

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Subject to vulnerability; 1 level NV: 5+ good suit at. Sound at 2-level except if FAV
Reopening = Wide-ranging
Simple raise, cue raises, mixed raises
Simple change of suit by ADV = NAT, NF
Jump Shift by ADV = NAT, FG
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd & 4 th 15-18 Reopening 13-16
Responses as per 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, wide-ranging NV, Weakish VUL
Usually 6-card suit at 3-level NV
Unusual 2NT = Lower unbid suits (5 ⁺ 5 ⁺)
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m-2m = MM(5 ⁺ 5 ⁺), usually sound vul [A2]
1M-2M = OM + minor (5 ⁺ 5 ⁺), usually sound vul [A2]
1x-3x = Stop ASK but over short 1m, 3m = NAT intermediate
1m/1M-2NT = Lower unbid suits (5 ⁺ 5 ⁺) [A2]
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = PEN, next DBL = Values then PEN, 13+ in passout
Vs strong NT
2♣ = MM usually (5 ⁺ 4 ⁺) but occasionally (44)
2♦ = Single-suited major
2M = 5 ⁺ M & 4 ⁺ m, NF
2NT = mm; 3-level = NAT, NF, wideranging
DBL by PH=12+
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O, (2♦/2M) 3♦/3M = Stopper ASK
Leaping Michaels [D4] & Non-Leaping Michaels [D5]
2NT/3NT = NAT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣: DBL = MM; 2♣ = NAT; 1NT = mm
Others = NAT, 2NT is raise of our O/C
OVER OPPONENTS' TAKEOUT DOUBLE
XX=10 ⁺ subsequent x's are pen
Over 1M (x), 2M-1 is a good raise

Key: CTP = cards, takeout, penalties. CT = count. ATT = attitude.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5 th ,	3 rd	
NT	4ths	Low from 3 if unsumm	
Subsequent	Attitude	Attitude	
Other: Top of interior sequences			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, AK(+), A(+) asks ATT	Underlead For unblock/rev count	
King	AK(+), KQ(+), K(x) asks CT ^[2]	Underlead for unblock/rev count	
Queen	AQJ(+), KQ(+), QJ(+), Q(+)	same	
Jack	A/KJ10(+), J10(+), J(x)	same	
10	A/K/Q109(+), 109(+), 10(x)	same	
9	98(+), 9(x)	same	
Hi-X	Xx, xXx or Xxx, xXxx or Xxxx	same	
Lo-X	xxX(x) partner's suit unsupported	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	REV ATT /CT ^[2]	REV original CT ^[2]	REV ATT
Suit 2	SUIT Pref	Suit Pref	REV Orig. CT ^[2]
3			
1	As above	As above	As above
NT 2			
Signals (including Trumps):			
UDCA; REV CT ^[2] if can't beat Dummy			
Freq suit pref incl if S/S in dummy or known S/S with declarer			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take Out and Negative to 4♥			
X of 2♦ Multi/ RCO = CTP ^[1] X, Leaping Michaels [D4]			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL/RDBL to 2-level; 1♠ (P) 2♠ (3♥) X = Last Train G/T			
RDBL of 1NT = To play, then X = T/O, Subsequent X = PEN			
XX of 1/2 level X contract = SOS			
(1NT) 2♣ (X) XX = Bid your better suit; Pass = ♣s			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Australia
PLAYERS: Renee <u>COOPER</u> – Ella <u>Jacob</u>
EVENT: Women
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural aggressive, 2/1
1NT = (14)15-17, 14-16 1 st fav; 2NT = 22-23 (semi) bal
2♣ = GF or 20-21, (semi) bal
NV: 2♦ = Trash multi, 5+M may be very weak
2♥/2♠ = 8-11, 5 ⁺ NV, 6 VUL
V: 2x = 8-11, may be weaker with 'pure' preempt
1♣ opening = 2 ⁺
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
NV: 2♦: Trash Multi
1♣ opening = 2+
3NT: 1 st -3 rd = Gambling (Long solid m, no A/K outside);
Gazilli
2-way Checkback over 1NT rebid [A1]
Blackout
TRF responses to 1♣
1C – Itransfer – 1N = 18-19 bal
3 rd seat openings may be light or lead directional
1 st Fav: 9+ openings, 1NT is 14-16
SPECIAL FORCING PASS SEQUENCES
If committed to the next level, Pass = F1
If Keycard ask is X: DOPI ROPI
IMPORTANT NOTES
PSYCHICS: Infrequent.

