OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) Subject to vulnerability; Zivi sound Reopening jump = intermediate, strength "15; 3lvi weaker and longer suit Cheer: Overlead all (A asks AT, K asks CT) Vs NT: K asks for unblock LEADS LEAD LEAD LEAD Other: Overlead all (A asks AT, K asks CT) Vs NT: K asks for unblock LEADS LEAD LEAD LEAD LEAD Other: Overlead all (A asks AT, K asks CT) Vs NT: K asks for unblock LEADS LEADS SYSTEM SUMMARY Lead Vs. Suit Vs. NT Ace A, AKx, Akx(+) asks ATT same King AK, Akx(+), KOX(+) asks CT Unblock or CT Queen AQJx, QJxx same and KOX(x) or KOJ(x) Jack A/KJTx, JTxx same, or QJ98 UB JUMP OVERCALLS (Style; Responses; Unusual NT) Jumps weak: aggressive FAV, wide-ranging opp passed partner Jumps weak: aggressive FAV, wide-ranging opp passed partner Junusual NT (lower unbiol) DIRECT & JUMP CUE BIDS (Style; Response; Reopen) 1m-2m: 5+5+ MM, any strength (not compulsory) 1x-3x: stopper ask DIRECT & JUMP CUE BIDS (Style; Response; Reopen) 1 REV ATT REV present CT REV ATT Sut 2 REV present CT SP REV present CT Sut 2 REV present CT SP REV present CT Sut 2 REV present CT Sut 3 SP 1 Same as above First lead SP if Same as above Very aggressive pre-empts 1*1/3*d seat fav CATEGORY: Green NAGO: Autstalia PLAYERS: Dagmar Neumann – Jodi Tutty EVENT (WBF Women's Teams Online) CATEGORY: Green NAGD: Autstalia PLAYERS: Dagmar Neumann – Jodi Tutty EVENT (WBF Women's Teams Online) SAMSON CRUA, VBF Women's Teams Online) SYSTEM SUMMARY EVENT (WBF Women's Teams Online) SYSTEM SUMMARY EVENT (WBF Women's Teams Online) SYSTEM SUMMARY EVENT (WBF Women's Teams Online) NT 2 rd, 4 th , MUD CV, NT NAGD: Autstalia PLAYERS: Dagmar Neumann – Jodi Tutty EVENT (WBF Women's Teams Online) NT 2 rd, 4 th , MUD CV, NT NAGD: Autstalia PLAYERS: Dagmar Neumann – Jodi Tutty EVENT (WBF Women's Teams Online) NAGD: Autstalia PLAYERS: Dagmar Neumann – Jodi Tutty EVENT (WBF Women's Teams Online) NAGON: Autstalia PLAYERS: Dagmar Neumann – Jodi Tutty EVENT (WBF Wo	DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				W B F CONVENTION CARD	
Suit 2°d, 4th, MUD CT, or top of nothing NT 2°d, 4th, MUD CT, or top of nothing Subseq Same Same Other: Overlead all (A asks ATT, K asks CT) Subseq Same Same Start (Vs NT: K asks for unblock Subseq Same Other: Overlead all (A asks ATT, K asks CT) Subseq Same Same Start (Vs NT: K asks for unblock Subseq Same Other: Overlead all (A asks ATT, K asks CT) Subseq Same Sume Sume Start (Vs NT: K asks for unblock Subseq Same Other: Overlead all (A asks ATT, K asks CT) Subseq Same Sume Sume Sume Sume Sume Subseq Same Subs	OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	EADS STYLE					
