

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1-level= normally 5+ (can be 4+); 2-level=5+ cards; Aggressive style NV;
Wide range (can be light)
NEW SUIT=F1; CUE= 3+ SUPPORT FOR MINOR/ 3 CARD FOR MAJOR
JUMP RAISE=PRE; FIT JUMPS; DBL JUMP = SPLINTER
2NT=GOOD 4 CARD RAISE OF MAJOR (NAT WITH MINOR)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-18- HCP; System On
4 th Protective: 11-14 HCP, System On
4 th Sandwich: 16-18, System On
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: WEAK
2-suiter:Modified Ghestem Cue = 5/5+ in upper 2 suits, 2NT =5/5+ in lower 2 suits, 3C = 5/5+ in extreme 2 suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Mod Ghestem [3] CUE BID =55+ in upper 2 suits ; 2N=55+ in lower 2 suits; 3C=55+ in extreme suits
JUMP CUE ASKS FOR STOPPER
VS. NT (vs. Strong/Weak; Reopening;PH)
X = PEN vs Weak & STR NT
Multi Landy [2]
2♣ = majors, 44+ (now 2N asks for better major)
2♦ = single-suited M; responder 2N = artificial, strong enquiry (3♣ = non-min with hearts; 3♦ = non-min with spades; 3M = min with suit)
2♥/2♠ = 5M with 4+m; responder’s 3M = invitational; 2N = asks for minor
2N = 55+m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = TAKEOUT (then LEBENSOHL – slow shows[5])
(WK2) – 2N = 15-18 (SYSTEM ON)
WK2X: 4m = LEAPING MICHAELS
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=MAJORS; 1NT/2NT=MINORS
(1♣) - P - (1♦) - DBL=MAJORS, 1NT=MINORS
OVER OPPONENTS’ TAKEOUT DOUBLE
After 1M – (X) – 2M = 3 card raise; 2N = good raise; 3M/4M preemptive
After 1m – (X) – 2N shows good raise or better; preemptive raises
RDBL = 10 + (implying no fit and interest in penalty)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Top of seq 2nd/4 th	Same	
NT	Top of seq 2nd/4 th	Same	
Subseq	Attitude	Same	
Other: 2 nd from three or more small, low from Hxx			
In partner's suit, we lead low from xxx if we have not supported			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev attitude	Ace asks for rev att	
King	Asks for standard count	King asks for std count/unblock	
Queen	QJx (+) asks for rev attitude	QJx(+) asks for rev attitude	
Jack	J10x(+) KJ10	J10x(+) KJ10	
10	10x (K/Q)109 (+)	10x (K/Q)109 (+)	
9	9x 109x(+)	9x 109x(+)	
Hi-X	Sx xSx xSxx(+)	Sx xSx xSxx(+)	
Lo-X	HxS HxxS HxxxS	HxS HxxS HxxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENC	Hi/Lo=EVEN	Low = ENC
Suit 2	Hi/Lo=EVEN	S/P	S/P
3	S/P		
1	Low = ENC	Hi/Lo = EVEN	Low = ENC
NT 2	Hi/Lo=EVEN	S/P	S/P
3	S/P		
Signals (including Trumps):			
Suit preference in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shortage in suit (s) bid; opening values; or STRONG Hand			
Reopening			
May be light (9+) with classic shape; offshape OK at higher levels			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg doubles thru 4H			
Support doubles/redoubles			
Maximal doubles when no other convenient game try			
1N- (X = penalty) – XX = rescue, any single suit			
XX by 1N opener shows 5+ suit and suggests rescue			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: SCOTLAND
Helen Taylor 12497 Christine Walker 9314
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5CM, 15-17NT
NAT WEAK 2♥/2♠ (aggressive NV, sound VUL)
2D weak with both majors (at least 4/5) Ekren [1]
Weak jump overcalls
Weak jump shifts
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi Landy vs 1NT [2]
2♥/2♠ = weak, single-suited
1C = 2+
2D weak both majors [1]
SPECIAL FORCING PASS SEQUENCES
When forced to a certain level, Pass is stronger than bidding
Pass is forcing when a GF has been established
IMPORTANT NOTES
We do not pass when unclear
PSYCHICS: Rare, but light openings in 3 rd seat possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	YES	2		10+HCP	1 SUIT NAT, 5+ HCP, 1N = 5-10, 2D/2H/2S = weak; 2NT = 11-12 BAL, 3D/3H/3S = Splinter NO INV MINORS		
1 ♦		4		10 + HCP	1 SUIT NAT, 5+HCP, 1N = 5-10, 2H/2S = weak, 2N = 11-12 BAL, 3H/S/4C = Splinters NO INV MINORS		
1 ♥		5		10 + HCP	1N = 5-10, 1S NAT, 2m = 10 + HCP, NAT, 3H = Limit raise, 2N = Jacoby [7], 3S = Splinter, 4H = preemptive, 4S = natural, 3N = pudding raise		
1 ♠		5		10 + HCP	1N = 5-10, 2H/2C/2D = 10 + HCP , 3S = Limit raise, 2N = Jacoby[7], 4C/4D/4H = splinter, 4S = preemptive, 3N = pudding raise		
INT				15-17 HCP can include 5M/6m	2♣=NON-PROM STAYMAN, 2♦/2♥=TRF, 2♠=♣ 2NT=♦; 3♣= PUPPET 4♣=GERBER	1NT-2♣-2♦-2M=T/P, 3♣=5 clubs, FG 1NT-2♣-2♦-3M=4M, 5OM, FG 1NT - 2♣ - 2♦ - 3♦, 5MM = FG Transfer breaks 1N – 2D/2H – 3M = 4 card, min; 2N = 4 card, max 1N – 2S – 2N – Hxx in clubs 1N – 2N – 3C – Hxx in diamonds	LEBENSÖHL (slow shows)[5] 1NT – (PEN X) – 2X = that suit + one above XX = any single suit, forces 2C P/C 1NT-(2X/3X)-DBL=T/O
2 ♣	YES			23+ Balanced or GF	2D = relay, 2H = 4 or less (not an Ace), 2N = hearts		
2 ♦	YES	Ekren [1]		3-10 HCP; WEAK 4/5+ both Majors [1]	2H/2S to play, 2NT enquiry	3C lower range 5/4 (3D asks for longer M) 3C LR 5/5, 3H UR 4S-5H, 3S UR, 5S-4H,3NT UR 55(21),4C UR 5530, 4D UR 5503, 4H 5S 6+H, 4S 5H 6+S	
2 ♥		6		5-9 HCP; WEAK	2♣, 3m = F1; 2N = feature ask	3♥ = MIN (OTHER = FEATURE)	
2 ♠		6		5-9 HCP; WEAK	3♥, 3m = F1; 2N = feature ask	3♠ = MIN (OTHER FEATURE)	
2NT				20-22 HCP, 5M/6m possible OFFSHAPE OK	3♣=PUPPET, 3♦/3♥=TRF, 3♠= minors (slam try) 4♣=GERBER, 3S =5S 4H	SUPER ACCEPTS OVER JACOBY TRANSFER	2NT-(3X)-DBL=T/O
3 ♣		7 (6)			3X = F1; 3NT=T/P; 4NT=KEYCARD 1430 [4]		
3 ♦		7 (6)			3M F1; 3NT=T/P; 4NT=KEYCARD [4]		
3 ♥		7 (6)			3♣ F1; 3NT=T/P; 4NT=KEYCARD [4]		
3 ♠		7 (6)			3NT=T/P; 4NT=KEYCARD [4]		