O P E N I N G	T I C K I F A R T I F I C I A L	M I N O. O F C A R D S	N E G. D B L T H R U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4♥	9+ FAV, otherwise 10+ HCP, if 4333 12+HCP (14)44's can choose minor based on suit quality	2C: weak or GF with D; 3C = 5-9 with clubs; 1x = TF, 1NT = 11-12 bal no 4M; 4M = To play; 2D = inv 6+ clubs; 2♥/♠ = 6+, invite; 3x = SPL (13-15); 2NT = preemptive club raise 3NT = 13-15 BAL	1♣/♦-2♦: continuations show range and then shortage ask or cue; 1m -1x-1NT: does not deny 4-card M, 2-Way Checkback [A1] 1m -1x-1y: shows shape (4441 or 5+4+) 1♣-1♦-1♥-1♠ = nat NF 1♣-1♦/♥-1NT is 18-19 bal	Inverted OFF over interference and by PH
1♦		4+	4♥	Either UNBAL or 5+, 9+ FAV, otherwise 10+ HCP	2♣ = FG, 2D = inv 4+D, 2M = NAT, inv, 3C = nat inv 3♥/♠/4♣ = SPL (13-15 HCP), 4M = to play		
1♥		5+	4♥	9+ FAV, otherwise 10+ HCP	1NT = (5)6-11, can have 3M <8HCP; 1M-2M = 3M (8-10 HCP); 1M-2NT = ASK, 4-card SUPP, GF;	1M-2NT: 3♣ = MIN; 3♦ = non-MIN BAL then 3♥/♠/NT = LMH [3]; 3♥/♠/NT = ♣/♦/OM S/S; non-MIN; 3♠/3NT = non-serious over ♥/♠; 1m-1M-2M-2NT = INQ, F1; Help suit trial	Cue raises 2NT = raise over interference PH same as non-PH
1♠		5+	4♥	9+ FAV otherwise 10+ HCP	2♣ = FG ♣s or BAL; 3♣: 6-9 w 4, 3♦ = 10-11 w 4 Double Jump Shift = SPL (10-14); 1♥-4♠ = NAT, to play; 1M-5m = NAT, to play		
1NT				(14)15-17 BAL May have singleton A/K, 5-card M, 6-card m, (5422) 1 st fav: 14-16	2♣ = STAY; 2♥/♥/NT = TRF to ♥/♠/♦; 2♠ = range or ♣; 2N = minors or ♦, 3♣ = PUPP STAY [A6]; 3♦ = mm, 5+5+, FG; 3♥/♠ = SPL, 3OM, (5+4+) minors; 4♣/♦ = TRF to ♥/♠; 4NT = INV	2♣: 2♦ = No 4 M now 2M = To play; 2NT = INV, 3M = Smolen [A9] 2M: 2♠/NT = INV; Others = FG Super accepts available over TRF 4♣/♦: Keycard [A2]	1NT (X): XX/2y = To play; X of STAY: P = no 4M, xx/2♦/♥/♠ = no C stop H/S, C stop nat X of TRF: Bid = 3 SUPP, xx suggestion
2♣	✓	0		20-21 BAL or any FG	2♦ = Waiting (kokish relays) 2M = NAT not forcing opp 20-21 bal	Over 2♦: 2♥ = Bid 2♠, then 2NT = 20-21 Others = NAT OVER 2♦: 2NT = 24+ HCP	2♣ (suit) X = T/O
2♦	✓	0		NV: 5+♥ or ♠ very aggressive V: 8-11 or pure preempt, 6♦	NV: 2/3//4M = P/C, 2N = inquiry, 3♣ = nat NF V: 2M nat F, 2NT = shortage ask	Over 2NT: NV: 3♣/♦ = good ♥/♠, 3M = bad nat V: Bid = short, 3D = bad no short	2♦ (X) XX = Opener must bid step and pass next bid, P = ♦; 2♦ (Bid) X = PEN
2♥/♠		5		6M, 8-11 or lighter if pure preempt	New suit = Forcing; 2NT = Ask shortage, 4♣ = KC	Over 2NT: Bid = short, 3M = bad no short	
2NT		22-23 (semi) bal		22-23 BAL May have singleton A/K, 5-card M, 6-card m, (5422)	Simple stayman., TRF & Minor Suit STAY 4 transfers at 4 level 4NT = QUANT		
3♣/♦		6		Weak	4♣ = Weak Keycard over 3♦/♥/♠; 4♦ = Weak Keycard over 3♣ Change of suit = F1 [F1]	Weak keycard responses: 0, 1, 1+Q, 2, 2+Q	
3♥/♠							
3NT	✓			1 st & 2 nd : PRE in a minor 3 rd & 4 th : To play	4M = to play, 4m P/C	HIGH LEVEL BIDDING RKCB 1430, Exclusion Keycard [F6] Serious and non-serious slam tries. Weak Keycard over preempts (0,1,1+,etc) Queen Ask: Step = Y, no kings. 1 st and 2 nd cues. Last Train [A2] DOPI ROPI DEPO Lightner Doubles; our cue doubled, bid with 2 nd round control, Pass = No control	
4♣/♦		7		PRE	4M To play		
4♥/♠		7		PRE	Control showing: Bid shows 1 st round controls & asks for 1 st /2 nd control in the (non-trump) suit above		
4NT	✓			PRE, both minors	5z = to play		
5♣/♦		8		PRE			