NT 2 nd , 4 th , MUD CT, or top of nothing Subseq same same Other: Overlead all (A asks ATT, K asks CT) Vs NT: K asks for unblock LEADS Lead Vs. Suit Vs. NT Ace A, AKx, Ax(+) asks ATT same King AK, AKx(+), KQx(+) asks CT Unblock or CT Queen AQJx, QJxx same and KQx(x) or KQJ(x) Jack A/KJTx, Txx same Unusual NT (lower unbid) Lox 4 th (From H (not partner suit) HxxX(+), xxxX(+) partner DIRECT & JUMP CUE BIDS (Style; Response; Reopen) 1m-2m: 5+5+ MM, any strength (not compulsory) 1x-3x: stopper ask NT 2 nd , 4 th , MUD CT, or top of nothing Same same Same CT, or top of nothing Same Same EVENT (WBF Women's Teams Online) EVENT (WBF Women's Teams Online) EVENT (WBF Women's Teams	Subject to vulnerability; 2lvl sound	1	Lead		In Partner's Suit		CATEGORY: Green	
Subseq same Same Other: Overlead all (A asks ATT, K asks CT) Vs NT: K asks for unblock LEADS Lead Vs. Suit Vs. NT Ace A, AKx, Ax(+) asks ATT same King AK, AKx(+), KOx(+) asks CT Unblock or CT Queen AQx, Qxx same and KQx(x) or KQy(x) Jack A/KITx, JTxx same, or Qy98 UB JUMP OVERCALLS (Style; Responses; Unusual NT) Jumps weak: aggressive FAV, wide-ranging opp passed partner Unusul NT (lower unbid) Reopen: intermediate, 2NT=18-19 Bal DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Im-2m: 5+5+ MM, any strength (not compulsory) Ix-3x: stopper ask Subseq same same Other: Overlead all (A asks ATT, K asks CT) Vs NT: K asks for unblock Vs. Suit Vs. NT Ace A, AKx, Ax(+) asks ATT same King AK, AKx(+), dxx same and KQx(x) or KQJ(x) Jack A/KITx, JTxx same, or Qy98 UB In A/K/QT9x, T9xx, Tx same 9 9 9x same Hi-X Xx, xXx(+) xx Lo-X 4 th from H (not partner suit) HxxX(+), xxxX(+) partner SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding I REV ATT REV present CT REV ATT Suit 2 REV present CT SP Rev present CT Very aggressive pre-empts 1st/3rd seat fav	Reopening jump = intermediate strength ~15;	Suit	2 nd , 4 th , MU	2 nd , 4 th , MUD		p of nothing	NCBO: Australia	
Other: Overlead all (A asks ATT, K asks CT) Vs NT: K asks for unblock LEADS SYSTEM SUMMARY Lead	3lvl weaker and longer suit	NT	2 nd , 4 th , MU	D	CT, or to	op of nothing	PLAYERS: Dagmar <u>Neumann</u> – Jodi <u>Tutty</u>	
INT OVERCALL (2 nd /4 th Live; Responses; Reopening) 15-18; reopening 11-14/15 (X followed by NT stronger) Lead Vs. Suit Vs. NT Ace A, AKX, AX(+) asks ATT same King AK, AKX(+), KQX(+) asks CT Unblock or CT Queen AQJx, QJxx same and KQX(x) or KQJ(x) Jack A/KITx, JTxx same, or QJ98 UB JUMP OVERCALLS (Style; Responses; Unusual NT) Jumps weak: aggressive FAV, wide-ranging opp passed partner Unusual NT (lower unbid) Reopen: intermediate, 2NT=18-19 Bal DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Im-2m: 5+5+5MM, any strength (not compulsory) IM-2M: 5+0M, 5+m, any strength (not compulsory) IN-3x: stopper ask Vs. NT Ace A, AKX, AX(+) asks ATT same Alix AX, XIX XX same BION A/K/QT9X, T9xx, Tx same 9 9x same Hi-X Xx, xXXX Lo-X 4 th from H (not partner suit) HxxX(+), xxxX(+) partner SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 REV ATT REV present CT Suit 2 REV present CT Suit 2 REV present CT SP REV present CT 2* almost GF, strong bal 22+ 2* almost GF, strong bal 24+ 2* almost GF, str		Subseq	same				EVENT (WBF Women's Teams Online)	
