DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	W B F CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; RESP (1/2-level); R/O)

Wide range; 4 Card 1-level OK; 4m /3M=5oM5om;

4♣/3m =5+5+MM; 4♦/3m = 6+M; 4♦/4♣ =5+5+MM;

Advances: TRF's, 2N usually F1; non-TRF F1; FSJ;

TRF O/C after (1m)-P-(2♠); (1♠)-P-(2♠); (1N)-P-(2♠ = NF);

(1N)-P-(2♥ = xfer)

(1m)–P–(1N): 2♣ = (54)MM; 2♦ =5+5+MM

1NT OVERCALL (2nd/4th Live; RESP; R/O)

Live 15-18;

R/O: 1NT = (11-14)/1m, (11-17)/1M; J2NT/1y (18-20)

RESP: like PH vs NT; TRF to your 5M = 5oM INV, F[2oM]

vs balancing 1NT: 2♣ = INQ[4M/strength], INV+

JUMP OVERCALLS (Style; RESP; UNT)

PRE (but INT Vul v NV or R/O); J2N live = 2 lowest

RESP (not PH)/PRE: 2N=F1(INQ/2M); NS(not PH)= F1, NAT

RESP (PH)/PRE: NS = NAT NF (usually fit) /PRE, NAT

RESP /INT: NS (not PH) = F1, NAT/TRF; NS (PH) = NAT + fit

Balancing: Same as direct, except 2N

DIRECT & JUMP CUE BIDS (Style; RESP; R/O)

2m/1m(2+)=55MM; 2♦/1♣(any BAL) = 55MM; 2♥/1♦

(Precision) and 3♦/1♦ (Precision) = 55MM; 2M/1M = 55 oMm;

3M/1M or 2M = SOL[any] + Stop INQ; 4M/2M or 3M = 55mm

3m/2m=55MM; 4♣/3m=55MM;4♦/3m=6+M; 4♦/4♣ =

3m/1m = PRE, NAT

VS. NT (vs. STR/WK; R/O; PH)

Vs STR: X = 4M5+m; 2♣ = (5+4+)MM; 2♦=6+M; 2M = 5+M4+m;

2N=55mm; 3y = PRE, NAT

Vs WK: DBL=PEN[FP<2♥]; 2♣ = (5+4+)MM, 2♦=6M, 2M=5M4+m;

2N@UNFAV/Reopening = 55mm; 2N Other =PRE ♣/♦; 3m = INT

PH changes Vs. WK: as vs STR

"STR" = any 15+ or 14+VUL ; "WK" = any < "STR"

VS. PREEMPTS (DBLs; CUEs; Jumps; NT Bids)

X/4♥ = T/O; X/4♠+= cards; TRF-LEB after T/O X; 4N = 1m <5m;

NT = NAT w/ STAY & TRFs; 4♣/3m=55MM;4♦/3m = 1M;

CUE/2M = INQ[STOP]; CUE/3M=55mm, good; 4m/3M=55oMom

VS. ARTIFICIAL STRONG OPENINGS - i.e. 1♣ or 2♣

1♣: DBL (not PH) = any strong; any NT = (♣+♥)/(♦+♠); other =

next suit or other 2; e.g. 2♣ = ♦/(♥+♠); same over 1♣-1♦;

VS 2♣ and PH/1♣: X=♦/(♥+♠); any NT = (♣+♥)/(♦+♠)

PH /1♣-1♦; or 2♦ strong: X=♥/(♣ +♠); any NT = (♣+♥)/(♦+♠)

OVER OPPONENTS' TAKEOUT DOUBLE

SYSON + (P=0-4)/1♣; /1M: TRF 1N thru 2(M-1), FSJ;

/2m: FSJ; /1♦, /2m: XX+=TRF

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Odd low, 2=Hi, 4=3rd, 6=4th	Xxx if raised
NT	ATT (LO = ENC)	CT (LO = ODD) if no raise
Subseq	CT (may be ATT or S/P)	CT (may be ATT or S/P)

