

## DEFENSIVE AND COMPETITIVE BIDDING

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

New suit = NAT, F1; Jump shift = FJ; Raises = PRE

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

2<sup>nd</sup>: 1NT = good 15-18 HCP with stopper {System on}.

4<sup>th</sup>: 1NT = 12-15 HCP, may not have stopper {System on}.

(1x) P (1y) 1NT = 16-19 HCP (but weak 5-5 in other suits by PH).

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

2<sup>nd</sup>= Weak, 4<sup>th</sup>= Intermediate: ns = F1

2NT: 2<sup>nd</sup> = Unusual (2 lowest suits); 4<sup>th</sup> = 19-21 BAL {System on}.

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

2<sup>nd</sup>/4<sup>th</sup>: Direct CUE = Michaels (opening values).

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

(1M) 2M = oM + m, 55+. RESP: 2NT = m game try, 3D = M game try, 3m = P or C.

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

Weak NT:DBL=PEN{6m by PH}. Strong NT:DBL=6m.

Multi-Landy: 2C = H&S; 2D = H or S; 2M = 5M&4+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 {then ≤2NT = 0-7, 3ns = 8-11, LEB (FASS)};

2NT = 16-18 {system on, trf to opp's suit = 4441 (1 in opp's suit)}

CUE = Stopper Ask. Leaping Michaels.

Weak 3: CUE = Strong Michaels. Non Leaping Michaels

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

Multi 2D: X = T/O 13-15 or 19+ BAL; Bid = NAT, 2NT = 16-18

After all T/O bids: ≤2NT = 0-7, 3ns = 8-11, LEB (FASS).

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

RDBL = 10+ HCP.1M(X): 1NT/2C= →C/D, 1S(X)2D = →H.

1M (X): 2M-1 = 3cs, 7+; 2M = 3cs, 4-6.

1H (X) 2S& 1S (X) 3H = 4cs, 7-9. 2NT = HCR, INV+. FJ& SPL.

### OVER OPPONENTS' SUIT OVERCALL

DBL = NEG; New suit = NAT, F1 by UPH. 1NT = 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.

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2 <sup>nd</sup> or 4th	same
NT	4th from honour	same
Subseq	attitude	attitude

Other Vs suit K asks COUNT, A/Q asks REV ATT, J for count

Vs NT K asks Unblock/COUNT, A/Q asks REV ATT.

### LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK+	AK+, AKJ+
King	KQ+, AK+	KQJ+, KQT9+, AKJT+
Queen	QJ+	QJ+, KQ+
Jack	J+, JT+, KJ10	J+, JT+, AJ10+
10	109+, KJT+ (during the play if suits)	109+, AJT+, KJT+ (during the play if suits)
9	98x, KT9+, QT9+ (during the play)	98+, AT9+, KT9+, QT9+ (during the play)
Hi-X	Xx, xXx, xXxx(x)	Xx, Xxx,
Lo-X	HxX, HxxX(+); xXx	4th from honour; Xxx

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1st Hi/lo = Odd	Hi/lo = Odd	Lo = ENCRG
	2nd Hi = DISCRG on A/Q	S/P	Hi/lo = Odd
	3rd S/P		S/P
NT	1st Hi/lo = Odd	Hi/lo = Odd	Lo = ENCRG
	2nd Hi = DISCRG on A/Q	S/P	Hi/lo = Odd
	3rd S/P		S/P

Signals (including Trumps):

Reverse distribution: Hi/Lo = Odd. Reverse Attitude: Lo = ENCRG.

Smith Peters v NT: Hi = ENCRG by both.Trumps: 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+.

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1C (1D) X = 44M; 1C (1D) 1M = 4cs

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 3 card support.

Game Try DBL:only when there is no room for any other game try.

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.

Rozenkrantz RDBL: (1x)-1y-(DBL)-RDBL = Ax(x) or Kx(x)

DBL of splinter: Lead the suit below (excluding trumps).

## WBF CONVENTION CARD

CATEGORY: GREEN

30 Dec 2025

NCBO: SCOTLAND

PLAYERS: Ying Piper SBU (10452)

Samantha Punch SBU (11506)

### SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

2/1 3 card Minors 3 Weak 2s

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

### SPECIAL FORCING PASS SEQUENCES

After RDBL or similar.After our side doubled 1NT for PEN.

When we have bid game showing constructive values.

When it is clear opponents are sacrificing.