WBF Standard Card Supplementary Sheet

A Conventions

1. 3-way checkback after 1x-1y-1z (except 1♣-1♦-1♠): 2♣ forces 2♦ FG, 2NT forces 3♣WK or STR w long m supp
2. Last Train:
 - Where one hand has denied control of a suit in a cue-bidding sequence, the bid below the trump show control of the suit skipped but may not have control in the actual suit bid. With both suits controlled, the hand may choose a different option e.g. use Keycard.
 - Where the OPPT have competed to the 3-level & there is not room for a G/T, X acts as a G/T.
3. Michaels applies over:
 - OPPT 1-level suit opening,
 - OPPT Weak 2m opening
 - OPPT weak raise to 2m
 - OPPT Weak 3m
 Requirements:
 - Over a minor = MM, 5⁺5⁺
 - Over a major = OM + m, 5⁺5⁺
 - 2NT = Lower 2 unbid suits, 5⁺5⁺
4. Modified puppet stayman:
 - 1NT-3♣:
 - 3♦ = No 5M;
Then: 3M = 4-card OM, 3NT = To play,
 - 3M = 5-card suit; OM = Agrees M w/ S/I
5. Scrambling 2NT : After T/O X of 2M, 2NT = 2 places to play (applies in a few other spots)
6. Smolen: 1NT-2♣-2♦: 3M = 4M = 5OM, FG
7. Gazzilli: 1M-1M/NT-2♣=ART 17+ HCP, 2M Rebid 6M NF

B Leads and Signals

1. Leads as outlined are normal agreements but we may choose to lead an unexpected/deceptive card. This would normally depend on the bidding & is it at the leader's risk.
2. The lead of the K/Q may also be used to ask partner to unblock the Q/J
3. Suit preference signals are often used to indicate a switch, High = higher & Low = lower
4. First discard is normally attitude, Low-High = encourage
5. After first round of a suit, we normally show reverse original count or suit preference depending on the situation
6. In some cases, we discard/play the top of a sequence to deny the card above

C Bids that may require a defence

1. 3NT: 1st-2nd Seat = Gambling, long solid minor, no A/K outside; 3rd or 4th Seat = To play

