DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)				
1-level: 8-16 HCP (4)5+cs. 2-level: 12-16 HCP, good 5 or 6cs.				
New suit = NAT, F1; Jump shift = FJ; Raises = PRE;				
Non-Jump in $\mathbf{NT} = 10-12$; Jump to $2\mathbf{NT} = 13-15$ HCP;				
3NT = to play. CUE = HCR; Jump CUE = Stopper Ask, GF.				
1NT OVERCALL (2 nd /4 th 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}.				
$(1\mathbf{x}) P (1\mathbf{y}) 1\mathbf{NT} = 17-19 \text{ HCP}$ (but weak 5-5 in other suits by PH).				
JUMP OVERCALLS (Style; Responses; Unusual NT)				
2^{nd} = Weak, 4^{th} = Intermediate: ns = F1, $2NT$ = ENQ for HCF.				
$2NT: 2^{nd} = Unusual (2 lowest suits); 4^{th} = 19-21 BAL {System on}.$				
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)				
$2^{nd}/4^{th}$: Direct CUE = Michaels (wide-ranging).				
$(1\mathbf{m}) \ 2\mathbf{m} = \mathbf{H} \& \mathbf{S}, 55+. \ \mathbf{1C} \text{ (short): } \mathbf{2C} = \text{NAT}; \ \mathbf{2D} = \text{Michaels.}$				
(1 M) $2\mathbf{M} = \mathbf{o}\mathbf{M} + \mathbf{m}$, 55+. RESP: $2\mathbf{N}\mathbf{T} = \text{Game Try}$, $3\mathbf{m} = \mathbf{P}$ 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: $2\mathbf{C} = \mathbf{H} \& \mathbf{S}; 2\mathbf{D} = \mathbf{H} \text{ or } \mathbf{S}; 2\mathbf{M} = 5\mathbf{M} \& 4 + \mathbf{m}.$				
2NT = either C&D; or Strong 2 suiter. $3x = NAT$, constructive.				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)				
Weak 2: $X = T/O \{ \text{then } \le 2NT = 0.7, 3ns = 8 = 11, \text{LEB } (\text{FASS}) \};$				
$2NT = 16-18$ {system on, trf to opp's suit = 4441 (1 in opp's suit)}				
CUE = Stopper Ask. Leaping Michaels.				
Weak 3: $\mathbf{X} = T/O$; $3\mathbf{NT} = $ to play; CUE = Strong Michaels.				
Weak 4: $\mathbf{X} = T/O$; $4\mathbf{NT} = 2$ suiter.				
Multi 2D: 2^{nd} : X = T/O of S or 19+ BAL; 2H = T/O of H;				
$2S/3m/3H = 5/6+cs, 14 + HCP; 2NT = 16-18 {system on}.$				
4 th : $\mathbf{X} = T/O$ or RHO's suit; 2NT = 16-18 {system on}; 3m = NAT.				
6 th : $\mathbf{X} = 13-15$ BAL; $2\mathbf{NT} = \mathbf{C} \& \mathbf{D}$; $3\mathbf{m} = 6+cs$, 8-13 HCP.				
After all T/O bids: $\leq 2NT = 0.7$, $3ns = 8.11$, LEB (FASS).				
2NT (UNT): $X = PEN$ interest; 3C/D = H & S , better H / S .				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C				
STR 1C:1D/1M/2C = NAT, X = majors, 1NT= minors, WJOs.				
(1C)P(1D): 1M/2C/2D = NAT, X = majors, 1NT = minors, WJOs.				
OVER OPPONENTS' TAKEOUT DOUBLE				
$\mathbf{RDBL} = 10 + \mathrm{HCP.1M}(\mathrm{X}): 1\mathbf{NT}/2\mathbf{C} = \rightarrow \mathbf{C}/\mathbf{D}, 1\mathbf{S}(\mathrm{X})2\mathbf{D} = \rightarrow \mathbf{H}.$				
1M(X): 2M-1 = 3cs, 7+; 2M = 3cs, 4-6.				
$1\mathbf{H} (X) 2\mathbf{S} \& 1\mathbf{S} (X) 3\mathbf{H} = 4cs, 7-9. 2\mathbf{NT} = \mathbf{HCR}, \mathbf{INV} + \mathbf{FJ} \& \mathbf{SPL}.$				
OVER OPPONENTS' SUIT OVERCALL				
DBL = NEG; New suit = NAT, F1 by UPH. 1 NT = 7-10 HCP.				
1m-(1/2x)-2NT=NAT, $1M-(1/2x)-2NT = 4M$, $INV+$.				
