# 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 2**NT** = 13-15 HCP;

3**NT** = to play. CUE = HCR; Jump CUE = Stopper Ask, GF.

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

2nd: 1**NT** = good 15-18 HCP with stopper {System on}.

4th: 1**NT** = 11-14 HCP, may not have stopper {System on}.

(1**x**) Pass (1**y**) 1**NT** = 17-19 HCP {System on}.

## JUMP OVERCALLS (Style; Responses; Unusual NT)

2nd= Weak, 4th= Intermediate: ns = F1, 2**NT** = ENQ for HCF.

2**NT**: 2nd = Unusual; 4th = 19-21 BAL {System on}.

## DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)

2nd/4th: Direct CUE = Michaels (wide-ranging).

(1**m**) 2**m** = **H**&**S**, 55+. 1**C** (short): 2**C** = NAT; 2**D** = Michaels.

(1**M**) 2**M** = o**M** + **m**, 55+. RESP: 2**NT** = Game Try, 3**m** = P or C.

2nd/4th: Jump CUE asks for stopper {may be 1-suited GF}.

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

Weak NT: DBL = PEN {5**m**& 4**M** by PH}.

Strong NT: DBL = 5**m**& 4**M**.

Multi-Landy: 2**C** = **H**&**S**; 2**D** = **H** or **S**; 2**M** = 5**M**& 4+**m**.

2**NT** = **C**&**D**; or Strong 2 suiter FSA.3**x** = NAT, constructive.

## VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Weak 2: **X** = T/O + LEB (FASS); 2**NT** = 16-18 {system on};

CUE = Strong Michaels.

Weak 3: **X** = T/O; 3**NT** = to play; CUE = Strong Michaels.

Weak 4: **X** = T/O; 4**NT** = 2 suiter.

Multi 2**D**: DBL(2nd) = 13-15 BAL (3+ **H**&**S**) or 17+ (not 2 suiter);

DBL(4th) = t/o of suit bid by RHO + LEB (FASS); 2**NT** = 16-18.

6th/8th: DBL = t/o, 2**NT** = **C**&**D**, 3**m** = NAT with weaker o**M**,

3o**M** = NAT with 5c**m**, CUE = Michaels.

(2**D**) DBL (2**M**) DBL = PEN, 4c**M**.

2**NT** (UNT): X = PEN interest; 3**C**/**D** = **H**&**S**, better **H**/**S**.

## VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C

STR 1**C**:Natural.

## OVER OPPONENTS' TAKEOUT DOUBLE

**RDBL** = 10+ HCP. New suit = NAT, F1. 1**NT** = 7-10HCP.

Raises = PRE. 2**NT** = HCR, INV+.

Jump shift = FJ. Double Jump = SPL.

## OVER OPPONENTS' SUIT OVERCALL

**DBL** = NEG; New suit = NAT, F1. 1**NT** = 7-10 HCP.

1m-(1/2x)-2**NT**=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  |                 | Hi/lo = EVEN  |
|      | 3rd |                     |                 | S/P           |
| NT   | 1st | Hi/lo = EVEN        | Hi/lo = EVEN    | Lo = ENCRG    |
|      | 2nd | Hi = DISCRG on A/Q  | S/P             | Hi/lo = EVEN  |
|      | 3rd |                     |                 |               |

Signals (including Trumps):

# 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.

2**NT** often scrambling after **DBL** of 2**M**. Reopening **DBL** = 9+ HCP.

## SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

NEG **DBL** thru 4**D**: 1**C** (1**D**) DBL = 4/5**H**& 4**S**; 1**m** (1**H**) **DBL** = 4**S**;

1**m** (1**S**) **DBL** suggests 4+**H**. RESP **DBL**.

COMP **DBL** when opponents have bid and raised a suit.

Support **DBL**/**RDBL** eg 1**D** (**Pass**) 1**M** (**DBL**/1**S**/1**NT**/2**m**):

**RDBL**/**DBL** shows exactly 3 card support.

Game Try **DBL**.

**DBL** of 3**NT**: 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

28 Jan 2021

**CATEGORY:** GREEN

**NCBO:** SCOTLAND

**PLAYERS:** Ying Piper (10452)

Laura Middleton (11196)

## SYSTEM SUMMARY

## GENERAL APPROACH AND STYLE

**Strong NT, 5 card Majors, better Minor (with 4cd C and 4cd D opens D unless poor quality), 2/1 GF, 3 Weak 2's**

| 1**C** 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. |
| 1**NT** opening | =15-17 HCP. |

## SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2**C** opening = Game Force or 22-23 / 26-27 BAL.

2**D** opening = Weak 2{5-9 NV, 6-10 VUL}.