D Defensive and Competitive Bidding

1. After OPPT 2-suited O/C, <cue known suit> = INV⁺ Raise; if both suits known, <higher cue> = FG in higher of remaining suits, <lower cue> = FG in lower of remaining suits
2. After OPPT 1NT overcall of 1m,
2C = MM (5⁺/4⁺)
3. After OPPT O/C, if available 1 under major is mixed raise and jump raise = weak. If 1 under major unavailable, 3M is mixed raise
4. Leaping Michaels applies over
 - OPPT NAT weak 2, including Precision 2♣
 - OPPT Multi 2
 - OPPT weak raise to 2m
5. Non-Leaping Michaels applies over their 3♣/♦/♥/♠ pre-emptive opening, or their raise to the 3-level of their weak 2 opening
6. If they play transfers over their 1♣ opening:
After transfer to M:
 - X = T/O of suit shown
 - Shown M = NAT
 - 2<bid suit> = NAT
 - 2<shown M> = NAT
 - Others = NATAfter transfer to 1NT, (i.e. 1♠, where could have either m):
 - X = Major Oriented T/O OR a very strong hand
 - 2♣ = MM
 - Else = natural
7. After our 3NT overcall of their 3-level preempt:
 - 4♣ = Majors. Then:
 - 4♦ = neither M
 - 4♥ = 4+
 - 4♠ = 4+
 - 4♦/4♥ = transfer
 - 4transfer to their suit/♠ = transfer to minors respectively, with 4NT = To play
 - 4NT = Quantitative

E Doubles

1. 1NT (X)
 - XX = To play, next X = T/O then PEN
2. 1 suit (X) XX = 10+ and promises another bid unless opener pulls to show weak hand.
 - Subsequent X are penalty
3. SUPP DBL/RDBL up to 2<RESP suit> except after 1NT O/C or 1m-(1♥)-1♠-(2♣/♦/♥) as 1♠ = 5⁺-card suit
 - Subsequent X are takeout
4. Doubles are penalty after OPPT 1NT overcall
5. We play negative and responsive doubles up to 4♥ inclusive, except if they support to 4♠ then X is values. Above 4♥ (4♠) doubles are values. If they open 4♥, X=T/O. If they open or overcall 4♠, X=values and 4NT= 2-suited/ T/O. Note, X=values, does not mean a trump-stack type of hand. Partner of the doubler will generally choose to leave it in but can bid on with a shapely hand. If holding a pure trump-stack type hand we may choose to pass rather than double.
6. Doubles of part-scores are penalty if we have agreed a suit (and if the double is not a Last Train Game Try), have shown a pre-empt or weak 2 or a 2 suiter, have already made a penalty double or redouble, or it is a suit the doubler has previously had the opportunity to negative X but passed.
7. Last Train Game Try – if we have agreed a suit and they overcall below 3 of our suit, bidding 3 of our suit is always only competitive; bidding an intervening suit if room is a game try; and if there is no intervening suit then double is a “last train” game try, not a penalty. Eg: 1♠ (P) 2♠ (3♥) X = last train game try.
8. We play the 3 doubles convention (cards-takeout-penalty CTP). i.e. 1st double is values; 2nd double is T/O; 3rd double is penalty. CTP applies after:
 - an artificial non-anchor suit is bid by them
 - we double their 1NT and they run

- we double their 3NT opening or 3NT bid after their partner's pre-empt.
9. If we double their artificial raise (e.g. Bergen or splinter), that is T/O of their suit

F Back of Card

1. Over change of suit after 3-level pre-empts
 - 3NT = No SUPP
 - Raise <Responder's suit> = doubleton SUPP and no S/S
 - 4<Preempt suit> = doubleton SUPP and S/S
 - Other = 3-card SUPP + SPL in suit bid
3. Over any natural 1NT, 2NT or 3NT call:

4NT= NAT, quantitative slam try.

 - Responses: Pass = MIN; 5 suit=max, NAT lower of 2 suits;
 - 5NT = MAX, 4333; 6-suit = MAX, 5-card suit
4. We play Exclusion Keycard in the following situations:
 - New suit after our Texas Transfer over our 1NT opening.
 - If it is a sufficient jump after a suit has already been set
 - If it is a sufficient jump after partner has bid a suit
 - Rebid a suit that has been bid as a SPL (or implied e.g. 1NT-3M, shows a SPL in the OM)

G Others

1. 1NT- 2♣-2M-3OM = S/I in M
2. 2NT-3♣ =3M-OM = S/I in M
3. 2NT-3♥/♠: Accept transfer = 3 or 4 SUPP – with 4 SUPP and a good hand opener can bid at 4 level to show source.