

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level: 8-17 HCP (4)5+cs. 2-level: 12-17 HCP, good 5 or 6cs. New suit = NAT, F1; Jump shift = FJ; Raises = PRE; Non-Jump in NT = 10-12; Jump to 2NT = 13-15 HCP; 3NT = to play. CUE = HCR; Jump CUE = Stopper Ask, GF.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 1NT = good 15-18 HCP with stopper {System on}.
4 th : 1NT = 12-15 HCP, may not have stopper {System on}.
(1x) Pass (1y) 1NT = 17-19 HCP {System on}.
JUMP OVERCALLS (Style; Responses; Unusual NT)
2 nd = Weak, 4 th = Intermediate: ns = F1, 2NT = ENQ for HCF.
2NT: 2 nd = Unusual; 4 th = 19-21 BAL {System on}.
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)
2 nd /4 th : Direct CUE = Michaels (wide-ranging).
(1m) 2m = H&S, 55+. 1C (short): 2C = NAT; 2D = Michaels.
(1M) 2M = oM + m, 55+. RESP: 2NT = Game Try, 3m = P or C.
2 nd /4 th : Jump CUE asks for stopper {may be 1-suited GF}.
VS. NT (vs. Strong/Weak; Reopening;PH)
Weak NT: DBL = PEN {5m& 4M by PH}.
Strong NT: DBL = 5m& 4M.
Multi-Landy: 2C = H&S; 2D = H or S; 2M = 5M& 4+m.
2NT = C&D; or Strong 2 suiter FSA.3x = NAT, constructive.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Weak 2: X = T/O + LEB (FASS); 2NT = 16-18 {system on}; CUE = Strong Michaels.
Weak 3: X = T/O; 3NT = to play; CUE = Strong Michaels.
Weak 4: X = T/O; 4NT = 2 suiter.
Multi 2D: DBL(2 nd) = 13-15 BAL (3+ H&S) or 17+ (not 2 suiter); DBL(4 th) = t/o of suit bid by RHO + LEB (FASS); 2NT = 16-18.
6 th /8 th : DBL = t/o, 2NT = C&D, 3m = NAT with weaker oM, 3oM = NAT with 5cm, CUE = Michaels.
(2D) DBL (2M) DBL = PEN, 4cM.
2NT (UNT): X = PEN interest; 3C/D = H&S, better H/S.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C
STR 1C:Natural.
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+ HCP. New suit = NAT, F1. 1NT = 7-10HCP. Raises = PRE. 2NT = HCR, INV+.
Jump shift = FJ. Double Jump = SPL.
OVER OPPONENTS' SUIT OVERCALL
DBL = NEG; New suit = NAT, F1. 1NT = 7-10 HCP.
1m-(1/2x)-2NT=NAT, 1M-(1/2x)-2NT = 4M, INV+.
Raises = PRE. CUE = F1, may not have support.
Jump CUE = SPL. Jump shift = FJ. Double Jump = SPL.

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	2nd/4th	4th {Xxx(x) if you supported}		
NT	2nd/4th	4th {Xxx(x) if you supported}		
Subseq	2nd/4th	2nd/4th		
Other:	Vs suit K asks COUNT, A/Q asks REV ATT. Vs NT K asks UNBLOCK/COUNT, A/Q asks REV ATT.			
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AK+, A+	AK+, Ax		
King	AK+, KQ+, Kx	AKJ+, KQJ+, KQT+, Kx		
Queen	KQ+, QJ+, Qx	AQJ+, QJT/9+, QJx, KQx, Qx		
Jack	JT+, KJT+, Jx	JT+, AJT+, KJT+, Jx		
10	HT9+, Tx	HT9+, Tx		
9	T9x+, 9x	T9x+, 9x		
Hi-X	Xx, xXx+	Xx, xXx+		
Lo-X	HxxX+, HxX, xXx	HxxX+, HxX, xXx		
SIGNALS IN ORDER OF PRIORITY				
		Partner's Lead	Declarer's Lead	Discarding
Suit	1st	Hi/lo = EVEN	Hi/lo = EVEN	Lo = ENCRG
	2nd	Hi = DISCRG on A/Q	S/P	Hi/lo = EVEN
	3rd	S/P		S/P
NT	1st	Hi/lo = EVEN	Hi/lo = EVEN	Lo = ENCRG
	2nd	Hi = DISCRG on A/Q	S/P	Hi/lo = EVEN
	3rd	S/P		S/P
Signals (including Trumps):				
Smith Peters v NT: Hi = ENCRG.				
Trump: S/P.				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
T/O DBL = 3+ cards in any unbid M, 2+ cards in any unbid m; or 17+.				
Responses: Cue-bid = 10+ HCP unsuitable for any other bid.				