3NT	YES			Gambling	4♣ = pass/correct		
4♣		7+		Preemptive			
4♦		7+		Preemptive			
4♥		7+		Preemptive			
4♠		7+		Preemptive			
4NT	YES			SPECIFIC ACE ASK	5♣=NO ACES, 5♦/5♥/5♠/6♠=ACE, 5NT=2 A's		
5♣		7+		Preemptive		HIGH LEVEL BIDDING	
5♦		7+		Preemptive		Gerber after any natural NT bid 14/30	
5♥		7+		Preemptive		RKCB 14/30	
5♠		7+		Preemptive		DOPI/R0P1	

WBF Standard Card
Supplementary Sheet

Note 1: 2D Weak = both Majors 4/5+ (Ekren):

2D = 3-10 HCP 4/5+ Majors

2D – 2H/2S T/P

2D – 2NT Enquiry

2D-2NT – 3C Lower Range (LR) 5-4 (Now 3D asks for longer M)

2D-2NT-3H Upper Range (UR) 45(21)

2D-2NT-3S UR 54(21)

2D-2NT-3NT UR 55(21)

2D-2NT-4C UR 5530

2D-2NT-4D UR 5503

2D-2NT-4H 56+

2D-2NT-4S 65+

Note 2: Multi Landy: vs No Trump

X Penalty

2C 44+ both Majors

2D = Single suited Major 6+ (2H = P/C)

2H/S = 5cM + minor 4+ (2N=enquiry for minor)

2N= 55+ minors

3C/D = 6

Note3: 2 Suited Overcalls Modified Ghestem

Cuebid = 55+ in Upper 2 suits

2NT = 55+ in lower 2 suits

3C = 55+ in extreme 2 suits

Note 4: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses: 5C = 1 or 4, 5D = 0 or 3,

5H = 2, 5S = 2 + Queen of Trumps

5NT = 2 + a void, 6C = 1 + a void

Note 5: Lebensohl: Slow Shows

2NT forces 3C, Responder may now pass or make a minimum bid in a suit NF

2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

Note 6: Responses after NT rebid

1C/D2 - 1H - 1NT - 2C = Major suit enquiry (Checkback)

Response: 2D denies 3H/4S

2H shows 3Hs may have 4Ss

2S shows 4Ss denies 3Hs

Note 7: 2N Response to 1H/S (Jacoby)

1M - 2N = GF

1M - 2N - 3M = slam interest

1M - 2N - 3N = intermediate hand

1M - 2N - 4M = minimum opener

1M - 2N - 3C/D/other M = shortage

1M - 2N - 4 C/D/other M = a 5c suit