

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Subject to vulnerability; Sound at 2-level
Reopening = Wide-ranging
Simple raise, cue raises, mixed raises
Simple change of suit by ADV = NAT, NF
Jump Shift by ADV = NAT, FG
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd & 4 th 15-18, Reopening 12-15
Responses as per 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, wide-ranging NV, Weakish VUL
Usually 7-card suit at 3-level
Unusual 2NT = Lower unbid suits (5 ⁺ 5 ⁺)
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m-2m = MM any strength (5 ⁺ 5 ⁺) [A4]
1M-2M = OM + minor (5 ⁺ 5 ⁺) any strength [A4]
1x-3x = Stop ASK but over short 1m, 3m = NAT intermediate
1m/1M-2NT = Lower unbid suits (5 ⁺ 5 ⁺) [A4]
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = PEN, next DBL = Values then PEN
2♣ = MM usually (5 ⁺ 4 ⁺) but occasionally (44)
2♦ = Single-suited major
2M = 5 ⁺ M & 4 ⁺ m, NF
2NT = mm; 3-level = NAT, NF
PH DBL = 5 ⁺ m & 4M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O, (2♦/2M) 3♦/3M = Stopper ASK
Leaping Michaels [D4]
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 ⁺
System on over a major, off over a minor
1m (X) 2NT = INV ⁺ raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , MUD	3 rd , MUD	
NT	same	same	
Subseq	same	same	
Other: Top of interior sequences			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, AK(+), A(+) ^[2]	same	
King	AK, KQ(+), K(x) ^[2]	same	
Queen	AQJ(+), 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			
3			
Signals (including Trumps):			
UDCA, K for CT ^[2] , A/Q for ATT; 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]			
CTP ^[1]			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL/RDBL to 2-level; 1♠ (P) 2♠ (3♥) X = Last Train G/T			
RDBL of doubled cue = A(x), K(x)			
RDBL of 1NT = To play, then X = T/O, Subsequent X = PEN			
XX of 1/2 level X contract = SOS			
2NT (X) XX = Bid 3♣			
(1NT) 2♣ (X) XX = Bid your better suit; Pass = ♣s			

W B F CONVENTION CARD
CATEGORY: Green NCBO: Australia PLAYERS: Therese <u>DEMARCO</u> – Susan <u>LUSK</u> EVENT: Women
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 2/1 except 2♣ response to 1M opening
1NT = (14)15-17; 2NT = (19)20-22
2♣ = FG, may be based on playing tricks
2♦ = MM (4+/4+ NV, 5+/4+ VUL) < opening values
2♥/2♠ = Weak, 5+ NV, 6 VUL
1♣ opening = 3+
Serious/non serious S/T, Kickback over ♥s, Minorwood [A5]
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦: 1 st -3 rd = MM (4+/4+ NV, 5+/4+ VUL) < opening values; 4 th = 6-card suit, ~10-12 [C1]
3NT: 1 st -3 rd = Gambling (Long solid m, no A/K outside); 4 th = To play [C2]
2-way Checkback over 1NT rebid [A1]
Rubensohl [A7] after 2-level interference over 1NT opening/O/C
SPECIAL FORCING PASS SEQUENCES
If committed to the next level, Pass = F1
If Keycard ask is X: Pass = No control
IMPORTANT NOTES
PSYCHICS: N/A

KEY:

[1] CTP: 1st X = Cards/values; 2nd X = T/O; Subseq. X = PEN; [2] Leads: Top of touching honours. If play lower e.g. Q form KQ, then asks for unblock.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+	4♥	~11 ⁺ HCP With 4♣ & 4♦, open 1♦	Inverted Minor: 2m = 10 ⁺ ; 3m = 5-9; 1x = NAT, 1NT = 6-11, no M; 4M = To play; 2♦/♥/♠ = 6 ⁺ , 8-10; 3x=SPL (13-15); 2NT = 11/12 BAL (♦ only 4 ⁺ suit); 3NT=13-15 BAL (♦ only 4 ⁺ suit)	1m-2m: 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♠ = 4SFG	Inverted OFF over interference (including X) and by PH
1♦		3+	4♥	1♦ 3 if 4432 only, ~11 ⁺ HCP	Jump Shift = NAT, 8-11 at 2-level, 9-11 at 3-level; 3♥/♠/4♣ = SPL (13-15 HCP), 4M = to play		
1♥		5+	4♥	~ 11 ⁺ HCP	1NT = (5)6-11; 1M-2M = 3M (5-10 HCP); 1M-2NT = ASK, 4-card SUPP, INV ⁺ ;	1M-2NT: 3♣ = MIN; 3♦ = non-MIN BAL then 3♥/♠/NT/4♣ = NLMH ^[3] ;	Cue raises 2NT = raise over interference PH same as non-PH
1♠		5+	4♥	~ 11 ⁺ HCP	2♣ = 3-way (FG ♣s, FG BAL, 3-card INV ⁺); Jump Shift = NAT, 2x = 8-11, 3x = 9-11; Double Jump Shift = SPL (10-14); 1♥-4♣ = NAT, to play; 1M-5m = NAT, to play	3♥/♠/NT = ♣/♦/OM S/S; non-MIN; 3♠/3NT = non-serious over ♥/♠; 1m-1M-2M-2NT = INQ, F1; Help suit trial	
1NT				(14)15-17 BAL May have singleton A/K, 5-card M, 6-card m, (5422)	2♣ = STAY; 2♦/♥/♠/NT = TRF to ♥/♠/♣/♦; 3♣ = PUPP STAY [A6]; 3♦ = mm, 5 ⁺ 5 ⁺ , FG; 3♥/♠ = Fragment (3), S/S in OM, (54) in 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; Pass asks for 5 card suit or XX (then lower of 2); X of STAY: Bid = No ♣ stop X of TRF: Bid = No 3 SUPP
2♣	✓	0		23+ BAL or any FG	2♦ = NEG or Waiting; 2NT not used Others = NAT	Over 2♦: 2♥ = Bid 2♠, then 2NT = 25+ Others = NAT plus 5+ ♥s OVER 2♦: 2NT = 22 – 23HCP	2♣ (x) xx = Offer to play, 2♦ = 4+, 0-2 controls 2♣ (suit) X = T/O
2♦	✓	0		1 st -3 rd : 4♥ & 4♠ < Opening. At least 5/4 VUL. In 4 th = NAT	2M/3M/3NT/4M = To play 2NT = ASK	3♣ = MIN, Others show shape	2♦ (X) XX = Bid longest, P = ♦; 2♦ (Bid) X = PEN
2♥/♠		5		5+ NV, 6+ VUL, < opening in 1 st – 3 rd , 10-12 in 4 th	New suit = NF; Jump shift = FG; 2♥-4♠ = Kickback; 2NT = Ask	2M-2NT-3♣ = MIN; 3♦/♥/♠/4♣ = MAX, 6 and NLMH ^[3] shortage, 3NT = MAX, 5	
2NT				(19)20-21 BAL May have singleton A/K, 5-card M, 6-card m, (5422)	PUPP STAY [A6], TRF & Minor Suit STAY 4m = Minorwood [A5], 4M = mild S/I, 4NT = QUANT		2NT (X) XX asks for 3♣ = To play in a m
3♣/♦		6		Weak	4♣ = Weak Keycard over 3♦/♥/♠;	Weak keycard responses: 0, 1, 1+Q, 2, 2+Q	
3♥/♠		7			4♦ = Weak Keycard over 3♣ Change of suit = F1 [F1]		
3NT	✓			1 st & 3 rd : Gambling, no A/K outside; 4 th : To play	4♣/5m = P/C; 4♦ = Singleton ASK; 4M = To play; 4NT = Bid 5m with 7-cards, 6m with 8-cards in suit		
4♣/♦		7		PRE	4M To play	HIGH LEVEL BIDDING RKCB 3041, Kickback for Ms, Minorwood, Exclusion Keycard [A2] Serious and non- serious slam tries. Weak Keycard over preempts (as above) Queen Ask: Step = Y, no kings. 1 st and 2 nd cues. Last Train [A3] RKC interference step responses: P(0/3), X (1/4), 2 no Q, 2+Q. Lightner Doubles; our cue doubled, bid with 2 nd round control, Pass = No control	
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	5m = To play		
5♣/♦		8		PRE			

KEY:

[3] NLMH = None/Low/Middle/High shortage

WBF Standard Card Supplementary Sheet

A Conventions

1. 2-Way Checkback after 1x-1y-1NT (Applies if opponents DBL but not if they O/C)
 - 2♣: Bid 2♦
 - Pass = To play
 - 2♥/2♠/2NT = INV
 - 3<RESP M>/3NT = FG, 6/5-cards in that M, choice of contract
 - 3<other> = INV, extra length in/fit for that suit
2. Kickback, RKCB, Exclusion:
 - Kickback is used when ♥s are trumps. 4♠ is used as the ask instead of 4NT.
 - Exclusion is a Keycard Ask which tells partner to ignore the Ace of the bid suit in the response. It is normally a jump to the 5-level after a major been agreed or to 4M if a minor agreed.
 - RKCB is used to ask for keycards when ♠s are trumps.
 - Responses: The responses to all these are the same.
 - Step 1: 0/3 Keycards
 - Step 2: 1/4 Keycards
 - Step 3: 2 Keycards without the Q. Could be 5 in a very strong hand
 - Step 4: 2 Keycards with the Q. Could be 5 in a very strong hand
 - After Steps 1 & 2, the next non-trump step, asks for the Q
 - Step 1 = Q no K
 - Others = Q + King in that suit, 5NT = Q + King in suit used to ask
3. 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.
4. 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⁺, any strength
 - Over a major = OM + m, 5⁺5⁺, any strength
 - 2NT = Lower 2 unbid suits, 5⁺5⁺, any strength
5. Minorwood:
 - Unconditional: When a minor has been agreed, 4m = Keycard Ask
 - Step 1 = Takes control instead with responses as per RKCB
 - Step 2 up = Responses as per RKCB
 - Conditional: When a minor has not been agreed, 4m = Keycard Ask
 - Step 1 = Denies appropriate SUPP
 - Step 2 up = Show SUPP with responses as per RKCB
6. Puppet Stayman:
 - 1NT-3♣:
 - 3♦ = No 5M; 3M = 4-card OM, 3NT = To play, 4m = Conditional Minorwood
 - 3M = 5-card suit; OM = Agrees M w/ S/I; 3NT = To play, 4m = Responses Minorwood
 - 2NT-3♣:
 - 3♦ = 4M no 5M; 3M = 4-card OM, 3NT = To play, 4♣ = Conditional Minorwood, 4♦ = MM
 - 3M = 5-card suit; OM = Agrees M w/ S/I; 3NT = To play, 4m = Conditional Minorwood
7. Rubensohl: Applies over direct overcalls at the 2-level over our 1NT opening or 1NT overcall
 - 2NT to 3♥ = TRF
 - FG, 4(O)M if into opponents' suit
 - NF if suit shown is below opponents' suit, F if bid again
 - F if suit shown is above opponents' suit
 - 3♠ = FG, no stopper
 - 3NT shows a stopper
8. Scrambling 2NT : After T/O X of 2M, 2NT = 2 places to play
9. Smolen: 1NT-2♣-2♦: 3M = 4M = 5OM, FG

WBF Standard Card Supplementary Sheet

B Leads and Signals

1. Leads as outlined are normal agreements (top of touching honours) but we may choose to lead an unexpected/deceptive card. This would normally depend on the bidding & it is at the leader's risk.
2. On the lead of the K at the 5/6-level, we give count, Low-High = even
3. On the lead of the A at the 5/6-level, we play attitude, Low-High = encourage
4. The lead of the K/Q may also be used to ask partner to unblock the Q/J
5. Suit preference signals are often used to indicate a switch, High = higher & Low = lower
6. First discard is normally attitude, Low-High = encourage
7. After first round of a suit, we normally show reverse original count
8. Petering in trumps can be used to indicate wanting a ruff or can be suit preference
9. Petering in a cashing suit, can be used for suit preference
10. In some cases, we discard/play the top of a sequence to deny the card above

C Bids that may require a defence

1. 2♦: 1st-3rd Seat = MM (4+/4+ NV, 5+/4+ VUL) < opening values; 4th Seat = 6-card ♦, ~10-12
2. 3NT: 1st-3rd Seat = Gambling, long solid minor, no A/K outside; 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> = 4th suit, FG
2. After OPPT 1NT overcall of 1m, 2om = MM (5⁺/4⁺)
3. After OPPT O/C, Jump Shift = 8-10 approx. 6-card suit, NF; Jump Raise = Mixed, ~5-9, NF
4. Leaping Michaels applies over
 - OPPT 2-level overcall of our 1NT
 - OPPT NAT weak 2, including Precision 2♣
 - OPPT Multi 2
 - OPPT weak raise to 2m
 - OPPT 1NT opening
5. If they play transfers over their 1♣ opening:

After transfer to M:

 - X = T/O of suit shown
 - Shown M = NAT
 - 2♣ = NAT, (5)6 c-card suit.
 - 2<bid suit> = NAT
 - 2<shown M> = Michaels [A4]
 - Others = NAT

After transfer to 1NT, (i.e. 1♠, where could have either m):

 - X = Major Oriented T/O OR a very strong hand
 - 2♣ = natural, (5)6 c suit
 - 2♦ = Both Majors 5/5.
 - Else = natural
6. After our 3NT overcall of their 3-level preempt:
 - 4♣ = Enquiry. Then:
 - 4♦ = any long suit
 - 4♥ = 21+
 - 4♠ = 18-20
 - 4NT = 15-17
 - 4♦/4♥ = transfer
 - 4♠ = other minor or both minors, then 4NT = To play
 - 4NT = Quantitative (on assumed 15-17 range)

WBF Standard Card Supplementary Sheet

E Doubles

1. 1NT (X)
 - o XX = To play, next X = T/O then PEN
 - o 2NT = Good hand, UNBAL, unsuited to playing NT or defending
 - o Pass = Bid a 5-card suit or XX
2. 1 suit (X) XX = 10+ and promises another bid unless opener pulls to show weak hand.
 - o 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
 - o Subsequent X are PEN
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 also T/O. 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:
 - o an artificial non-anchor suit is bid by them
 - o we double their 1NT and they run
 - o 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 if by unpassed hand but is lead direct if by passed hand.

F Back of Card

1. Over change of suit after 3-level pre-empts
 - o 3NT = No SUPP
 - o Raise <Responder's suit> = doubleton SUPP and no S/S
 - o 4<Preempt suit> = doubleton SUPP and S/S
 - o Other = 3-card SUPP + SPL in suit bid
2. 4-Level Preempts
Over 4-level major pre-empts, cues by the strong hand show 1st round control in 2 of the 3 outside suits, denying control above suit bid
3. Over any natural 1NT, 2NT (not Jacoby) or 3NT call:
4NT= NAT, quantitative slam try.
 - o Responses: Pass = MIN; 5 suit=max, NAT lower of 2 suits;
 - o 5NT = MAX, 4333; 6-suit = MAX, 5-card suit
4. If they double our RKCB ask, we do not play ROPI but instead play:
 - o With adequate control in the suit doubled, ignore their X and play normal system-on responses
 - o Without adequate control in the suit doubled, then Pass; after which asker will signoff in trump suit without adequate control, or with adequate control will XX asking responder to continue with normal step responses showing keycards.
5. If they double our response to a Keycard ask, then play as above; i.e. continue normally or pass without adequate control and wishing to continue, after which responder will XX with adequate control or signoff in trump suit without.
6. We play Exclusion Keycard in the following situations:
 - o New suit after our Texas Transfer over our 1NT opening.
 - o If it is a sufficient jump after a suit has already been set
 - o If it is a sufficient jump after partner has bid a suit
 - o Rebid a suit that has been bid as a SPL (or implied e.g. 1NT-3M, shows a SPL in the OM)

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G Others

1. 1NT- 2♣-2M-3OM = S/I in M
2. 2NT-3♣=3M-OM = S/I in M
3. 1NT-2♥/♠-2♠/2NT = S/A w/ 4 SUPP, MAX.
Responder bids show shortage: Low/Middle/reTRF/High, NF/High, F/High
4. 2NT-3♥/♠: Accept transfer = 3 or 4 SUPP – with 4 SUPP and a good hand opener bids 4♣
5. Change of suit by Opener after a 1-suit response is F1. Play this as “absolutely” forcing (i.e. preference to 1st suit can be on a singleton). Raising Opener’s minor 2nd suit is constructive 7-10, so can give false preference to opened M with singleton even in a 5-6 hand with 4 card support for the minor.

H Prepared Defences