Other: (1) **No** Rusinow leads (a) in Part/Opp 4+ suit, (b) <4 card length

(2) @ 5Y vs. suits: A = ? ATT; K = ? CT; (3) <4N vs. suits: K ? S/P

LEADS

Lead	vs. Suit	vs. NT
Ace	AK(x+) ? ATT	AK(x+) ? ATT
King	AK(x+)/KQJ/KQ/KQx ?SP	KQT9, AKJT ? UB/CT
Queen	KQx(x+), QJ, QJx	KQx(x+), QJ, QJx
Jack	QJxx(x+), JT(x)	QJxx(x+), JT(x), AQJx(x+)
10	JTxx(x+), T9(x), (A/K)JTx(x+)	JTxx(x+), T9(x), (A/K)JTx(x+)
9	T9xx(x+), (A/K/Q)T9x(x+)	T9xx(x+), (A/K/Q)T9x(x+)
Hi-X	<3; xXxx; if raise no H	<3; xXxx; if raise no H
Lo-X	(H)xX;HxXx;(H)xxxX;	H if raised

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit 1	ATT (LO = ENC)	CT (LO = Even)	Lowest Odd = ENC Even = DISC {S/P?}
Suit 2	CT (LO = Even)	S/P (LO = Lo)	CT (LO = Even)
Suit 3		S/P (LO = Lo)	S/P (LO = Lo)
NT 1	ATT (LO = ENC)	ATT O/L (LO = ENC)	As above
NT 2	CT (LO = Even)	CT (LO = Even)	CT (LO = Even)
NT 3	S/P (LO = Lo)	S/P (LO = Lo)	S/P (LO = Lo)

SIGNALS (including Trumps)

Trump S/P (Occ Echo for ruff); remainder CT LO = ODD; from 5+ card suit M = Enc, other S/P; Rev Smith; signal priority subject to circumstances.

DOUBLES

TAKEOUT DOUBLES (Style; RESP; R/O)

Style: Light, usually shape-orient (SUPP for unbid m/♣ suspect); more

card-showing /FAV (0-2)+ 1m opening bids, esp. Precision 1♦

Responses: NS/JS = NAT, NF; CUE = F1; TRF-LEB over X of NAT 2♦/2M;

♦ over ♣ = WK, ART

SPECIAL, ART. & COMPETITIVE DBLs/RDBLs

negative slam X's; X/3+CUE[my 5+ suit] = DISC;

1M-(P)-1N-(2m/oM)-X = T/O

1♦ (1M): X=4/5oM;1♠=8-10/14+<4♠ or ♣ WK; 2♣=♦; 2(oM-1)=oM;

2(M-1) =mm; 2♠=♣; 2N=55oMm INV+; 3m=46oMm INV; 3♥=55mm GF

X/SPL = INQ[Save?]@ Fav, else L/D[Lo]; Pass/X Inv; 3(M-1) X = G/T

W B F CONVENTION CARD

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Strong 1♣ [TRF/coded/3-suited GF responses], 16+ HCP

GF (R)'s; 4♦/4♠ = PUP[+1], usually S/O; Spiral INQ.

1♦ = 0+♦'s, <17 HCP; 5-card M (1NT/1♥ 4/5♠ NF)

1NT = 14-16 1st/2nd; 15-17 if VUL vs. NV and 3rd/4th

Singleton A/K/Q, 5M(332), 5m(422) = FREQ

2m=6+m,10-16 HCP; 2M=5-7M<11 HCP [differs @ NV vs VUL]

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1. Opening bids: 1♣ = 16+, ART, F1; 1♦ = 0+♦, 10-16 HCP, ART, NF;

2NT = 55mm, <12 HCP; 3NT (only 1/2) = SOL[7/8m] + A/K

2. ART responses to 1♣: 1♥+ = GF, usually TRF or SPL

3. ART responses (not PH) to 1♦ opening: 1M, 2♦+

4. 2♣ FG (R) after 1♦/1M opening; 2♥ FG (R) after 2m opening

5. 1♥-2♠ (not PH) = F1, xx55 INV+

6. 1♠-2♦ (not PH) = F1, 5+♥, (A) 5+♥ INV+; (B) 6+♥ <INV

7. 1M-2(M-1) = F1, (A) 3M, <9 HCP / LIM; (B) INV, <3M

8. COMP TRFs & coded jumps: X+/1♣; 1M/1♦; 2m/1♦; 2M/1♦;

3m/1♦; X/1M

9. ART raises: FSJ; 2N often M INV+; SPL

10. P/C bids: when partner has 2 possible hand types

11. 2NT opening bid = 5+5+mm, <12 HCP, usually CONST

12. 1M-2NT = (A) <INV 6+m or (B) INV, 4+M or (C) GF+, 4+M, SPL

13. 1♦–2NT = (A) <INV 6+m or (B) GF+ 7+M UNB

SPECIAL FORCING PASS SEQUENCES

1♣-(3NT+); 1♣-(P)-1♥+-(any); 1♦/1M- (P)-2♣ GF (R) – (any);

after (1NT)-X and (1NT)-P-(P)-X: PENX, FP [<2♥]

