

Competitive Bidding

Takeout-Doubles 11+, no offshape X w/o extras.
(1m) X can be short in other m

Balancing: Slightly weaker, about 9+
After X=points or XX=10+, 1st double is t/o, 2nd X is penalty

Overcalls to (semi-)natural openings and responses

NV aggressive; **Vul** sound.
Responses: Rubens Transfers from 2 in opp's suit,
2NT natural
Balancing: Slightly weaker

1NT-Overcall 15-18
Responses: System on
Sandwich: Natural
Balancing: 1NT= 11-15; 2NT= 19-20
Responses: System on

1NT opening/overcall gets doubled for Penalty

Pass = +/-balanced; XX= business; 3lvl = preempt;
2lvl = to play, frequent psyches; 2NT = ♣♦ or inv+ ♥♠

Jump overcalls

NV aggressive, **Vul** sound
Responses: 2NT asks range and suit quality
Balancing: Intermediate, about 12-14, decent suit

<p>VS. 1NT Opening X= Penalty 2♣= Majors (44++) 2♥♠= Natural 2NT= Minors (55++) Balancing: System on Passed hand X = 5m 4M</p>	<p>VS. 1NT Overcall X= Penalty 2♣= Majors (44++) if partner opened 1♣♦, otherwise natural 2♥♠= Natural 2NT= 55+ ♣♦ or ♥♠</p>
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VS. Preempts
(non-) Leaping Michaels, (2/3♣♦) - 4♣♦= Majors
After X modified transfer-Lebensohl (see next page)

VS. strong 1♣
1-Level constructive or psyche; 1/2NT= minors,
X= Majors; 2/3-Level = natural, wide-ranged

Two-suiters:
(1♣) 2♣= 54+ Majors, weak. If 55+ then bad suits
(1♣) 2♦= 55+ Majors, decent 55+
(1♥♠) 2♥♠= Michaels: 5+5+, ♠♥+ ♣ or ♦

Leads and Signals

Opening leads style	
VS. Suit	3 rd from even, low from odd
VS. NT	2/4/6 (2 nd from bad suits), and Strong King
Partner's Suit	1/3/5 if unsupported, attitude if supported
Subsequent	2/4 through declarer in untouched suits, incl. rusinow; Attitude or s/p if necessary

Leads by card

Lead	VS. Suit	VS. NT
A	->Attitude	Unblock or count
K	->Count	
Q	Top of (inner) sequences	May have bad KQ
J		Top of (inner) sequences
10		
9	3 rd / low	H98+, H9x
High-X	3 rd / low	xXx(+), 10Xx(+), HXx
Low-X	3 rd / low	2/4/6

Signals in order of priority

VS	Prio	Lead by		Discards
		Partner	Decl/Dummy	
Suit	1	Attitude	Count	Attitude
	2	Count	S/P	S/P
	3	S/P		Count
NT	1	K -> unblock or count	Count if neces. Smith	S/P Count
	2			
	3	Else Attitude	S/P	

Specification

Later Count	<input type="checkbox"/> Current <input checked="" type="checkbox"/> Original
Attitude	Low encouraging
Count	Low even
In the trump suit	S/P
Smith	Low encouraging for opening lead

Subsequent leads: In new suits 2/4 incl. Rusinow through declarer, so QJ10 and KJ10.
Leads may also be Suit preference, for example when giving a ruff, or Attitude in cashout.
Definition of partner's suit: A suit in which he's shown 4+ cards. In suits we've introduced ourselves, we lead 2/4/6 vs NT.

WBF Convention Card

		
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Stefan Thorpe	NED 11350086	BBO: Steffff
Sibrand van Oosten	NED 11143293	BBO: Sibrand

General approach Green Transfer-walsh, 2/1 GF.

