DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)
8-16 HCP (occ. light)

Responses: 1/3 Level New Suit = 1 RF; CUE = LR+;

PRE DBL RAISE;

(1X) - 1M - 3X = 4 cards support, 8-10 HCP;

(1X) - 2m - 2X = LR in m, or STR hand without support

New suit after 2X is GF

1NT OVERCALLS (2nd / 4thLive; Responses; Reopening)
2nd: 15-18 HCP, BAL;

Responses: SYSTEM ON; TXF to opp's suit = ask stopper

4th: 9-14 HCP, BAL;

Responses: SYSTEM ON; 2♠ = range probe or tsfer to♣

JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: 2 Level(VUL) is Intermediate; others is Pre-emptive

2-suit: 2NT: 2 Lowest Unbid, either Weak (no 2 defensive tricks)

or Strong (very offensive hand)

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
2-level CUE: Michaels, either Weak (no 2 defensive tricks)

or Strong (very offensive hand)

VS. NT (vs. Strong / Weak; Reopening; PH)
Multi Landy : x= 5m =4M. 2♣ = majors, 2♦ = 5+♥or♠, 2♥ = ♥+♦/♣

2♠ = ♠+♣/♦, 2NT= ♣ +♦ ;3♣/♦ = natural

Passed hand: Same. Over weak 1NT:

X = penalty oriented; rest as above

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
WK 2M : DBL= T/O ; 2NT=15-18 ; Jumps= good playing strength

Over 3♣/♦ : 4♣/♦= both M ; 4 of other minor= that minor+ M (5+/5+)

Over 3M:4 ♣/♦ = that minor + other major (5+/5+)

Vs Gambling 3NT : X = Penalty ; 4♣/4♦ = X with ♣/♦/ short

VS. ARTIFICIAL STRONG OPENINGS
Over strong 1/ and neg./waiting response:

X= both M

1NT= both m

OVER OPPONENTS' TAKEOUT DOUBLE
New Suit Force at 1-level, RDBL = 9+ HCP;

1m-(X): 2♥/♠ = wjs; 2N = Jordan

1M-(X): 2N = Jordan; 3♣/♦ = FJS, 7-9 HCP

1♥/♠-(X): 2♠/3♥ = 4 cards support, 7-9 HCP

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Fourth	Fourth
NT	2nd/4th	Fourth
Subseq	4th, Standard	4th, Standard

Other: 0/1

vs NT: A asks for ATT., K asks for U/B, ATT, count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+), AQ(+), A(+)	AK(+), AQ(+), A(+)
King	KQ(+), AK, Kx	KQ(+), AKJ10(+), Kx
Queen	QJ(+), Qx	QJ(+), KQ109(+), AQJx(+), Qx
Jack	HJ10+, J10(+), Jx	HJ10+, J10(+), Jx
10	H109+, 10x, 109x(+),	H109+, 10x, 109x(+),
9	9x	9xx, 9x
Hi-x	Xx, xXxx(+)	Xx, xXxx(+), Xxx, JXx
Lo-x	HxxXx(+),HxX, xxX	HxxX(+), HxX

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	High = ENCOUR	Low = ODD	High= ENCOUR
	2	Low = EVEN	S/P	Low = EVEN
	3	S/P		S/P
NT	1	High = ENCOUR	Low = ODD	High= ENCOUR
	2	Low = EVEN	S/P	Low = EVEN
	3	S/P		S/P

Signals (including Trumps):

Trump echo = willingness to ruff

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
Focus is on Major(s); minors unclear;

Aggressive reopening

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES
NEG DBL: thru 4♥;

RESP DBL: thru 3♠;

SUPP DBL or RDBL: thru 2♥(Over 2♥ also SUPP, but promises extra);

GAME TRY DBL

COMPETITIVE DBL

Against bid and raise below 3-level: DBL = T/O oriented;

1♣/♦ - (1♥) - X = 4♠, 1♣/♦ - (1♥) - 1♠ = 5+♠

1♣/♦ - (1♥) - 2♠ = 6+♠ NF; 1♣/♦ - (1♥) - 3♠ = 6+♠, GF

WBF Convention Card

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
2/1 Game Force

Five-card Major (F1NT)

Short Club

XYZ

1NT Opening: 15 - 17

2 OVER 1 Response: Game Force

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1	Flannery 2♦ opening
2	Weak 2M opening
3	Vs Multi 2♦: 2♥ = T/0 in♥ ; X = T/O in♠ , Leaping Michaels
4	Vs Flannery 2♦: X = ♦ suit; 2♥ = T/O in ♥; others = natural
5	Vs 2♥ = both majors: X = balance T/O; others = natural;
6	Unusual vs Unusual: X = penalty oriented; cue low = FG in 4th
	suit; cue high = LR +; in partner's suit; others = compete
7	Many transfer bids in competition
8	Transfer Lebensohl vs interference over our 1NT
9	Lebensohl