2NT often scrambling after DBL of 2M. Reopening DBL = 9+ HCP.				
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
NEG DBL thru 4D: 1C (1D) DBL = 4/5H& 4S; 1m (1H) DBL = 4S; 1m (1S) DBL suggests 4+H. RESP DBL.				
COMP DBL when opponents have bid and raised a suit.				
Support DBL/RDBL eg 1D (Pass) 1M (DBL/1S/1NT/2m):				
RDBL/DBL shows exactly 3 card support.				
Game Try DBL.				
DBL of 3NT: Lead (in order of priority): 1. your suit. 2. my suit.				
3. dummy's 1st suit. 4. your shorter Major.				
Lightner DBL: DBL of a slam is lead directing usually showing a void.				

WBF CONVENTION CARD
01 Feb 2021
CATEGORY: GREEN
NCBO: SCOTLAND
PLAYERS: Peter Moss (6642)
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SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong NT, 5 card Majors, 3 card Minors, 2/1 GF, 3 Weak 2's
1C opening = 3+C {NAT, 10-20 HCP or 12-14/18-19 BAL}.
1D opening = 3+D, 10-20 HCP. {Only 3 cards if 4432}.
1H/1Sopening =5+H/S, 10-20 HCP.
1NT opening =15-17 HCP.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2C opening = Game Force or 22-23 / 24-25 BAL.
2D opening = Weak 2{5-9 NV, 6-10 VUL}.
2H opening = Weak 2{5-9 NV, 6-10 VUL}.
2S opening = Weak 2 {5-9 NV, 6-10 VUL}.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	✓ = ARTIFICIAL	MIN LENGTH	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1C		3	4H	3+C, 10-20 HCP We open 1C when 3-3 in the minors. We open the 4 card suit when 4-3 in the minors.	1D/1M= NAT, F1. 1NT= 6-10 HCP, no 4 card major. 2C/3C= Inverted Minor Raises. 2D/2M= WJS, 6+ card suit (2-5 HCP). 2NT= 11-12 BAL, no 4 card major. 3D/3M= SPL, singleton or void with 5+C. 3NT= 13-15 BAL, no 4 card major.	1a-1b-1NT = 12-14 BAL: 2 Way Checkback 2C = Puppet to 2D, 2D = ART GF. 1a-1b-2NT = 18/19 BAL: 2 Way Checkback 3C = Puppet to 3D, 3D = ART GF. 1a-1b-2c (Reverse or Jump Shift): 2NT = Lebensohl, 3a/3b/3c = FG. 1x-1H-2H: 2S = ENQ, 2NT = 4S, FG. 1x-1S-2S: 2NT = ENQ.	New suit = NF. Jump shift = fit.
1D		3	4H	3+D, 10-20 HCP. Only 3 cards if 4432.	1M = 4+M, 6+ HCP {may have longer minor}. 1NT = 6-10 HCP. 2C = 4+C, FG. 2D/3D= Inverted Minor Raises. 2M = WJS, 6+M card suit (2-5 HCP). 2NT=11-12 BAL, no 4 card major. 3C = 6+ C, INV (9-11 HCP). 3M/4C = SPL, singleton or void with 5+D. 3NT =13-15 BAL, no 4 card major.	1x-1H-2H: 2S = ENQ, 2NT = 4S, FG. 1x-1S-2S: 2NT = ENQ.	New suit = NF. Jump shift = fit.
1M		5	4H	5+M, 10-20 HCP.	1NT = 6-11. 2m = NAT, FG. 1S-2H = 5+H, FG. 1H-2S / 1S-2NT = INV 3 card raise. 1H-2NT/ 1S-3C= Jacoby. 1H-3C/3D& 1S-3D/3H = Reverse Bergen. 1H-3S / 1S-3NT = 4+cs, FG with any singleton. 1H-3NT/4C/4D = 4+H with S/C/D void. 1S-4C/4D/4H = 4+S with C/D/H void.	Gazzilli after 1H-1S& 1H/1S-1NT: 2C = 5H/5S& 4+C, 10-15 OR any 16+. 1H-2NT: 3C/3D/3S = singleton/void C/D/S. 1S-3C: 3D/3H/3NT = singleton/void D/H/C. 1H-3S-3NT asks for singleton: 4C/4D/4H(or other) = C/D/S. 1S-3NT-4C asks for singleton: 4D/4H/4S(or other) = D/H/C.	2m = NAT, NF. System On where appropriate.