INT OVERCALL (2nd/4th Live; Responses; Reopening) 15-18; reopening 11-14/15 (X followed by NT stronger) Lead Vs. Suit Vs. NT Ace A, AkX, Ax(+) asks ATT same King Ak, Akx(+), KQx(+) asks CT Unblock or CT Queen AQIX, Qixx same and KQx(x) or KQJ(x) JUMP OVERCALLS (Style; Responses; Unusual NT) JUMPS weak: aggressive FAV, wide-ranging opp passed partner Unusual NT (lower unbid) Reopen: intermediate, 2NT=18-19 Bal DIRECT & JUMP CUE BIDS (Style; Response; Reopen) 1m-2m: 5+5+ MM, any strength (not compulsory) 1M-3x: stopper ask LEADS Lead Vs. Suit Vs. NT Ace A, AkX, Ax(+) asks ATT same NAK, KX(+) asks CT Unblock or CT Queen AQIX, Qixx same and KQx(x) or KQJ(x) 1NT = (14+) 15-17 Weak 25 ♣, ▼, ♣ 5+ NV, 6 VUL Short Club, 1 ♣ promises 4 SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2 ♣ almost GF, strong bal 22+ 2-way checkbase in termference) Very aggressive pre-empts 1st/3rd seat fav		Other: Ove	rlead all (A asks AT	T, K asks CT)				
Lead Vs. Suit Vs. NT		Vs NT: K as	ks for unblock					
Ace A, AKx, Ax(+) asks ATT same King AK, AKx(+), KQx(+) asks CT Unblock or CT Queen AQJx, QJxx same and KQx(x) or KQJ(x) JUMP OVERCALLS (Style; Responses; Unusual NT) Jumps weak: aggressive FAV, wide-ranging opp passed partner Unusual NT (lower unbid) Reopen: intermediate, 2NT=18-19 Bal DIRECT & JUMP CUE BIDS (Style; Response; Reopen) 1m-2m: 5+5+ MM, any strength (not compulsory) 1M-2M: 5+oM, 5+m, any strength (not compulsory) 1x-3x: stopper ask Ace A, AKx, Ax(+) asks ATT same King AK, AKx(+), KQx(+) asks CT Unblock or CT Queen AQJx, QJxx same and KQx(x) or KQJ(x) 1NT = (14+) 15-17 Weak 2s ◆, ▼, ♣ 5+ NV, 6 VUL Short Club, 1 ◆ promises 4 First near the form H (not partner suit) HxxX(+), xxxX(+) partner SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 REV ATT REV present CT REV ATT Suit 2 REV present CT SP REV present CT Suit 2 REV present CT SP REV present CT 1x-3x: stopper ask First lead SP if Same as above AQJx, AKx, Ax(+) asks ATT same Natural, 2 over 1, 5-crd majors, semi-forcing 1NT 1NT = (14+) 15-17 Weak 2s ◆, ▼, ♣ 5+ NV, 6 VUL Short Club, 1 ◆ promises 4 SHORT Club, 1 ◆ promises 4 FIRST ATT REV ATT REV ATT SUIT REV ATT Suit 2 REV present CT SP REV ATT Suit 2 REV present CT SP REV present CT SP REV present CT Sea almost GF, strong bal 22+ 2-way checkback Fit showing jumps in competition (suit interference) Very aggressive pre-empts 1st/3rd seat fav	1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY		
King AK, AKx(+), KQx(+) asks CT Unblock or CT Queen AQJx, QJxx same and KQx(x) or KQJ(x) JUMP OVERCALLS (Style; Responses; Unusual NT) Jumps weak: aggressive FAV, wide-ranging opp passed partner Unusual NT (lower unbid) Reopen: intermediate, 2NT=18-19 Bal DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Im-2m: 5+5+ MM, any strength (not compulsory) IM-2M: 5+oM, 5+m, any strength (not compulsory) Ix-3x: stopper ask King AK, AKx(+), KQx(+) asks CT Unblock or CT Queen AQJx, QJxx same and KQx(x) or KQJ(x) INT = (14+) 15-17 Weak 2s ◆, ▼, ★ 5+ NV, 6 VUL Short Club, 1 ◆ promises 4	15-18; reopening 11-14/15 (X followed by NT stronger)							