1M (X) XX or (1m) 1M (X) XX, FP [<2M]

IMPORTANT NOTES

PSYCHICS: Rare; Tactical

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	3♠ PDI @ 3N+	16+ HCP, ART, F1. *All HCP's can be adjusted in any situation*	All ART; 1♦ = any (0-7) [A+K = 8+]; Many (R)'s, coded INQ's, chain-breaking options	1♣-1♦ : 1♥ = 4+♥/any 20+ F1; 1♠=4+NF;2♣=6+♣/♦ or 55mm, F1; 2♥=5♥+4+♣ 16-19; 2♦=(16-19), 1444/04(54)/14(35)/34(15)	Some TRF in COMP; 1♣(X)1♦ = (5-7), F[2N]; 1♦ (O/C <2♣) X = any (5-7), F[2N]; 1♦ (O/C 2y <2N) X = any (6-7), F[2N] or 8+ GF no suit/stopper
1♦	X	0	4♥	(10-16) HCP, NF (A) BAL(<5M) <1NT opening (B) UNB(<5M), 0♦'s = 4405 / (34)06 + ♣'s <QTxxxx (C) 6♣/♦ only if <QTxxxx	1♥=4+♠;1♠=4+♥<4♠;2♣=GF (R); 2♦=5♥+4+♠WK or INV+ <4M; 2♥=6+♣ INV+; 2♠=6+♦ INV+; 2N=PRE[m] or 7+M UNB SI; 3m = SPL[♠] INV NF; 3♥ = SPL[♠] 5+5+mm GF+; 3♠=ART, SOL[m] <A/K	1♦-1oM-1y: 2♣PUP 2♦ (or INV), 2♦ Art GF, 2♠ PUP[2N] GF only 4oM's; 2N PUP[3♣], T/P or 4oM+6m GF; 3m = 5oM+5m INV, NF; 1♦-1oM-2♣ = m's, MIN; 1♦-1oM-2♦ = m's, MAX	NEGX; SUPPX/XX after (i) 1♦-(P)-1M; (ii) 1♦-(X)-XX/1♥; (iii) 1♦-(1M)-NEGX TRF in COMP *Main PH changes:* 1M=NAT NF; 2m=NAT NF
1♥		5+ (4+ in 3rd/4th)	4♥	(10-16) HCP, NF (A) if 5M(332) <1NT opening (B) 5M6m OK (C) 5♠6♥ opens 1♠/1♥	1♠ = **not** 4/5♠F1;1N=4/5♠NF;2♠=55mm INV+; 2♦=3♥<8, INV (i)3♥ (ii) 4/5♠6/5m, (iii) other	1♥–1♠// 2♣ = MAX or 4+♣, NF	Maximal X /3♦=5♠5m
1M					2♣= GF (R); 2(M-1)= F1, (i) 3M <2M or LIM+, (ii) INV BAL or 2M6y; 2M=~(8-9) 3+M; 2N=PRE[m] or 4+M LIM+; 3m = INV; 3oM = SOL[♣/♦] or SPL[♣]; 2M = ~(8-10) 3M; 3M = ~(7-9) 4M	After 1M-2♣ (R)'s + coded INQ's; 1M–1N// 2♣ = MAX or 4+♣, NF	2N often LIM; FSJ in COMP/PH *Main PH changes:* 2♣=LIM; 2Red/3♣=NAT; 2M=NAT, NF, <LIM; 2N = ♣ fit-showing
1♠					1N=NF; 2♦=5+♥;3♠=PRE{@FAV}/4+♠~(7-9)		Maximal X / (i) 3♥=INT/5♥5m (ii) PH
1NT			4♥	14-16 (1/2);15-17(3/4,V v NV); 1'nTH/6m/5m(422)/5M OK	2♣ = STAY;2♦=5+♥;2♥=5+♠;2♠=♣/INQ; 2N= ♦/mm;3♣=STAY (5M); 3♦ = GF ♥SPL; 3♥=3♥ ♠SPL; 3♠=♠SPL <3♥; 4R = 6+(R+1)'s; 4♠=S/O		NEGX; 2N+ usually TRF *Main PH changes:* 2♣ = STAY (5M); 3m = 6+m INV NF; 3M=SPL[M]+3oM's
