DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1X = 8+
2M = 10+
2m = 5+ m with opening or 6+m with 10+

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17 bal
Reopen:10-14
(1x)-pas-(1y)-1NT = other suits, lower suit preference
Pas-(pas) -pas-(1cl)-1NT: 5+ clubs

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak
Reopen: 12-16 with 6+c

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1M)→ 2M = 5+oM +5♦, 2NT = 5+5+ minors. 10+HCP, 3M→ oM + ♣ 15+HCP♥
(1m) → 2m = Majors 5+5+. 2NT = Lowest suits 5+5+. 3m = Highest + lowest suit 5+5+ 10+HCP

VS. NT (vs. Strong/Weak; Reopening;PH)

2NT = minors 5+5+
2♣ = 5+4+ M, 4+4+ possible in reopening
2X = 8+ with good suit
3X = pre-empt with 7+ card

VS.PRE-EMTS (Doubles; Cue-bids; Jumps; NT Bids)

NT = to play
X = t/o
(3m) – 4♣ = 5M+om, 4♦ = 5M5M
(3M) - 4m=5m+OM

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Pre-empts = aggressive

OVER OPPONENTS' TAKEOUT DOUBLE

XX = 9+ points
Support redoublet

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1/3/5th	1/3/5th
NT	Low attitude	Low attitude
Subseq	Same as above	Same as above
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x), Ax	AKx(x)
King	AK, KQ(x), Kx	KQJ(x). KQ10(x). KQx(x)
Queen	Qx, QJ(x)	QJx(x)
Jack	Jx, J10(x)	J10(x)
10	K/Q109(x), 10x	K/Q109
9	9x	109x(x)
Hi-X	Xx	xXx, xXxx
Lo-X	X, xxX, xxxxX	HxX, HxxX, HxxxX

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Low encouraging	L/H even	Low encouraging
Suit	2	L/H even	L/H even	L/H even
	3	L/H even	L/H even	L/H even
	1	Low encouraging	L/H even	Low encouraging
NT	2	L/H even	L/H even	L/H even
	3	L/H even	L/H even	L/H even

Signals (including Trumps):
Lavinthal signal if ruff / switch is necessary
Odd ball

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

11+ HCP with shortage.
2X→ 11+ HCP
3X → 14+ HCP

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative and support doubles
SOS RDL
Lightner doubles

WBF CONVENTION CARD

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Dutch doubleton, 10-13 NT favorable, 15-17 NT bal non favorable, 2/1♣
Weak 2's. aggressive competitive bidding
2NT 20-22 bal; puppet stayman

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - (pas)- 1♦: 0-6 'any' or natural or 4♠& 4 ♥ not inv. or balanced without 4+M or 12+ 5+♦+4♠/4♥

1♣-2♦ = 6-9 5♥/4♠

1♣-2♥ = 6-9 4♥/5♠

1NT = 10-13 1st /2nd NV/V, 10-14 3rd/4th NV/V
Mixed raise
Landy
2-way checkback
Unusual 2NT
Gazilli

SPECIAL FORCING PASS SEQUENCES
-

IMPORTANT NOTES
Aggressive style when pre-empting / overcalls, especially NV-V

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	v	2	4♥	10-22 HCP	1♦ = 0-6 any, GF with 5+♦ + 4M, 7-11 no 4M or 0-10 4M4M or natural; 1M = 7 HCP+ 4+M (4♦ possible); 1NT = 9-11 6+ ♥; 2♣=10+ 5+♣; 2♦=5♥4♠ 6-9 ; 2♥=5♠4 ♥ 6-9. 2♠ = 9-11 6+♠ 4m = Good M pre-empt	1♣-2♣-2N-3Y = Splinter 1♣-2♣-2X-3Y = Stop 1♣- 1♦-1♥= 12-14 bal or 4+ ♥ 1♣- 1♦-1NT = 18-19 bal 1♣- 1M-2♦ = 18-19 bal / 5+4+ m 16+	
1♦		4	4♥	5+ / 4441 10-22 HCP	Nat, 2♦ = 10+, 3♦ 6-9 HCP. 2X = 9-11 6+X. 2♣ = GF 0+ ♣	1♦-2♦-2N-3Y = Splinter 1♦-2♦-2X/3♣-3Y = Stop	
1♥		5	4♦	10-22 HCP	2♥ = 6-9 3+fit, 3♥ = 4-7 4+ ♥, 4♥ = 4-7 5+♥. 2SA = 9-13 3+♥. 2m= GF R2♠ = 9-11 6+♠. 3m= 6+ inv. 3♠/4X = splinter	2sa → 3♣ = 16+, 3♦ = invite. 3♥ = min. 4x = splinter	Drury
1♠		5	4♥	10-22 HCP	2♠ = 6-9 3+fit, 3♠ = 4-7 4+ ♠, 4♠ = 4-7 5+♠. 2SA = 9-13 3+♠. 2X = GF 5+. 3X = 6+m inv. 3SA/4X = splinter	2sa → 3♣ = 16+, 3♦ = invite. 3♥ = 4+♥ inv.n 3♠ = min. 4x splinter	Drury
INT			4♥	15-17 bal in V/V, V/NV, NV	2♣ = Stayman. 2♦/2♥/2♠/3♣ = transfers. 3♦ = 8-9 6+♦. 3♥/♠ = (13)54 / (12)55. 4X= double transfer	Retransfer after superaccept	
				10-13 bal 1st, 2nd NV/V, 10-14 3rd/4th NV/V	2♣ = Stayman inv. 2♦ = Stayman GF, else = NF nat	1NT-2♣: Standard 1NT-2♦: 2♥ = no 4M, 2♠= 4♥, 2NT = 4♠, 3♣ = 44M, 3♦ = 5♥, 3♥ = 5♠	
2♣	v	0	4♥	Game forcing strong	2♦ = Relay. 2X/3X = 8+ HCP 5+X	2♣ - 2♦-2SA = 23+ Bal → Puppet stayman	
2♦		5 nv	4♥	0-10 HCP	2x= NF, 3X = NF ,3♦/4♦/5♦ = T/p. 2SA = 15+	2♦-2SA = 3x = singleton / renonce	
		6 v		0-10 HCP			
2♥		5 nv	4♦	0-10 HCP	2x = NF, 3X = NF 3♥/4♥/5♥ = T/p. 2SA = 15+	Stenberg	
		6 v		0-10 HCP			
2♠		5 nv	4♥	0-10 HCP	3X = NF, 3♥/4♥/5♥ = T/p. 2SA = 15+	Stenberg	
		6 v		0-10 HCP			
2NT				20-22 bal, 5422 possible	Puppet stayman 3♦/♥=Transfers. 3♠ = 54+minors 4X = double transfers		
3m		6	4♥	Weak	3x = F		
3♥		6	4♦	Weak	3x = F		
3♠		6	4♥	Weak			
3NT	v			Solid AKQ(J) 7crd minor w/o other values			
4m		7		Weak			
4M		7		T/p			
4NT	v			Minors	Bid best minor		
5♣				T/p		**HIGH LEVEL BIDDING**	
5♦				T/p		Unusual 3NT, Last train, RKC blackwood 14/30	
5♥						Subsequent bidding = Queen ask	
5♠						King ask after blackwood = 1 king or the other 2	