Queen AQJx, QJxx same and KQx(x) or KQJ(x) JUMP OVERCALLS (Style; Responses; Unusual NT) Jumps weak: aggressive FAV, wide-ranging opp passed partner Unusual NT (lower unbid) Reopen: intermediate, 2NT=18-19 Bal DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Im-2m: 5+5+ MM, any strength (not compulsory) IM-2M: 5+oM, 5+m, any strength (not compulsory) Ix-3x: stopper ask Queen AQJx, QJxx same and KQx(x) or KQJ(x) Jack A/KJTx, JTxx same A/K/QT9x, T9xx, Tx same 9 9x same Hi-X Xx, xXx(+) Xx, Xxx Lo-X 4 th from H (not partner suit) HxxX(+), xxxX(+) partner SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding Partner's Lead Declarer's Lead Discarding SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2* almost GF, strong bal 22+ 2-way checkback Fit showing jumps in competition (suit interference) Very aggressive pre-empts 1st/3rd seat fav			Ace A, AKx, Ax(+					
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JUMP OVERCALLS (Style; Responses; Unusual NT) Jumps weak: aggressive FAV, wide-ranging opp passed partner Unusual NT (lower unbid) Reopen: intermediate, 2NT=18-19 Bal DIRECT & JUMP CUE BIDS (Style; Response; Reopen) 1m-2m: 5+5+ MM, any strength (not compulsory) 1M-2M: 5+oM, 5+m, any strength (not compulsory) 1x-3x: stopper ask 10 A/K/QT9x, T9xx, Tx same 9 9x Hi-X Xx, XXx(+) Lo-X 4 th from H (not partner suit) HxxX(+), xxxX(+) partner SIGNALS IN ORDER OF PRIORITY Partner's Lead Discarding SPECIAL BIDS THAT MAY REQUIRE DEFENSE 1 REV ATT Suit 2 REV present CT SP REV present CT SP REV present CT SP REV present CT 1 Same as above Short Club, 1 ◆ promises 4		1 1						
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Unusual NT (lower unbid) Hi-X	JUMP OVERCALLS (Style; Responses; Unusual NT)	10		Г9хх, Тх	same		Short Club, 1 ♦ promises 4	
Lo-X 4th from H (not partner suit) HxxX(+), xxxX(+) partner	1 00 , 0 0 111 1	- <u> </u>						
Reopen: intermediate, 2NT=18-19 Bal DIRECT & JUMP CUE BIDS (Style; Response; Reopen) 1m-2m: 5+5+ MM, any strength (not compulsory) 1M-2M: 5+0M, 5+m, any strength (not compulsory) 1x-3x: stopper ask SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding REV ATT REV present CT REV ATT Suit 2 REV present CT SP REV present CT SP REV present CT 1 Same as above First lead SP if Same as above Very aggressive pre-empts 1st/3rd seat fav	Unusual NT (lower unbid)	Hi-X						
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)Partner's LeadDeclarer's LeadDiscarding1m-2m: 5+5+ MM, any strength (not compulsory)1 REV ATTREV present CTREV ATT1M-2M: 5+0M, 5+m, any strength (not compulsory)Suit 2 REV present CTSPREV present CT1x-3x: stopper ask3 SPREV present CT2-way checkback1 Same as aboveFirst lead SP ifSame as aboveFit showing jumps in competition (suit interference)Very aggressive pre-empts 1st/3rd seat fav					HxxX(+),	xxxX(+) partner		
