

OPENING	✓ = ARTIFICIAL	MIN LENGTH	NEG.DBL THRU	WBF CONVENTION CARD			
				PLAYERS: Ying Piper (10452) & Peter Moss (6642)			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1C		3	4D	3+ C , 10-20 HCP We open 1 C when 3-3 in the minors. We open the 4 card suit when 4-3 in the minors. When 4-4 in the minors we usually open 1 D .	1 D /1 M = NAT, F1. 1 M can have longer D suit. 1 NT = 6-10 HCP, no 4 card major. 2 C = F to 2NT/3 C ;3 C = PRE{Inverted minors}. 2 D /2 M = WJS, 6+ card suit (2-5 HCP). 2NT/3NT = 11-12/13-15 BAL, no 4 card major. 3 D /3 M = SPL, singleton or void with 5+ C .	1a-1b-1NT = 12-14 BAL: 2 Way Checkback 2 C = Puppet to 2 D (to play or anyinvitational hand); 2 D = ART GF. 1a-1b-2NT = 18/19 BAL: 2 Way Checkback 3 C = Puppet to 3 D (to play in 3 D /H/S); 3 D = ART GF; 3M = NAT, FG. 1a-1b-2c (Reverse or Jump Shift): cheaper of 2d/2NT = Blackout, 3a/3b/3c = FG. 1x-1 H -2 H : 2 S = ENQ, 2NT = 4 S , F1. 1x-1 S -2 S : 2NT = ENQ.	New suit = NF. System On where appropriate.
1D		3	4D	3+ D , 10-20 HCP. Only 3 cards if 4432.	1 M = 4+ M , 6+ HCP {may have longer minor}. 1 NT = 6-10 HCP. 2 C = 4+ C , FG. 2 D = F to 2NT/3 D ; 3 D = PRE{Inverted minors}. 2 M = WJS, 6+M card suit (2-5 HCP). 2NT/3NT=11-12/13-15 BAL, no 4 card major. 3 C = 6+ C , at least 1 honour, INV (9-11 HCP). 3M/4 C = SPL, singleton or void with 5+ D .	1x-1 H -2 H : 2 S = ENQ, 2NT = 4 S , F1. 1x-1 S -2 S : 2NT = ENQ.	New suit = NF. System On where appropriate.
1M		5	4D	5+ M , 10-20 HCP.	1NT = 6-11. 2 m = NAT, FG. 1 S -2 H = 5+ H , FG. 1 H -2 S / 1 S -2NT = INV 3 card raise. 1 H -2NT/3 C /3 D /3 H = 4cR (12+, 10-11, 7-9, 0-6). 1 S -3 C /3 D /3 H /3 S = 4cR (12+, 10-11, 7-9, 0-6). 1 H -3 S / 1 S -3NT = 4+cs, FG with any singleton. 1 H -3NT/4 C /4 D = 4+ H with S / C / D void. 1 S -4 C /4 D /4 H = 4+ S with C / D / H void.	Gazzilli after 1 H -1 S & 1 H /1 S -1NT: 2 C = either 5 H /5 S & 4+ C , 10-15;or any 16+. 1 H -2NT: 3 C /3 D /3 S = singleton/void C / D / S . 1 S -3 C : 3 D /3 H /3NT = singleton/void D / H / C . 1 H -3 S -3NT asks for singleton: 4 C /4 D /4 H (or other) = C / D / S . 1 S -3NT-4 C asks for singleton: 4 D /4 H /4 S (or other) = D / H / C .	2 m = NAT, NF. System On where appropriate.
1NT			4D	15-17 HCP, BAL (5M, 6m or singleton A/K allowed).	2 C = Stayman (non-promissory).Smolen. 2 D /2 H /2 S /2NT= → H / S / C / D . 3 C = (13)(54), FG. 3 D = xx55, FG. 3 M = 0/1M, 4o M & 4-4, 5-3 or 5-4 in C & D , FG. 4 C = Gerber. 4 D /4 H = → H / S , 6+cs (Texas). 4NT/5NT = Quantitative.	1NT-2 C -2x-3 C = to play. 1NT-2 C -2M-3 D = to play. 1NT-2 C -2 D -3 D = 5 H & 5 S , INV+. 1NT-2 C -2 D -3M = 4M& 5oM, FG (Smolen). 1NT-2 C -2M-3oM = ART Slam Try in M . 1NT-2 C -2 H -2 S = raise to 2NT with 4 S . 1NT-2 C -2 H -2NT = raise to 2NT without 4 S . 1NT-2 D /2 H -2 H /2 S -4 H /4 S = mild slam try. 1NT-2 D /2 H -2 H /2 S -4 C /4 D = autosplinter. 1NT-2 C -2x-4NT = Quantitative. 1NT-2 D /2 H -2 H /2 S -4NT = Quantitative with 5 H / S . 1NT (X): If X = PEN: XX = 5cs, 2 C / D / H = lower of 2/3 4cs. If X = ART: System On. 1NT (2suit): X = T/O if suit is NAT, values if ART; 2NT/3 C / D / H = → C / D / H / S (Rubensohl).	As for UPH.
2C	✓	0	4D	Game Force or 22-23/24-25 BAL.	Control showing Responses (A=2, K=1) 2 D =0/1, 2 H =2, 2 S =A+K, 2NT=3K, 3 C =4 etc. After 2 C (X/Overcall): XX/X/bid = 5+ HCP.	Kokish: 2 C -2 D -2NT = 22-23 BAL; 2 C -2 D -3NT = 26-27 BAL; 2 C -2 D -2 H = H or 24-25 or 28-29 BAL, then 2 S asks: 2NT = 24-25. 3NT = 28-29. After 3NT rebid by opener: 4 C = Baron, 4 D /4 H /4 S /4NT = transfer to H / S / C / D .	As for UPH.