2**H** opening = Weak 2{5-9 NV, 6-10 VUL}.

2**S** 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 |
|---|---|---|---|---|---|---|---|
| 1**C** | | 3 | 4**H** | 3+**C**, 10-20 HCP<br>We open 1**C** when 3-3 in the minors.<br>We open the 4 card suit when 4-3 in the minors. | 1**D**/1**M**= NAT, F1.<br>1**NT**= 6-10 HCP, no 4 card major.<br>2**C**/3**C** = Inverted Minor Raises.<br>2**D**/2**M** = WJS, 6+ card suit (2-5 HCP).<br>2**NT**= 11-12 BAL, no 4 card major.<br>3**D**/3**M** = SPL, singleton or void with 5+**C**.<br>3**NT**= 13-15 BAL, no 4 card major. | 1**a**-1**b**-1**NT** = 12-14 BAL: Checkback 2**C**<br>1**a**-1**b**-2**NT** = 18/19 BAL: Checkback 3**C**<br>1**a**-1**b**-2**c** (Reverse or Jump Shift): 2NT = Lebensohl, 3**a**/3**b**/3**c** = FG.<br><br>1**x**-1**H**-2**H**: 2**NT** = ENQ,<br>1**x**-1**S**-2**S**: 2**NT** = ENQ. | New suit = NF.<br>Jump shift = fit. |
| 1**D** | | 3 | 4**H** | 3+**D**, 10-20 HCP.<br>Only 3 cards if 4432. | 1**M** = 4+**M**, 6+ HCP {may have longer minor}.<br>1**NT** = 6-10 HCP. 2**C** = 4+**C**, FG.<br>2**D**/3**D**= Inverted Minor Raises.<br>2**M** = WJS, 6+M card suit (2-5 HCP).<br>2**NT**=11-12 BAL, no 4 card major.<br>3**C** = 6+ **C**, INV (9-11 HCP).<br>3**M**/4**C** = SPL, singleton or void with 5+**D**.<br>3**NT**= 13-15 BAL, no 4 card major. | 1**x**-1**H**-2**H**: 2**S** = NAT; 2**NT** = 4**S** (44M), FG.<br>1**x**-1**S**-2**S**: 2**NT** = ENQ. | New suit = NF.<br>Jump shift = fit. |
| 1**M** | | 5 | 4**H** | 5+**M**, 10-20 HCP. | 1**NT** = 6-11. 2**m** = NAT, FG. 1**S**-2**H** = 5+**H**, FG.<br>1**H**-2**S** / 1**S**-3**H** = INV 3 card raise.<br>1**H**/1**S**-2**NT** = Jacoby.<br>1**H**-3**D**/3**C** & 1**S**-3**D**/3**C** = Bergen.<br>1**H**-3**S** / 1**S**-3**NT** = 4+cs, FG with any singleton.<br>1**H**-3**NT**/4**C**/4**D** = 4+**H** with **S**/**C**/**D** void.<br>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**-1**NT**: 2**C** = 5**H**/5**S**& 4+**C**, 10-15 OR any 16+. | 2**m** = NAT, NF.<br>System On where appropriate. |
| 1**NT** | | | | 15-17 HCP, BAL. | 2**C** = Stayman (non-promissory).Smolen.<br>2**D**/2**H**/2**S**/2**NT**= →**H**/**S**/**C**/**D**.<br>3**C** = (13)(54), FG. 3**D** = xx55, FG.<br>3**M** = 0/1**M**, 4o**M** 4-4, 5-3 or 5-4 in **C**&**D**, FG.<br>4**C** = Gerber. 4**D**/4**H** = Texas Transfers.<br>4**NT**/5**NT** = Quantitative. | 1**NT**-2**C**-2x-3**C** = to play. 1**NT**-2**C**-2**M**-3**D** = to play. 1**NT**-2**C**-2**D**-3**D** = Extended Stayman.<br>1**NT**-2**C**-2**D**-3**M** = 4**M**& 5o**M**, FG (Smolen). 1**NT**-2**C** -2**M**-3o**M** = Slam Try in **M**.<br>1**NT**-2**C**-2**H**-2**S** = raise to 2NT with 4**S**.<br>1**NT**-2**D**/2**H**-2**H**/2**S**-4**H**/4**S** = mild slam try. 1**NT**-2**D**/2**H**-2**H**/2**S**-4**C**/4**D** = autosplinter.<br>1**NT**-2**C**-2x-4**NT** = Quantitative. 1**NT**-2**D**/2**H**-2**H**/2**S**-4**NT** = Quantitative.<br>1**NT** (X/pen): Helvic; ART system on. 1**NT** (2x): X = T/O if **x** is NAT, values if ART.<br>1**NT**(x) 4D/H Transfers; 1**NT**(2S) 4**H**/4**S**=NAT | As for UPH. |