1m-2m: 5+5+ MM, any strength (not compulsory)1 REV ATTREV present CTREV ATT2 almost GF, strong bal 22+1M-2M: 5+0M, 5+m, any strength (not compulsory)Suit 2 REV present CTSPREV present CT2-way checkback1x-3x: stopper ask3 SPFit showing jumps in competition (suit interference)1 Same as aboveFirst lead SP ifSame as above		SIGNALS IN	ORDER OF PRIOR					
1M-2M: 5+oM, 5+m, any strength (not compulsory)Suit 2 REV present CTSPREV present CT2-way checkback1x-3x: stopper ask3 SPFit showing jumps in competition (suit interference)1 Same as aboveFirst lead SP ifSame as above		F	Partner's Lead			Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1x-3x: stopper ask 3 SP Fit showing jumps in competition (suit interference) 1 Same as above First lead SP if Same as above Fit showing jumps in competition (suit interference) Very aggressive pre-empts 1st/3rd seat fav								
1 Same as above First lead SP if Same as above Very aggressive pre-empts 1st/3rd seat fav				SP	ı	REV present CT		
	1x-3x: stopper ask	4						
						Same as above		
	VS. NT (vs. Strong/Weak; Reopening; PH)			Count not nee	eded		Better Minor and Transfer Lebensohl (weak 2's, NT interference)	
			3				Blackout after Reverse	
2C=4+/5+ both Majors, 2D=6+ Major, 2M=5M and 4+m Signals (including Trumps):	2C=4+/5+ both Majors, 2D=6+ Major, 2M=5M and 4+m	Signals (including Trumps):						
UDCA – reverse attitude and reverse count – some SP		UDCA – re	UDCA – reverse attitude and reverse count – some SP					
DOUBLES		DOUBLES						
DOUBLES								
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening)	VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)						
DBL=T/O. Better Minor Lebensohl vs weak 2 Take Out and Negative to 4 •	DBL=T/O. Better Minor Lebensohl vs weak 2	Take Out a	Take Out and Negative to 4♠					
Leaping & non-leaping Michaels X of 2 ♦ Multi = 13-15 bal or strong hand	Leaping & non-leaping Michaels	X of 2♦ M						
2/3NT natural	•							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24 SPECIAL FORCING PASS SEQUENCES	VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣						SPECIAL FORCING PASS SEQUENCES	
vs strong 14: DBL=MM, 1NT = mm, rest natural, aggressive SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Penalty pass situations, forcing to 2 of our suit or suit agree	vs strong 1.: DBL=MM, 1NT = mm, rest natural, aggressive	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				Penalty pass situations, forcing to 2 of our suit or suit agreement		
Support Doubles to 2lvl]		
RDBL of doubled cue = first round control		_ ' '						
OVER OPPONENTS' TAKEOUT DOUBLE RDBL of doubled NT contract = suggests doubt IMPORTANT NOTES	OVER OPPONENTS' TAKEOUT DOUBLE	RDBL of doubled NT contract = suggests doubt				IMPORTANT NOTES		
System on (except 2/1), RDBL=10+, next DBL=PEN.								
PSYCHICS: n/a							PSYCHICS: n/a	

