **Penalties if same suit rebid after initially passing**
- **3NT: X=Hearts (no suits), Dummy's suit (opp bidding only) or NOT mine.**
- **Response doubles incl psyche exposer. X at 2/3 level denies 4♠Major**
- **X of a cuebid of our suit says lead it, except if bid & supported, or we have bid different suits, where it says lead yours.**
- **Lebensohl, 2 places, applies in competitive situations**
- **Lightner vs Slams**

WBF SUPPLEMENTARY SHEET

System Style: **Modified Strong Club RED**
NCBO: **New Zealand**
PLAYERS: **Michael Ware / Matthew McManus**



4) 2NT IN COMPETITION

- 2NT shows a weak hand by Responder (Lebensohl) when forced to bid by opener
- 2NT shows an invite raise by Responder if cue raise is higher than suit (ie no cue raise available)
- 2NT by Opener is usually a natural rebid unless already limited
- 2NT by Overcaller is usually natural, double for t/o with distrib hand
- If limited, then 2NT = two places to play by both hands

5) RELAY STRUCTURE

- Relay is either Game Invitational + or any GF
- a) Shape, b) Controls / Aces, c) Denial Cue Bidding (DCB)
- Shape: The Order of all unbalanced suit relays is to show a second (or 2nd and 3rd) suit if held, or to show Single Suiters.

A Suit is defined as 4+. Suits are shown High, Middle Low (HML) ie after the opening bid or response, the first step in the relay would show the higher remaining suit etc. The exception to this is after a first bid showing a major, you show the other major last in the two-suited options

The rest of the shape is always resolved by showing the shortages. Shortages are always shown HML

When resolving 5440 or 65xx shapes, we show the higher suit first eg 5440, 4540, 4450, 6511, 5611

5332 with major can be shown as balanced or unbal Single Suiter
2=2=4=5 / 2=2=5=4 can be shown as balanced or unbal Single Suiter

"Long Legged" Two Suiters can be 6/5 either way round
Show higher ranking suits before lower
HML over single suiters, HEL over Two suiters

After shape out: R=Ctrl ask, R+1=Weak relay, R+2="Hughes"

- Controls Always use A2, K1
Base = 0.3 x min HCP (truncated) -1
- Aces (Limited) Stop=Odd Number, Pass = Even Number
Aces (Wide-Range) Stop=1/4, Step 2 = 0/3, Pass = 2
- Reverse Relay: We can reverse relay (guarentees a shortage) after Pass (P) 1♣ (P); 1♦/1♥ but rare
- Interference when we are in relay:
 - Over all relays: X & XX by controller = Blood, 1st Step = Relay
 - Over Suit relays: Interference up (1)2 steps overall breaks relay
 - Over Bal, 5-8 relays: Interference up any steps overall breaks relay
 - Over Major suit relays: X by Shower can be penalties if still in relay