

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
New suit = NAT, F1; Jump shift = FJ; Raises = PRE
;
1NT 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) P (1y) 1NT = 16-19 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: 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 (opening values).
(1m) 2m = H&S , 55+. 1 C (short) 2 C = NAT; 2 D = 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 2 D : 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; 3 C/D = H&S , longer H/S .
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C
STR 1 C :1 D /1M/2 C = NAT, X = majors, 1NT= minors, WJOs.
(1 C)P (1 D): 1M/2 C /2 D = NAT, X = majors, 1NT= minors, WJOs.
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+ HCP.1M(X): 1NT/2 C = → C/D , 1 S (X)2 D = → H .
1M (X): 2M-1 = 3cs, 7+; 2M = 3cs, 4-6.
1 H (X) 2 S & 1 S (X) 3 H = 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 nd 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/3 C ; 3 C = 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 2 C = Puppet to 2 D (to play or any invitational hand); 2 D = ART GF. Checkback after 2NT rebid: Puppet to 3 D (to play in 3 D /H/S); 3 D = 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. 2 C = 5+ C , FG. 3 C = 6+ C , at least 1 honour, INV (9-11 HCP). 3M/4 C = 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-3 C = INV 3 card raise. 1H-2NT/3 C /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/4 C /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: 2 C = either 5H/5S& 4+ C , min or any 16+. 1M-2NT: 3 C = min, with/without shortage; 3 D = 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).	2 C = Stayman (non-promissory). Smolen. 2D/2H/2S/2NT= →H/S/C/D. 3 C = xx55, INV; FG. 3 D = xx55, FG. 3M = 13(54), GF. 4 C = 55M; 4D/4H = →H/S 4S/4NT= poor/good raises respectively to 4NT.	1NT-2 C -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)	