1M-(1/2x)-2/3x = 3M, INV+. Raises = PRE. Fit Jumps& Splinters. After 1m opening CUE need not have support.				

	LEADS ANI) SIGNALS	5			
OPENI	NG LEADS STYLE					
	Lead In Partner's Suit					
Suit				same		
NT	4th from honour		same			
Subseq	attitude		attitude			
Other V	Vs suit K asks STD COUNT	, A/Q/J asks	REV A	ATT.		
, v	Vs NT K asks Unblock/STD	COUNT, A	/Q/J asl	ks REV ATT.		
LEADS						
Lead	Vs. Suit	Vs. NT				
Ace	AK+	AK+, AK.	J+			
King	KQ+, AK+	KQJ+, KQT9+, AKJT+		KJT+		
Queen	QJ+	QJ+, KQ+	-			
Jack	J+, JT+	J+, JT+				
10	KJT+, T9+	AJT+, KJ	T+, T9+	-		
9	KT9+, QT9+, 9x	AT9+, KT				
Hi-X	Xx, XXxx, XXxxxx	Xx, XX(x				
Lo-X	xxX, xxxxX, low from odd	4th from h	nonour			
SIGNAI	LS IN ORDER OF PRIOR	ITY				
	Partner's Lead	Declarer's	Lead	Discarding		
1:	st Hi/lo = EVEN	Hi/lo = EV	EN	Lo = ENCRG		
Suit 2r	Hi = DISCRG on A/Q/J			Hi/lo = EVEN		
31	rd S/P			S/P		
1:	st Hi/lo = EVEN	Hi/lo = EV	EN	Lo = ENCRG		
NT 2r	nd $Hi = DISCRG \text{ on } A/Q/J$	S/P	P Hi/le			
L	rd S/P			S/P		
	(including Trumps):					
	l distribution: Hi/Lo = Even.			o = ENCRG.		
Smith Pe	eters v NT: Hi = ENCRGby	both.Trump	s: S/P.			
	DOUE					
TAKEO	OUT DOUBLES (Style; Res	sponses; Re	openin	g)		
	$\mathbf{L} = 3 + \text{ cards in any unbid } \mathbf{M}$					
	es: Cue-bid = 10+ HCP unsu					
	en scrambling after DBL of					
	AL, ARTIFICIAL & COM					
	BL thru 4 D : 1 C (1 D) DBL =			$\mathbf{I}) \mathbf{DBL} = 4\mathbf{S};$		
1m (1S) DBL suggests 4+H. RESP DBL thru 4S.						
COMP DBL when opponents have bid and raised a suit.						
Support DBL/RDBL eg 1m (Pass) 1M (DBL/1S/1NT/2m/2om/2H):						
RDBL/DBL shows exactly 3 card support.						
Game Try DBL :only when there is no room for any othergame try.						
DBL of 3NT: Lead (in order of priority): 1. your suit. 2. my suit.						
	3. dummy's 1st suit. 4. your shorter Major.					
	DBL : DBL of a slam is lea					
	antz RDBL: (1x)-1y-(DBL)					
DBL of	DBL of splinter: Lead the suit below (excluding trumps).					

	WBF CONVENTION CARD
	6 Aug 2021
CATEGORY:	GREEN
NCBO:	SCOTLAND
PLAYERS:	Ying Piper (10452)
	Peter Moss (6642)
	SYSTEM SUMMARY
GEN	NERAL APPROACH AND STYLE
Strong N7	Г, 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}.
1 D opening	= 3+ D , 10-20 HCP.
	{Only 3 cards if 4432}.
1 H /1 S opening	=5+ H / S , 10-20 HCP.
1NT opening	
	S THAT MAY REQUIRE DEFENCE
	Game Force or 22-23 / 24-25 BAL.
	Weak 2{5-9 NV, 6-10 VUL}.
	Weak 2{5-9 NV, 6-10 VUL}.
	Weak 2 {5-9 NV, 6-10 VUL}.
SPECIAL FOR	RCING PASS SEQUENCES
	similar. After our side doubled 1NT for PEN.
	bid game showing constructive values.
When we have b	
When it is clear	opponents are sacrificing.
When it is clear IMPORTANT	opponents are sacrificing. NOTES
When it is clear IMPORTANT If partner shows	opponents are sacrificing. NOTES s a single suiter at 2 level, then 2 NT =ASK, F1
When it is clear IMPORTANT If partner shows	opponents are sacrificing.

