

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)		
INT 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 = invitation; 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(+)	J10x(+)
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
1	Low = ENC	Hi/Lo=EVEN
Suit 2	Hi/Lo=EVEN	S/P
3	S/P	
1	Low = ENC	Hi/Lo = EVEN
NT 2	Hi/Lo=EVEN	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	LEBENSOHL (slow shows)[5] INT – (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]		

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