OPENING TICK IF ARTIFICIAL		O.	THRU							
		MIN. NO. CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*		2	4 🖍	11+ HCP, 2+*	1x=Natural, 1NT=6-10, no M, INVERTED m, 2 ◆=5+ * 10-12, 2M=6+M 9-11, 2NT=11-12, 3 *=4-9 3x=Splinter, 3NT=13-15 bal, 4M=To Play 1 *: 2 * GF	1 ♣-1x-1NT=may have 1 or 2 four-card MM 1 ♣-1x-1y=promises an unbalanced hand 1 ♣-1 ◆-1 ▼-1 ♠ = 4SF	Passed Hand: 1m – 2m = 6-9 Interference:			
1•		4	4 🖍	11+ HCP, 4+◆	INVERTED m, 2♣=4+♣ GF, 3♣=5+♦ 10-12, 2M=6+M 9-11, 2NT=11-12, 3♦=4-9 (NV-V), 3x=Splinter, 3NT=13-15, 4M=To Play 1♦: 2♦ GF	1 ♦ -1 ♥ -1 ♠ promises an unbalanced hand	1m (x) 2/3m = 4-9 (subject to distribution and vulnerability)			
1♥			11+ HCP, 5+♥	1NT=4-12 NF, 2♣=2+♣ GF (clubs or BAL), 2♦=5+♦ GF, 2♥=3(4) ♥ 6-9; 2♠=6+ M, 9-11; 2NT= GF 4+ raise, 3♣=4♥ 7-9 or 3♥ inv.; 3♦=4♥ limit raise, 3♥=4+♥ 0-6 vul dependent, 3♠/4♣/4♦=8-11 splinter in ♠/♣/♦, 3NT= ♦ SPL, 4♠ and 5m to play	1M - 2NT responses: 3♣ = min, 3♠ = non min BAL, then 3♥/3♠/3NT/4♣ = NLMH shortage 3♥/3♠/3NT = ♣/♠/oM shortage with extras 3N = non-serious 1♥-1♠-2♣-3♠ = 4SF, 5/5 distribution, could be S/T	Passed Hand: 1M-2 = nat, NF Over suit interference: Fit Showing Jumps				
14		5	4 🖍	11+ HCP, 5+♠	1NT=4-12 NF, 2♣=2+♣ GF (clubs or BAL), 2♠/♥=NAT GF 5+, 2♠=3(4) ♠ 6-9, 3♥=6+ M, 9-11; 2NT= GF 4+ raise, 3♣=4♠ 7-9 or 3♠ inv.; 3♦=4♠ limit raise, 3♠=4+♠ 0-6 vul dependent, 3NT/4♣/4♦=9-12 splinter in ♥/♣/♦, 4♥ and 5m to play	After 1m-1M-2M- 2NT (Invite+ inquiry): 3 min, 4 min, 4 max BAL, 4x = SPL max 4 After 1m-1M-2M- 3x = help suit trial	Support doubles • and MM (up to 2lvl of our suit)			
INT			4 🏟	(14)15-17 HCP may have 5cM, 6cm, 5422, or a singleton	2♣=Stayman, Smolen, promises 4M, 2♦/2♥=TRF, 2♠=♣'s or Range Ask, 2NT=♦TRF 3♣=5cM ask, 3♦=GF 5-5+ Minors 3♥/♠ =(31)(54) GF, 4♣/4♦= two-under TRF to play or KC, 4M=to play, 4NT=Quant	1NT-2♣; 2♦-2♥/♠ = garbage Stayman 1NT-2♣; 2♥-2NT = 4♠ invite 1NT-2♣; 2♥-3m = 4♠ + 5m GF TRF > super accepts After 4lvl TRF, 4NT=RKCB, 5y=EKCB	1N (x) > XX single suited, 2y this plus higher X of Stayman/TRF — bid shows stop/3crd support			
2*	√	0	4 🆍	GF or 22+BAL	2 ◆ =4+, 2 ♥ =0-3 (no K), 2 ♠/NT=8+, 5cd suit ♠/♥, 2top3, 3mm=same	2 ♣ - 2 ♦ - 2 ♥ - 2 ♠ = Kokish 2 ♣ - 2 ♦ - 3MM/4mm sets suit, 2 ♥ - 2 ♠ - 3 ♣ = 6 + ♥; 2 ♥ - 2 ♠ - 3 ♠ = 5 + ♥ + 4 ♠ > 4 ♣ / ♦	2. (2y) X = t/o, suit = nat			
2 ♦ 2 ♥ 2 ♠	-	(5) 6	X = pens	Weak 2 (5+= NV)	New suit NF (NV), F1R (VUL). 2NT ASK	2x-2NT (NV): 3♣=Min 5crd, 3♠=min 6crd, 3♥=max 5crd, 3♠=max 6crd. 2x-2NT (VUL): 3x=shortness (max if above suit)	They overcall x = pens			
2NT				20-21 BAL	3. Simple Stayman, 3. Simple St	2NT-3♣; 3 ◆-3M=Smolen; After 3lvl TRF (Jacoby), 4NT=QUANT After 4lvl TRF (Texas), 4NT=RKCB 2NT-4M - 4NT = to play				
3 ♣/ ♦		(6) 7	X = pens	Weak 3 (aggressive NV, FAV)	New suit F1R (3lvl) 4M = to play	After new suit F1R: 3z = stopper, 3N = no support and no stopper below 3N, 4z support and cue				
3NT	Х			1 st /2 nd : Gambling (solid m, little side values)	4♣/5♣= Pass or Correct 4M = to play	HIGH LEVEL BIDDING Non-serious 3NT, RKCB 1430, 5N=even KC plus void, EKCB 03/14	6y = odd KC plus this void			
4 ♣/ ♦ 4♥/ ♠		7+	X = pens	Pre-empt		1st and 2nd round cues, Last Train, 5N = pick a slam our cue doubled, redouble 1. rd ctrl Forcing Pass situation > pass and pull is strongest Lightner Doubles				