	JAL	H	RU	WBF CONVENTION CARD				
ප	ARTIFICIAL	LENGTH	L TH		PLAYERS: Ying Piper (10452) & Peter Moss (6642)			
OPENING	✓ = AR1	MIN LEN	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1 C		3	4 D		$1D/1M= NAT, F1. 1M can have longer D suit. 1NT = 6-10 HCP, no 4 card major. 2C= F to 2NT/3C; 3C = PRE{Inverted minors}. 2D/2M = WJS, 6+ card suit (2-5 HCP). 2NT/3NT = 11-12/13-15 BAL, no 4 card major. 3D/3M = SPL, singleton or void with 5+C.$	$\begin{aligned} \mathbf{1a-1b-1NT} &= 12\text{-}14 \text{ BAL:} \\ 2 \text{ Way Checkback } \mathbf{2C} &= \text{Puppet to } \mathbf{2D} \text{ (to play or anyinvitational hand); } \mathbf{2D} &= \text{ART GF.} \\ \mathbf{1a-1b-2NT} &= 18/19 \text{ BAL:} \\ 2 \text{ Way Checkback } \mathbf{3C} &= \text{Puppet to } \mathbf{3D} \text{ (to play in } \mathbf{3D/H/S); } \mathbf{3D} &= \text{ART GF; } \mathbf{3M} &= \text{NAT, FG.} \\ \mathbf{1a-1b-2c} \text{ (Reverse or Jump Shift): cheaper of } \mathbf{2d/2NT} &= \text{Blackout, } \mathbf{3a/3b/3c} &= \text{FG.} \\ \mathbf{1x-1H-2H: } \mathbf{2S} &= \text{ENQ, } \mathbf{2NT} &= \mathbf{4S, F1. } \mathbf{1x-1S-2S: } \mathbf{2NT} &= \text{ENQ.} \end{aligned}$	New suit = NF. System On where appropriate.	
1 D		3	4 D	3+ D , 10-20 HCP. Only 3 cards if 4432.	$1\mathbf{M} = 4+\mathbf{M}, 6+ \text{HCP} \{\text{may have longer minor}\}.$ $1\mathbf{NT} = 6-10 \text{ HCP}, 2\mathbf{C} = 4+\mathbf{C}, \text{FG}.$ $2\mathbf{D} = \text{F to } 2\mathbf{NT}/3\mathbf{D}; 3\mathbf{D} = \text{PRE}\{\text{Inverted minors}\}.$ $2\mathbf{M} = \text{WJS}, 6+\mathbf{M} \text{ card suit} (2-5 \text{ HCP}).$ $2\mathbf{NT}/3\mathbf{NT} = 11-12/13-15 \text{ BAL}, \text{ no 4 card major}.$ $3\mathbf{C} = 6+\mathbf{C}, \text{ at least 1 honour, INV (9-11 \text{ HCP}).}$ $3\mathbf{M}/4\mathbf{C} = \text{SPL}, \text{ singleton or void with 5+D}.$	1x-1H-2H: 2S = ENQ, 2NT = 4S, F1. New suit = NF. $1x-1S-2S: 2NT = ENQ.$ System On who		
1 M		5	4 D	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/3C/3D/3H = 4cR (12+, 10-11, 7-9, 0-6). 1S-3C/3D/3H/3S = 4cR (12+, 10-11, 7-9, 0-6). 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 = either 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.	2 m = NAT, NF. System On where appropriate.	
1 NT			4 D	15-17 HCP, BAL (5M, 6m or singleton A/K allowed).	2C = Stayman (non-promissory).Smolen. 2D/2H/2S/2NT= →H/S/C/D. 3C = (13)(54), FG. 3D = xx55, FG. 3M = 0/1M, 40M& 4-4, 5-3 or 5-4 in C&D, FG. 4C = Gerber. 4D/4H = →H/S, 6+cs (Texas). 4NT/5NT = Quantitative.	1NT-2C-2x-3C = to play. 1NT-2C-2M-3D = to play. 1NT-2C-2D-3D = 5H& 5 S , INV+. 1NT-2C-2D-3M = 4M& 50 M , FG (Smolen). 1NT-2C-2M-30M = ART 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 with 5H/S . 1NT (X): If X = PEN: XX = 5cs, 2C/D/H = lower of 2/3 4cs. If X = ART: System On. 1NT (2 suit): X = T/O if suit is NAT, values if ART; 2 NT/3C/D/H = → C/D/H/S (Rubensohl).	As for UPH.	
2 C	~	0	4 D	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. After 2C (X/Overcall): XX/X/bid = 5+ HCP.	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.	
2 D		5			2NT = ENQ for HCF; New suit = NAT, F1. $3D/4D = PRE$. $3NT/5D = to play. 4C = \frac{1}{2}KCB$.	$\frac{1}{2}$ KCB: 2D -4C:4D = 0KC, 4H = 1KC not TQ, 4S = 1KC & TQ, 4NT = 2KC not TQ, 5C = 2KC & TQ. As for UPH.		