SPECIAL FORCING PASS SEQUENCES
1m - (DBL) - RDBL: Forcing pass thru 2NT

1M - (DBL) - RDBL: Forcing pass thru 2M

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
In unclear situations, we may not pass

PSYCHICS: Rare, may open 1N with long minor

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	3♠	11-21 HCP, no 5cM	1NT= 6-10; INVERTED MINOR; 2♥/♠ = wjs	1♣ -1x-1y= XYZ ; 1♣- 2♣ - 2NT/3♣ = NF ; New suit= Features	Inverted minor On
				33 minor open 1♣	2NT = INV; 3♦ = 6+♦ INV; 3♥/♠ = SPL	1♣ - 2♣ - 3NT = 18-19	
1♦		4	3♠	11-21 HCP, no 5cM	1NT= 6-10; INVERTED MINOR; 2♣ = FG; 2♥/♠ = wjs	1♦ -1x-1y= XYZ ; 1♦- 2♦ - 2NT/3♦ = NF ; New suit= Features	
					2NT = INV; 3♣ = 6+♣ INV; 3♥/♠ = SPL	1♦ - 2♦ - 3NT = 18-19	
1♥		5	3♠	11-21 HCP	F1NT, 2♣/♦ = GF, 2NT = Jacoby; 3♣/3♦ =6-9/10-11; 4 card	1♥-1♠- 1NT= XYZ	1NT = Semi-F
					SUPP; 2♠= wjs; 3NT= 13-15; any 4333;		2♣ /2♦ = Reverse Drury 3/4 card support
					3♠ 4♣/♦= SPL; 3♥/4♥= PRE		1M-3m = FJS, 7-9 HCP
1♠		5	3♠	11-21 HCP	F1NT; 2♣/♦/♥= GF; 2NT = Jacoby; 3♣/3♦ =6-9/10-11;		2NT = natural without interference only,
					4 card SUPP; 3♠/4♠= PRE; 3NT= 13-15, any 4333;		otherwise strongest support
					3♥/4♣/♦= SPL;4♥ = to play		
1NT				15 to 17 HCP	2♣ = STAY; 2♦/♥ = TRF;	Another M after Stayman = fit in M, slam try.	
				can have 5cM/6cm	2♠ = MSS or range probe	Smolen 3 level = GF	
					2NT = 6+♣weak, or ♣/ ♦ST; 3♣ = 5/5 minors, weak	Texas ON after 3 level interference	
					3♦ = 6+♦ weak; 3M = 13(54/63) or 31(54/63)	1NT – (x) – System On; XX= force partner to 2♣, then pass = 5+♣, 2♦	
					4♣= both M	= ♦	
					4♦/♥ = TRF 4♥/♠.		
					4♠ =6+5+m weak; 4NT= Quantitative		
2♣	YES			Control Asking:	2♦ = 0/1 CTRL; 2♥/♠/ = 2/3 CTRL; 2NT= 4+ CTRL,	2NT: 22+ HCP, FG; 3NT = 27-28 HCP	
				a) 8.5+ playing tricks	3X = 6+ suit with 2 honors, no side values	Vs X/2♦/2♥: XX/X = 0/1, pass = 2, +1 step = 3, … etc	
				b) 22+ HCP BAL		Vs 2♠ or higher : X = 0/1, pass = 2+, 3X = NAT, 2+ CTRL	
2♦	YES			11- 15 HCP, 5♥/4♠	2NT= Asking; 3♥/3♠ = PRE; 4♥/4♠ = to play	3♣/3♦ =4513/4531;3 ♥= min 4522; 3♠=max 4522	
2♥		5		6 -Bad 11 -15HCP, 5+♥	2♠ =One round forcing; 2NT= Asking	Ogust responses: 3♣=min points, min suit;3♦ min points, max suit;	
					3♣/3♦ = One round forcing	3♥= max points,min suit;3♠ = max points, max suit	
2♠		5		6-Bad 11 HCP, 5+♠	2NT =Asking, 3♣/3♦ = One round forcing	Ogust responses (as above)	
2NT				20-21 HCP BAL	3♣ = Stayman; 3♦/♥ = TRF; 3♠ = TRF to 3NT		
3♣		6		PRE	New suit: One round forcing	**HIGH LEVEL BIDDING**	
3♦		6		PRE	New suit : One round forcing	RKC (03/14), 5NT ask lowest King	Minorwood (03/14)
3♥		6		PRE	New suit: One round forcing	Q ask – no Q: return to trump	
3♠		6		PRE	New suit: One forcing; 4♥ to play	– with Q: bid lowest King, or 5NT	
3NT	YES	7		Minor Pre-emptive	4♣ - 7♣ : Pass or Correct, 4♦= asks shortness	Exclusion RKC (03/14)	
4♣/♦		7		PRE		D0P1 for 5m interference	
4♥/♠		7		PRE		DEPO for 5M interference	