2♣		6+	4♥	QTxxxx/any7; 4M ok; 5+ 3rd OK	2♦=4+♥; 2♥=GF(R); 2♠=4+♠ <4M; 3y= NAT, INV	2N{Puppet[3♣]}-3♣-3R=5M5♦ GF	NEGX, SUPPX/XX {2♣-2♦+2♠;2♦-2♠+2N}
2♦		6+	4♥	QTxxxx/any7; 4M ok; 5+ 3rd OK	2♥ = GF (R); 2♠ = 4+♠; 2N = 4+♥ <4♠; 3♣ = 4+♠5♥INV+; 3♦/3M = NAT, INV, NF		*Main PH changes:* 2m-2M = 5+M, NF; 2♣-2♦ = INQ[4M?]
2♥		6 (5 in 3rd seat OK)	PEN	Usually 6♥, 7♥/4♠/5m OK	2♠ = ♠'s F1; 2N = INQ, INV+; 3♣=♣/♦/(♣+♦) 3♦ = INV ♥; 4♣=KCB(mod.); 3♥/4M = T/P		XX = PUP[2♠]; X = PEN; NS = F1; 2N = INQ *Main PH changes:* NS = L/D; 3♥ = T/P
2♠				Usually 6♠, 7♠/4♥/5m OK	2N = INQ, INV+; 3♣=5+♥; 3♦=♣/♦/(♣+♦); 3♥=INV ♠; 4♣ =KCB(mod.); 3♠/4M = S/O		XX = PUP[2N]; X = PEN; NS = F1; 2N = INQ *Main PH changes:* NS = L/D; 3♠ = T/P
2NT	X	55mm	PEN	~(5-10), sensitive to VUL/seat	3♥ INQ[shape], F[3N/4m]; 4M = S/O; 3♠ = ♠, F1		X/XX=PEN
3♣		6 (7 normal)	PEN	Usually 7 < open (wide vs PH)	3♦ INQ[3oM]; 4♦ = WK-KCB		X/XX=PEN
3♦				Usually 7 < open (wide vs PH)	4♣=WK-KCB		X/XX=PEN
3♥				Usually 7 < open (wide vs PH)	4♣=WK-KCB		X/XX=PEN
3♠				Usually 7 < open (wide vs PH)	4♣=WK-KCB		X/XX=PEN
3NT	X	7	PEN	SOL 7/8m + A/K (K if 8m)	4♣=P/C; 4♦=INQ; 4M=NAT; 4NT=INV; 5m=P/C		X/XX=PEN
4♣		7 (8 normal)	PEN	Usual 8/74 <open (wide vs PH)	4♦ WK-KCB; 4M S/O		X/XX=PEN
4♦				Usual 8/74 <open (wide vs PH)	4N WK-KCB; 4M S/O		X/XX=PEN
4♥				Usual 8/74 <open (wide vs PH)	4♠ WK-KCB		X/XX=PEN
4♠				Usual 8/74 <open (wide vs PH)	4N WK-KCB		X/XX=PEN
4NT	X	8m		Worse than 5♣ or 5♦	5♣ = P/C; 5♥ = WK-KCB		**HIGH-LEVEL BIDDING**
5♣		8		Better than 4N	5♦ = WK-KCB		KCB (0/3,1/4); KC–(X):P=0/3;XX=1/4;5♣=2 noQ; KC-(<+3):P=0/3; X=1/4;
5♦		8		Better than 4N	5♥ = WK-KCB		+1 = (2 no Q), etc.; KC-(>+2): P = 0/2/4; X = 1/3/5; WK/Ex-KCB: 0/3, 1, (1+Q), 2, (2+Q)
							CUE = 1st/2nd round; Reverse Last Train; 5NT = usually pick
							In FG relays: (i) spiral "denial" CUE; (ii) RKCB in any suit; (iii) usually "P/X inversion"