2D		5		Weak{NV 5/6 D , 5-9HCP. VUL 6 D , 6-10 HCP.} Intermediate in 4th pos.	2NT = ENQ for HCF; New suit = NAT, F1. 3 D /4 D = PRE. 3NT/5 D = to play. 4 C = ½KCB.	½KCB: 2 D -4 C :4 D = 0KC, 4 H = 1KC not TQ, 4 S = 1KC & TQ, 4NT = 2KC not TQ, 5 C = 2KC & TQ.	As for UPH.
2H		5		Weak{NV 5/6 H , 5-9HCP. VUL 6 H , 6-10 HCP.} Intermediate in 4th pos.	2NT = ENQ for HCF. New suit = NAT, F1. 3 H = PRE; 3NT/4 H = to play. 4 C = ½KCB.	½KCB: 2 H -4 C : 4 D = 0KC, 4 H = 1KC not TQ, 4 S = 1KC & TQ, 4NT = 2KC not TQ, 5 C = 2KC & TQ.	As for UPH.
2S		5		Weak{NV 5/6 S , 5-9HCP. VUL 6 S , 6-10 HCP}. Intermediate in 4th pos.	2NT = ENQ for HCF. New suit = NAT, F1. 3 S = PRE. 3NT/4 S = to play. 4 C = ½KCB.	½KCB: 2 S -4 C : 4 D = 0KC, 4 H = 1KC not TQ, 4 S = 1KC & TQ, 4NT = 2KC not TQ, 5 C = 2KC & TQ.	As for UPH.
2NT			4D	20-21 HCP, BAL.	3 C = Puppet Stayman; 3 D /3 H = transfer. 3 S = both minors or 6+ D with slam interest. 3NT = to play. 4 C = 6+ C with slam interest. 4 D /4 H = → H / S , 6+cs (Texas).	2NT-3 C -3M/3NT: 4 m = NAT with slam interest, 4NT = Quantitative. 2NT-3 C -3 D -4 C /4 D = 4 H & 4 S slam interest / no slam interest. 2NT-3 C -3 H -3 S = H slam try. 2NT-3 C -3 S -4 H = S slam try. 2NT-3 D /3 H -4 H /4 S = 4 card support with at least K in each side-suit. 2NT-3 D /3 H -3 H /3 S : 4 H /4 S = mild slam try, 4 m = NAT, 4NT = Quantitative. 2NT-3 S -3NT: 4 C = 5+ C & 4+ D , 4 D =6+ D , 4 H /4 S /4NT = 3154/1354/2254.	As for UPH.
3 suit		6		NAT PRE (NV 6/7cs. VUL 7cs).	4 C (4 D over 3 C) = ½KCB.	½KCB: 1st step = 0KC, 2nd/3rd step = 1KC -/+ TQ, 4th/5th step = 2KC -/+ TQ.	As for UPH.
3NT	✓	7		Solid or 1-loser major with some defence.	4 C = bid suit belowM. 4 D = enquiry for singleton. 4 H = P/C. 4 S = P/KickB for H . 4NT= KickB for S .	3NT-4 D : 4 H /4 S =NAT, no singleton; 4NT/5 C /5 D /5 H = singleton in suit above: C / D / H / S .	As for UPH.
4C/4D		7		NAT PRE	4M = to play, 4 C -4 D /4 D -4NT = Kickback 1430.	HIGH LEVEL BIDDING	
4H/4S		7		NAT PRE	Kickback 1430, cue bids.	Kickback1430 (except 3041 when KC Ask = 5T-1): step1=1/4KC; step2=0/3; step3=2-Q; step4=2+Q.	
4NT	✓			Specific Ace Ask	5 C = 0; 5 D /5 H /5 S /6 C = specific A; 5NT = 2.	After interference over Kickback: <5T, D0P1 (DBL=0/3, P=1/4, step1=2-Q, step2=2+Q); ≥5T, DOPE (DBL=odd, P=even).	
5C/5D		7		NAT PRE		After step1/2, next step = TQ Ask. 5T+1= Specific K Ask.	
5H/5S		7		Solid suit w/o AK & no other losers.	Bid 6 with A or K of the suit, bid 7 with both.	Exclusion RKC 1430 (except 3041 when KC Ask = 5T-1). 6 Ace Kickback (1430). Cue bids are 1st or 2nd round control.	

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Weakest action in most competitive situations

Whensuit has been agreed and partner has forced to the next level then rebidding the suit at that level is the weakest action.

If no suit has been agreed or if partner has not forced to the next level, then Pass is the weakest action.

Unusual vs Unusual

When cuebids of 2opponents' suits are available;

lower cue = interest in lower of other 2 suits;

higher cue = interest in higher of other 2 suits.

Defence to transfer responses to 1C:

e.g. (1C)-(1D) showing H: X = D overcall, 1H = T/O of H, 2D = NAT but better than X; 2C/2H = NAT.