1NT				15-17 HCP, BAL.	2C = Stayman (non-promissory).Smolen. 2D/2H/2S/2NT= →H/S/C/D. 3C = (13)(54), FG. 3D = xx55, FG. 3M = 0/1M, 4oM& 4-4, 5-3 or 5-4 in C&D, FG. 4C = Gerber. 4D/4H = Texas Transfers. 4NT/5NT = Quantitative.	1NT-2C-2x-3C = to play. 1NT-2C-2M-3D = to play. 1NT-2C-2D-3D = Extended Stayman. 1NT-2C-2D-3M = 4M& 5oM, FG (Smolen). 1NT-2C-2M-3oM = Slam Try in M. 1NT-2C-2H-2S = raise to 2NT with 4S. 1NT-2C-2H-2NT = raise to 2NT without 4S. 1NT-2D/2H-2H/2S-4H/4S = mild slam try. 1NT-2D/2H-2H/2S-4C/4D = autosplinter. 1NT-2C-2x-4NT = Quantitative. 1NT-2D/2H-2H/2S-4NT = Quantitative. 1NT (X): Helvic(pen)/sys on (art). 1NT (2x): X = T/O if x is NAT, values if ART. Rubensohl.	As for UPH.
2C	✓	5	4D	Game Force or 22-23/24-25 BAL.	Control showing Responses (A=2, K=1) 2D=0/1, 2H=2, 2S=A+K, 2NT=3K, 3C=4 etc.	Kokish: 2C-2D-2NT = 22-23 BAL; 2C-2D-3NT = 26-27 BAL; 2C-2D-2H = H or 24-25 or 28-29 BAL, then 2S asks: 2NT = 24-25. 3NT = 28-29. After 3NT rebid by opener: 4C = Baron, 4D/4H/4S/4NT = transfer to H/S/C/D.	As for UPH.
2D	✓	0		Weak 2, 6D {5-9HCP NV / 6-10 HCP VUL}.	2NT = ENQ for HCF; New suit = NAT, F1. 3D/4D = PRE. 3NT/5D = to play. 4C = ½KCB.		As for UPH.
2H	✓	4		Weak 2, 6H {5-9HCP NV / 6-10 HCP VUL}.	2NT = ENQ for HCF. New suit = NAT, F1. 3H = PRE; 3NT/4H = to play. 4C = ½KCB.		As for UPH.
2S	✓	5		Weak 2, 6S {5-9HCP NV / 6-10 HCP VUL}.	2NT = ENQ for HCF. New suit = NAT, F1. 3S = PRE. 3NT/4S = to play. 4C = ½KCB.		As for UPH.
2NT				20-21 HCP, BAL.	3C= Puppet Stayman; 3D/3H = transfer. 3S = MSS, both minors or 6+D with slam interest. 3NT = to play. 4C = 6+C with slam interest. 4D/4H = Texas transfers {opener must complete}.	2NT-3C-3M/3NT: 4m = NAT with slam interest, 4NT = Quantitative. 2NT-3C-3D-4C/4D = 4H& 4S slam interest / no slam interest. 2NT-3C-3H-3S = H slam try. 2NT-3C-3S-4H = S slam try. 2NT-3D/3H-4H/4S = 4 card support with at least K in each side-suit. 2NT-3D/3H-3H/3S: 4H/4S = mild slam try, 4m = NAT, 4NT = Quantitative. 2NT-3S-3NT: 4C= 5+C& 4+D, 4D=6+D, 4H/4S/4NT = 3154/1354/2254.	As for UPH.
3 suit		6		NAT PRE	4C (4D over 3C) = ½KCB.		As for UPH.
3NT	✓	7		Solid or 1-loser major with some defence.	4C = bid suit belowM. 4D = enquiry for singleton. 4H= P/C. 4S= P/KickB for H. 4NT= KickB for S.	3NT-4D: 4H/4S =NAT, no singleton; 4NT/5C/5D/5H = singleton C/D/H/S.	As for UPH.
4C/4D		7		NAT PRE	4M = to play, 4NT = RKCB 1430.	HIGH LEVEL BIDDING	
4H/4S		7		NAT PRE	Kickback 3041; new suit = cue bid.	Kickback. 3041when K=T+1: step1=0/3KC; step2=1/4; step3=2-Q; step4=2+Q; step5=2+void; step6-8=1/3+void in suit bid.	
4NT	✓			Specific Ace Ask	5C = 0; 5D/5H/5S/6C = specific A; 5NT = 2.	1430 when K=T+2; step1=1/4; step2=0/3; step3=2-Q; step4=2+Q, no K, 3RC; step5-7=2+Q+specific K; 6T=2+Q, no K/3RC.	
5C/5D				NAT PRE		5T+1= Specific K Ask. After interference: <5T, D0P1 =0/3 pass=1/4 step1=2-Q; ≥5T, DOPE (X=odd P=even)	
5H/5S				Solid suit w/o AK & no other losers.	Bid 6 with A or K of the suit, bid 7 with both.	After step1/2 next step = Q Ask. Cue bids are 1st or 2nd round control.	