1♣ 2+, may contain 5♦ bal, occasionally 4441♣ with bad ♦, but then usually with a stiff honor.
1♥♠ 5+, 1NT 15-17, frequent upgrades.
Usually sound 1♣♦ openings and decent **Vul** preempts.
Any hand may be judged into or out of a 1♣, 1♦, 1NT or 2NT opening depending on hcp, shape, suit quality, position of honors, and state of the match.
Lots of transfers or Switch in competitive auctions

Opening	Description
1♣	2+♣, may have 2♣&5♦ bal. Transfer resp.
2♣	Strong
2♥♠	~3-10, 5+♥♠.
3NT	Good 4M opening

Special bids that may require defence

1♣ (1♦)	X/1♥	4/5♥♠ any, or 6+♥♠ invitational
	1♠	0-3♥♠
	1NT	4-4M, ca. 7-10
	2♥	6+♥♠, weak or GF
1♦ (1♥)	2♠	6+♠, inv+
	3♣	4+♦, 10+
1♦ (1♠)	2♠	Inv+ NT
1x (1♠/2♣)	2yz	Switch. 8+ if below 2-lvl, else 10+.
	3yz	weak
1♣ (1♥)	2♦	Natural, forcing

Forcing Pass
In GF sequences, after penalty-X, and 10+ XX

Important notes that don't fit elsewhere

- [(1m)] 1M (X) -> Transfers from 1NT up to 2M-1
- Good/bad 2NT in many competitive sequences
- Opponents compete over 1♥♠: 2NT= GF, cue= invite

Trial bids over 2♥♠
-> 2NT= general invitation.
-> Other bids are helpsuit trial bids.