WBF Standard Card Supplementary Sheet

Note 1: When we double their weak 1NT

(1N)	X		equal+ points, upper range their NT
(1N)	X (P)	P 2y	 a) (XX) = happy to play; suggests they have the majority of points, we bid no clear bid suit
		P 2y	b) (XX) = puppet to 2C values; now all doubles are penalties weak hand (worst case 2C = 3+, if 4333, could have higher longer suit)
(1N)	X (XX)	P 2y	values; now all doubles are penalties (if xx puppet to $2C$, $2Y = suit$ constructive) crappy hand (worst case $2C = 3+$, if 4333, could have higher longer suit)
(1N)	X (trf*)	Χ	X shows values; sets up penalty doubles
(1N)	X (2L)	Χ	X 2L is natural (could be that plus other) > take out (can't double or pass for values, only instance of t/o; 3rd double is penalties)
		2y 3y 3y	5+ suit, 4-6ish no jump, constructive jump, GF

Note: principle applies – who is short in opp's suit has to take action, aggressively (1N) X (2L) P (P)

Note 2: Lebensohl (better minor) over their weak Two's

If partner's t/o double forces a response at the 3 level - via 2N is the weaker hand, both promise 4cd suit only. If we have two ways to show an invitational hand – via 2N shows 4cd suit, direct 3 lvl bid shows a 5cd suit.

(2♠) X (/)	2N	3m		forced relay, better minor
			Р	to play
		3*	3 • / ♥	to play
	Зу			natural, invite (8-11)
	3.			natural, (0-11)!
(2♦) X (/)	2M			to play
	3M			5+ Major, invit
	2N	3.	3M	4 Major, invit.
(2♠) X (/)	3♠			GF, no 4 Hearts (note: (2D) X (/) 3D = GF no M, via 2N shows 1+ M)
	2N	3.	3♠	GF, with 4 Hearts (slow shows)
	2N	3.	3N	GF, with 4 Hearts plus Spade topper



Note 3: Leaping and Non-Leaping Michels

If they pre-empt at the two level (weak two's and multi); good hand, four or five losers, forcing

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(2♦) 3♦ stopper ask
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4. 5+C plus 5+ of a Major (4D asks which one; 4H/S to play)

4 ◆ 5+/5+ both Majors

(2M) 3M stopper ask

4m 5+m plus 5+ other Major

(2 ◆ *) 2/3y natural

4. 5+C plus 5+ of a Major (4D asks which one; 4H/S to play)

4 ◆ 5+D plus 5+ of a Major (4H = p/c)

If they pre-empt at the three level; or pre-emptors partner raises to the three level; forcing

(3♣) 4♣ both majors

4 Diamonds and a major

(3♦) 4♣ Clubs and a major

4♦ both majors

(3M) 4. Clubs and other major

4 Diamonds and other major

Note 4: Responses to 3N overcalls over their weak Threes

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(3y) 3N 4. Stayman
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4 ◆ no Major > 4M = 5cdM; 4N = to play

4M 4cd Major > 4N = to play

4♥ 4+ Hearts > 4S = 4 Spades, not 4 H, implies shape

4 **♦ / ♥ / ♠ /**4N

Transfers

Transfer to openers Major asks for partners better Minor

Transfer to openers minor 3 suited mild slam try

(3y) 3N (X) System Off

XX forces 4C for single suited hand

4♣/♦ that suit and a higher ranking suit

4♥ both Majors

Note 5: Specific meanings of Doubles

1♣ (1♦) 1M 4+ M

1♣ (**1**♦) X 4/4 in the Majors

1m (1♥) X/1♠ 4/5+ Spades

1m (1♠) X/2 4+ Hearts / 5+ Hearts, 10+ HCP

Support Doubles are mandatory up to 2N level.

Game Try Xs take priority over all other Xs.

After penalty interest shown by double or redouble, all subsequent doubles are penalty. Also if we pass out for penalty. Applies to overcalls: they double, we redouble = values. Next X = pen.

(1♣) X (1y) X shows that suit