### IMPORTANT NOTES

### PSYCHICS:

OPENING	✓ = ARTIFICIAL	MIN LENGTH	NEG,DBL,THRU	WBF CONVENTION CARD			
				PLAYERS: Ying Piper (10452) & Samantha Punch (11506)			
		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION		PASSED HAND BIDDING	
1C		3	4D	3+C, 10-20 HCP. When 4-4 in the minors usually open 1D.	1NT = 8-10 HCP, no 4 card major. 2C = F to 2NT/3C; 3C = PRE 2D/2M = WJS, 6+ card suit (2-5 HCP). 2NT/3NT = 11-12/13-15 BAL, no 4 card major. 3D/3M = SPL with 5+C.	2 Way Checkback 2C = Puppet to 2D (to play or any invitational hand); 2D = ART GF. Checkback after 2NT rebid: Puppet to 3D (to play in 3D/H/S); 3D = ART GF; 3any = NAT, FG+. 1a-1b-2c (Reverse or Jump Shift): cheaper of 2d/2NT = Blackout, 3a/3b/3c = FG. 1x-1M-2M-2NT = ENQ.	New suit = NF. Inverted raise on
1D		3	4D	3+D, 10-20 HCP. Only 3 cards if 4432.	As above. 2C = 5+C, FG. 3C = 6+ C, at least 1 honour, INV (9-11 HCP). 3M/4C = SPL, singleton or void with 5+D.	As above	New suit = NF. Inverted raise on
1M		5	4D	5+M, 10-20 HCP.	1H-2S / 1S-3C = INV 3 card raise. 1H-2NT/3C/3D/3H = 4cR (12+, 10-11, 7-9, 0-6). 1S-2NT/3D/3H/3S = 4cR (12+, 10-11, 7-9, 0-6). 1H-3S / 1S-3NT = 4+cs, mini SPL 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, min or any 16+. 1M-2NT: 3C = min, with/without shortage; 3D = non min, 14+no shortage, asks; 3H/3S/3N = singleton in C/D/S. 4C/D = 55 extra values; 4M = to play	2m = NAT, NF. System On where appropriate.
1NT			4D	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 = xx55, INV; FG. 3D = xx55, FG. 3M = 13(54), GF. 4C = 55M; 4D/4H = →H/S 4S/4NT = poor/good raises respectively to 4NT.	1NT-2C-2D-3m = 4M+6m, inv; 1NT -2C-2M-3m = 4oM+6m IVT. 1NT-2C-2M-3oM = ART Slam Try in M. 1NT-2C-2H-2S = raise to 2NT with 4S. 1NT-2C-2H-2NT = invite without 4S. 1NT-2D/2H-2H/2S-4H/4S = mild slam try. 1NT-2D/2H-2H/2S-4C/4D = autosplinter. 1NT-2C-2D-3H = 4H+5S INV; 3S = 4H+5S GF 1NT-2D-2H-2S=54 F1, can bid game if rejects, no slam interests 1NT (X): If X = PEN: XX = 5cs, 2C/D/H = lower of 2/3 4cs; 2S = 5cs; If X = ART: System On. 1NT (2suit): X = T/O if suit is NAT, values if ART; 2NT/3C/D/H = →C/D/H/S (Rubensohl).	As for UPH.
2C	✓	0	4D	Game Force or 22-23+BAL.	2D= waiting; other bids = +ve, 8+. 3M = 1M444 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+BAL(2S asks): 2C-2D -2S -2NT = waiting, any range	As for UPH.
2D		5		Weak	2NT = ENQ for HCF; New suit = NAT, F1. 3D/4D = PRE. 3NT/5D = to play. 4C = ½KCB.	½KCB: 2D -4C: 4D = 0, 4H = 1-Q, 4S = 1+ Q, 4NT = 2-Q, 5C = 2 + Q.	As for UPH.
2H		5		Weak	2NT = ENQ for shortage. New suit = NAT, F1. 3H = PRE; 3NT/4H = to play. 4C = ½KCB.	As above	As for UPH.
2S		5		Weak	As above	As above	As for UPH.
2NT			4D	20-21 HCP, BAL.	3C= Puppet Stayman; 3D/3H = transfer. 3S = ask to relay 3NT (both minors) 3NT = 5S+ 4H. 4C /4D/4H/4S = →H/S/C/D	2NT-3C-3M/3NT: 4m = NAT with slam interest, 2NT-3C-3D-4C/4D = 5H&5S 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 = 5C&+4D, 4D = 5D +4C,then 4D/H agrees C/D, 4NT = sign off 4NT = 44m; 5NT = slam force 44m 2NT-3NT = 5S+ 4H NF (further response as above)	As for UPH.
3 suit		6		NAT PRE	4C (4D over 3C) = ½KCB.	As above	As for UPH.
3NT	✓	7		Solid or 1-loser major	4C = bid suit belowM. 4D = enquiry for singleton. 4H = P/C.	3NT-4D: 4H/4S =NAT, no singleton; 4NT/5C/5D/5H = singleton in suit above:C/D/H/S.	As for UPH.
4C/4D		7		NAT PRE	4M = to play	HIGH LEVEL BIDDING	
4H/4S		7		NAT PRE		1430 (exclusion 30/14): step1=1/4KC; step2=0/3; step3=2-Q; step4=2+Q.	
4NT	✓			Specific Ace Ask	Long m, better than 5m	After interference: 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.	
5H/5S		7		Solid suit w/o AK & no other losers.	Bid 6 with A or K of the suit, bid 7 with both.	½ RKC (see above)	