Openings and responses

Opening	Artificial	Min. No. of cards	Negative-X up to	Description	Responses	Subsequent auction	Passed hand or competitive bidding
1♣	☒	2	4♥	2+♣, may have 5♦ bal. Occasionally 4441 with a stiff ♣ honor and bad ♦ suit.	T-walsh: 1♦=♥; 1♥=♠; 1♠=6+ bal w/o 4♥♠ or 6+ with 4+♦; 1NT=10-11; 2/3♣= inverted; 2♦♥♠= invitational transfers, 6+♥♦♠, ca. 8-10.	1♣-1♦♥-1♥♠= 11-14 bal, 2/3♥♠; 1♣-1♦♥-1NT= 18-19 bal, 2/3♥♠; TWCB in some 1x-1y-1z. 1NT rebid we respond like over 1NT opening	1♣ (1♦♥) -> X=♥; 1♥=♠ 1♣ (1♦♥) 1♠= 0-3♠ 1♣ (1♦) 2♦♥= 6+♥♠ 1♣ (1♦) 2♠= (5)6+♣ 10+
1♦	☐	4	4♥	1 st /2 nd good 5+♦ if bal. 3 rd seat good 4♦ bal possible	1NT= 6-10; 2♣= 3+♦, 8+; 2♦= GF♣ 3♦= weak		Passed hand after 1♥♠: 2♣= Drury. Responses: 2♦= Healthy opening 2♥♠= Subminimum Other= descriptive, invitational or better.
1♥	☐	5	4♦	10-22, 5+♥ May have 4♥ in 3 rd seat	2♣= GF, may have a stiff ♣ honor. 2NT= 10-13 3+♥/♠; 3♣♦(♥)= nat inv; 3♥♠= 0-6, 4+♥♠; 3♠/NT = any <14 splinter 4♣♦(♥) = 14+ splinter (1♥-3NT = 14+ ♠ splinter)	1♥♠-2NT: 3♣ = SI 3♦ = invitational to game 3♥♠ = dead minimum Other = natural, GF, (2 nd suit)	
1♠	☐	5	4♦	10-22, 5+♠			
1NT	☐	-	4♥	(14)15-17 Offshape possible Frequent upgrades	2♣= (garbage) Stayman; 2♦♥= ♥♠ Transfer; 2♠= 6+♣ or invite w/o 4♥/♠; 2NT= Puppet Stayman 3♣= ♦; 3♦= GF 5+♥5+♠; 3♥♠= 13(54) splinter in oM.	1NT - 2♦ - 2♥ - 2♠= invitational 5-5; 1NT - 2♥ - 2♠ - 3♥= GF 5-5; 1NT - 2♣ - 2♦ - 3♥♠= smolen	Transferlebensohl: X=t/o; 2-level to play; 2NT= any weak/ GF ♣ 3♣= invit+ 5+♦ 3♦= invit+ 5+♥ 3♥= invit+ 5+♠ 3♠= asks Stopper Transfer to opponents' suit= Stayman
2♣	☒	0	4♥	any GF or 22+ NT	2♦= Relay	After 2♦: 2NT= 22-23; 2♣ - 2♦ - 2♥= kokish: ♥ GF or 24+ NT.	
2♦	☐	(4)5	-	Natural, weak.	2♦ - 2♥♠: NV = nonforcing; V = forcing 2NT= asks min/max; 3♣= asks 3card ♥♠; 4♣= RKCB ♦ 3♥♠= 6+♥♠ forcing; 4♥♠/5♣= to play	After 2NT: 3♣= min bad suit; 3♦=min good suit; 3♥= max bad suit; 3♠= max good suit; After 3♣: 3♥= 3♠; 3♠= 3♥; 3♦= none, minimum; 3NT= max.	
2♥	☐	5	-	NV ~2-7, V ~4-9 and decent suit 3 rd seat 0-12,			
2♠	☐	5	-	4 th seat 9-12	2♥♠ - 2NT: 1st NV = Asks min/max & length; otherwise Ogust. New suit forcing, except NV 2♥-2♠.	1st NV: 2♥♠ - 2NT: 3♣ min 5; 3♦ min 6; 3♥ max 5; 3♠ max 6.	In 4 th seat 2♥♠ are 12-14 with 6 card suit
2NT	☐	-	4♥	20-21, Offshape possible. Frequent upgrades	3♣ Muppet; 3♦♥ Transfer; 3♠ Relay; 3NT= 5♠4♥ 4♣♦♥♠= 2 steps Transfer, to play or Slamgoing	After 3♣: 3♦= one or both 4-card Majors; 3NT♠= 5-card ♥♠; 3♥= no Majors	After 2NT: 3♣-3♦-4♣♠= both Majors 3♣-3NT-4♣= minor s.a. 3♣-3NT-4♦= Transfer 3♣-3NT-4♥♠= 6+♣♦ 3♣-3♥-3♠= minor s.a. ->3NT= 4333; ->4♣♦=5 ->4♥=44; 4♠NT=45/54
3♣	☐	5	-	NV ~2-10; Vul ~4-11.	4♦= RKCB ♣	<u>Answers to RKCB after Preempt:</u> 1 st Step= 0 KC 2 nd Step= 1 KC, no queen 3 rd Step= 1 KC + queen 4 th Step= 2 KC, no queen 5 th Step= 2 KC + queen	
3♦	☐	5	-	Usually decent suit and/or decent shape.	4♣= RKCB ♦		
3♥	☐	5	-	3 rd seat wide-ranged (0-12)	4♠= RKCB ♥		
3♠	☐	5	-		4♠= RKCB ♠		
3NT	☒	-	-	8-8.5 playing tricks in ♥/♠	4♣♦= Cue, SI; 4♥= P/C		
4♣	☐	6	-	Usually decent suit and/or shape, 3 rd seat 0-18	4♦= RKCB ♣	<u>High level bidding</u> 4♣♦ = optional RKCB; 1 st step rejects; 4NT to play over any answer; 4♠ is RKCB for ♥, 4NT for ♠ After a Splinter, RKCB+1 by splinterer is Exclusion KCB RKCB/Exclusion: 1430; except when 1 st step is 5 trump -> 0314; XX= to play over 4NT, Else X/XX= 1 st step, Pass = 2 nd ; 5NT pick a slam if no RKCB has been bid; 4NT is Quantitative;	
4♦	☐	6	-		4NT= RKCB ♦		
4♥	☐	6	-		4NT= RKCB ♥		
4♠	☐	6	-		4NT= RKCB ♠		
4NT	☒	-	-	♣+♦. 2 working cards = slam	5M = 1st round control; 5NT = pick a slam		
5♣	☐	8(7)	-				
5♦	☐	8(7)	-				