| 2**C** | ✓ | 5 | 4**D** | Game Force or 22-23/24-25 BAL. | 2**D** = relay, 2**H** = weak (0-4) | Kokish: 2**C**-2**D**-2**NT** = 22-23 BAL; 2**C**-2**D**-3**NT** = 26-27 BAL;<br>2**C**-2**D**-2**H** = **H** or 24-25 or 28-29 BAL, then 2**S** asks: 2**NT** = 24-25. 3**NT** = 28-29. | As for UPH. |
| 2**D** | ✓ | 0 | | Weak 2, 6**D**<br>{5-9HCP NV / 6-10 HCP VUL}. | 2**NT** = ENQ for HCF; New suit = NAT, F1.<br>3**D**/4**D** = PRE. 3**NT**/5**D** = to play. | | As for UPH. |
| 2**H** | ✓ | 4 | | Weak 2, 6**H**<br>{5-9HCP NV / 6-10 HCP VUL}. | 2**NT** = ENQ for HCF. New suit = NAT, F1.<br>3**H** = PRE; 3**NT**/4**H** = to play. | | As for UPH. |
| 2**S** | ✓ | 5 | | Weak 2, 6**S**<br>{5-9HCP NV / 6-10 HCP VUL}. | 2**NT** = ENQ for HCF. New suit = NAT, F1.<br>3**S** = PRE. 3**NT**/4**S** = to play. | | As for UPH. |
| 2**NT** | | | | 20-21 HCP, BAL. | 3**C**= Puppet Stayman; 3**D**/3**H** = transfer.<br>3**S** = MSS, both minors: 4**C**/4**D** =set trump, 4**H**/4**S** =cue in **C**/**D**<br>3**NT** = to play.<br>4m = M transfers with no slam interest.<br>4**M** = m transfer slam try | 2**NT**-3**C**-3**M**/3**NT**: 4**m** = NAT with slam interest, 4**NT** = Quantitative.<br>2**NT**-3**C**-3**D**-4**C**/4**D** = 4**H**& 4**S** slam interest / no slam interest.<br>2**NT**-3**C**-3**H**/3**S** -3**S**/4**H** = **H**/**S** slam try, 4**C**/**D** = NAT, slam try in **C**/**D**.<br>2**NT**-3**D**/3**H**-4**H**/4**S** = 4 card support with at least K in each side-suit.<br>2**NT**-3**D**/3**H**-3**H**/3**S**: 4**H**/4**S** = mild slam try, 4**m** = NAT, 4**NT** = Quantitative. | As for UPH. |
| 3 suit | | 6 | | NAT PRE | | | As for UPH. |
| 3**NT** | ✓ | 7 | | Solid major | 4**C** = bid suit below M. 4**D** = enquiry for singleton.<br>4**H**= Play/Correct. 4**S**= Play. | 3**NT**-4**D**: 4**H**/4**S** =NAT, no singleton; 4**NT**/5**C**/5**D**/5**H** = singleton **C**/**D**/**H**/**S**. | As for UPH. |
| 4**C**/4**D** | | 7 | | NAT PRE | 4**M** = to play, | **HIGH LEVEL BIDDING** | |
| 4**H**/4**S** | | 7 | | NAT PRE | new suit = cue bid. | RKC 14/30 5th step 5NT = even keys+void, 6th step = 1/3 key +void in suit. | |
| 4**NT** | ✓ | | | Specific Ace Ask | 5**C** = 0; 5**D**/5**H**/5**S**/6**C** = specific A; 5**NT** = 2. | 5NT ask: bid lowest K, 6NT=3Ks<br>Q ask: bid 6 with no K; otherwise bid lowest K | |
| 5**C**/5**D** | | | | NAT PRE | | D0P1 Gerber over 1NT | |
| 5**H**/5**S** | | | | Solid suit w/o AK & no other losers. | Bid 6 with A or K of the suit, bid 7 with both. | | |