2 H		5			2NT = ENQ for HCF. New suit = NAT, F1. $3H = PRE; 3NT/4H = to play. 4C = \frac{1}{2}KCB.$	¹ / ₂ KCB: $2\mathbf{H}$ -4C: $4\mathbf{D}$ = 0KC, $4\mathbf{H}$ = 1KC not TQ, $4\mathbf{S}$ = 1KC & TQ, $4NT$ = 2KC not TQ, 5C = 2KC & TQ. As for UPH		
2 S		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. $3S = PRE$. $3NT/4S = to play. 4C = \frac{1}{2}KCB$.	¹ / ₂ KCB: 2 S -4 C : 4 D = 0KC, 4 H = 1KC not TQ, 4 S = 1KC & TQ, 4NT = 2KC not TQ, $5C = 2KC \& TQ$.	As for UPH.	
2 NT			4 D	20-21 HCP, BAL.	3C= Puppet Stayman; 3D/3H = transfer. 3S = both minors or 6+Dwith slam interest. 3NT = to play. 4C = 6+C with slam interest. 4D/4H = →H/S, 6+cs (Texas).	$ \begin{array}{ll} 2\mathbf{NT}-3\mathbf{C}-3\mathbf{M}/3\mathbf{NT}: \ \mathbf{4m} = \mathbf{NAT} \ \text{with slam interest, } \ \mathbf{4NT} = \mathbf{Quantitative.} & \text{As for UPH.} \\ 2\mathbf{NT}-3\mathbf{C}-3\mathbf{D}-4\mathbf{C}/4\mathbf{D} = 4\mathbf{H} \& \ \mathbf{4S} \ \text{slam interest} \ / \ no \ \text{slam interest.} & \\ 2\mathbf{NT}-3\mathbf{C}-3\mathbf{H}-3\mathbf{S} = \mathbf{H} \ \text{slam try.} \ 2\mathbf{NT}-3\mathbf{C}-3\mathbf{S}-4\mathbf{H} = \mathbf{S} \ \text{slam try.} & \\ 2\mathbf{NT}-3\mathbf{D}/3\mathbf{H}-4\mathbf{H}/4\mathbf{S} = 4 \ \text{card support with at least K in each side-suit.} & \\ 2\mathbf{NT}-3\mathbf{D}/3\mathbf{H}-4\mathbf{H}/4\mathbf{S} = 4 \ \text{card support with at least K in each side-suit.} & \\ 2\mathbf{NT}-3\mathbf{D}/3\mathbf{H}-3\mathbf{H}/3\mathbf{S}: \ 4\mathbf{H}/4\mathbf{S} = \text{mild slam try, } \ 4\mathbf{m} = \mathbf{NAT}, \ 4\mathbf{NT} = \mathbf{Quantitative.} & \\ 2\mathbf{NT}-3\mathbf{S}-3\mathbf{NT}: \ 4\mathbf{C} = 5+\mathbf{C} \& \ 4+\mathbf{D}, \ 4\mathbf{D} = 6+\mathbf{D}, \ 4\mathbf{H}/4\mathbf{S}/4\mathbf{NT} = 3154/1354/2254. & \\ \end{array} $		
3 suit		6		NAT PRE (NV 6/7cs. VUL 7cs).	$4\mathbf{C} (4\mathbf{D} \text{ over } 3\mathbf{C}) = \frac{1}{2}KCB.$	$\frac{1}{2}$ KCB: 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.	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 in suit above: C/D/H/S.	As for UPH.	
4 C /4 D		7		NAT PRE	$4\mathbf{M} = $ to play, $4\mathbf{C}-4\mathbf{D}/4\mathbf{D}-4\mathbf{NT} = $ Kickback 1430.	HIGH LEVEL BIDDING		
4 H /4 S		7		NAT PRE	Kickback 1430, cue bids.	Kickback1430 (except 3041 when KC Ask = 5T-1): step1= $1/4$ KC; step2= $0/3$; step3= $2-Q$; step3=	04=2+Q.	
4NT	\checkmark			Specific Ace Ask	5C = 0; 5D/5H/5S/6C = 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).	
5 C /5 D		7		NAT PRE		After step $1/2$, next step = TQ Ask. 5T+1= Specific K Ask.		
5 H /5 <mark>S</mark>		7	I	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 a	re 1st or 2nd round control.	

	WBF SUPPLEMENTARY SHEET	Page 1 of 1		
PLAYERS: Ying Piper (10452) & Peter Moss (6642)				
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; $2C/2H = NAT$.				