DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS

Natural Overcall. Usually 5^+ card

Jump raise = Pre. New suit at 1/3 Level=F1;

(1X) 1M - 2♣ = 3-card raise / 13^+ Bal / 13^+ 5^+ oM

(1X) 1M - 3X = Mixed raise

(1M) 2♣ - 2♢ = 10^+5^+ oM / GF 4^+ oM

(1M) 2♢ - 3♣ = 10^+5^+ oM

(1M) 2m (2M) = 10^+ Not suitable for NT

1NT OVERCALL

15-18. 13-16 in Bal position. Sys on

JUMP OVERCALLS

1 suit: Preemptive. New suit=inv

2 suits: Unusual 2NT: (8)10-12 or strong

If partner passed: wide range

Reopen: Constructive 6^+ cards

DIRECT & JUMP CUE BIDS

Michael=55^+ M+m / both M. (8)10-12 or strong.

Jump cue-bid=Ask stopper

VS. NT

Dbl (vs Weak) = Optional; (vs Strong) 5^+m4=M

2♣=54^+ Majors

2♢=♡/♠

2M=54^+M+m

2NT=Minors

PH / 4th seat: Dbl=One suit; 2X=44^+ X+higher

VS. PREEMPTS

Takeout

V weak2: cue=Stopper Asking, 4m=5m+5M

Leaping Michaels v weak2 / multi

VS. ARTIFICIAL STRONG OPENINGS

Suit=Natural; Dbl=Majors; NT=Minors

Response: NT=Good hand. Suit=NF

OVER OPPONENTS' TAKEOUT DOUBLE

System off. Rdbl = 10^+.

Transfer response after 1♣

1M: 1NT to 2M-1 = transfer

1♢ (Dbl) 2♣ = Majors

2NT=LR^+

Jump suit=fit jump shift

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th best, MUD	3rd / 5th
Notrump	4th best, MUD	3rd / 5th
Subsequent	4th, Standard	4th Standard

Other: 0/1

Vs NT: A for ATT. K ask for CT / unblock

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+), Ax	AKx(+)
King	KQx(+), Kx, AK	KQx(+)
Queen	QJx(+), Qx	(A)QJx(+), KQT9(+)
Jack	JTx(+), HJT(+), Jx	JTx(+), HJTx(+)
10	(H)T9x(+)	(H)T9x(x)
9	9x	9x(+)
Hi-X	Xx, xXxx	Xxx(+)
Lo-X	xXx, HxX	HxX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	ATT: Lo=Enc	CT: Lo=Even	ATT: Lo=Enc
2 Suit	CT: Lo=Even	ATT: Lo=Enc	Suit Pref
3	Suit Pref		
1	ATT: Lo=Enc	CT: Lo=Even	ATT: Lo=Enc
2 NT	CT: Lo=Even	ATT: Lo=Enc	Suit Pref
3	Suit Pref		

Signals: UDCA, Standard suit preference

Standard Smith Echo, Hi=Enc

Standard remaining count

DOUBLES

TAKEOUT DOUBLES

Emphasize majors. Minors unclear

Responses: New suit NF. CUE=LR^+, any shape

MISCELLANEOUS DOUBLES/REDOUBLES

Neg Dbl through 4♢

No Support DBL

Maximal and Game try Dbls

Responsive Dbls

Against bid and raise below 4♡: Dbl=Take out

WBF CONVENTION CARD

CATEGORY: Natural

NCBO:

EVENT:

PLAYERS:

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-Card Major, Non-forcing 1NT, Strong 1NT

1♣ Min bal or 4^+♣ unbal. 1♢ unbal

2♣ Art. Strong, 2♢ PRE in 1 major / 18-19 Bal / 16^+ 4441

2M 10-13 5^+M unbal 3^-oM

3NT 8-10 tricks 4M preempt

2-over-1 artificial forcing

Light and limited initial 1-level response

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ = 20^+ strong (22^+ if Bal)

2♢ = 5^+♡/♠ weak or 18-19 Bal or 16^+ 4441

2M = 10-13 5^+M 3^-oM. Unbal (s/v or 6^+M)

3NT = 8-10 tricks in ♡/♠

1♡-2♢ / 1♠-2♡ = 3^+ raise 8^+

1♠-2♢ = 5^+♡ 8^+

1M-2♣ = Art GF. No 3M or 5oM or 5-5

Transfer response to 1♣

1♣-1NT = GF in ♣ or Bal

1♣-2♣/♢/♡: GF in next higher

1♣-2♠ = GF 4441

1♢/M-2 higher = Nat GF

1♣-2NT = ♣ Pre or 5♣5X GF

1X - 3 others = 5-5 GF

1 over 1 less than 15 HCP

Gazzilli Squences with weak cases:

1♣-1Red-1M; 1♢-1M-1NT; 1♢/♡/♠-1NT-2♣

Gazzilli Sequences without weak cases:

1♣-1♠-2♡/♠; 1♡-1♠-2♣

SPECIAL FORCING PASS SEQUENCES

1m (Dbl) Rdbl = Force to 2NT or we rebid 2m

1M (X) Rdbl = Force to 2M

In FG sequences / Inv sequence below 3M, P is F1

IMPORTANT NOTES

PSYCHICS: None

Open	Art	Min card	Neg Dbl	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♡	11-21 5+♣ unBal	1◇/♡=4+♡/♠; 1♠=No 4M; 1NT=GF ♣/Bal	1♣-1Red-1M=11-15 3+M unbal or 16+ Many	1NT/2X=Nat Inv
				12-14 Bal	2♣/◇/♡/♠=GF ◇/♡/♠/4441; 2NT=♣ Pre or ♣+X 5-5 GF	1♣-1Red-2NT=6+♣ 3=M Inv	
				11-21 =4144/=4414	3♣=5♣5◇ Pre; 3◇/♡/♠=♡+♠/◇+♡/◇+♠ 5-5 GF	1♣-1♠-2♡=16-18 2-◇ or 19+ with short	
						1♣-1♠-2♠=16-18 3+◇ or 19+ no short	
1◇		4	4♡	11-21 5+◇ unBal	1M=4+M; 1NT=6-11 No 4M; 2♣=GF ♣/Bal/◇ raise	1◇-1M-1NT=11-15 3=M or 16+ Many	2♣/M=Nat Inv
				11-21 =1444/=4441	2◇=Weak 5+♦4+♡; 2M=GF Nat; 2NT=11-12 Inv; 3◇=Pre	1◇-1Red-2NT=6+◇ 3=M Inv	
					3♣/♡/♠=♡+♠/♡+♣/♠+♣ 5-5 GF	1◇-2♣-2◇=Single suit any strength or 11-15 with ♣	
1♡		5	4◇	11-21 5+♡	1NT=6-11 2-♡; 2♣=Art. GF. No 3+♡/5+♠/5-5	1♡-1♠-1NT=12-14 Bal or 11-15 5=♡2-♠	2♣/◇=3/4+♡ 9+
					2◇=3+♡ 8+; 2♠=Nat GF; 2NT=4+♡ 6-11/12-15 w/ SING	1♡-1♠-2♣=16+ Many	Jump suit = Fit raise
					3♣/◇/♠=♣+♠/◇+♠/♣+◇; 5-5 GF 3♡=PRE	1♡-1♠-2◇=15-17 Bal / 11-15 3=♠ unbal	2NT=Any splinter
					3NT/4m=9-11 void ♠/m		
1♠		5	4♡	11-21 5+♠	1NT=6-11 2-♠; 2♣=Art. GF. No 3+♠/5+♡/5-5	1M-1NT-2♣=♣ or 16+ Many	2♣/◇=3/4+♠ 9+
					2◇=5+♡ 8+; 2♡=3+♠ 8+; 2NT=4+♠ 6-11/12-15 w/ SING	1M-2♣-2◇=5M-4m or min Bal, then 2♡ asks	2♡=Nat Inv
					3♣/◇/♡=♣+♡/◇+♡/♣+◇ 5-5 GF; 3♠=PRE	1M-2♣-2N=16-19 Bal or 5-5 14+	Jump suit=Fit raise
					3NT/4m=9-11 void ♡/m	1M-2NT-3♣/◇/M=14+Ask/some VOID/Min	2NT=Any splinter
1NT				15-17 Bal.	2♣=Stayman/5=♠inv; 2◇=5+♡; 2♡=5+♠ not inv	1NT-2Red;2M-2NT=5M4m GF or 5332 ST	
				5M 6m possible	2♠=Range ask; 2NT=Ask weak minor doubleton	1NT-2Red-2M-3m=55; 3♡/♠=6M4♣/◇	
					3♣=PUP 3◇; 3◇=6+♡/♠Inv; 3♡/♠=♣/◇ ST	1NT-2♠;2NT/3♣=Min/Max	
					4♣/◇=♡/♠; 4M=Nat	1NT-3◇-3♡/♠/NT+=No ♡/No ♠ OK ♡/Both OK	
2♣	Y	0		9+ tricks	2◇/♡/♠=0-1/2/3+ Ctrls. 2NT/3NT=6/7 cards suit w/ AKQ	2♣-2◇-2NT=22-24 Bal; ♣-2◇-2♡=GF ♡ / 25+ Bal	
				22+ Bal	3X/4X 6/7 cards suit, 2 of AKQ	2♣-2◇-3M=5+♣4M. 2♣-2M;2♠/3X=5+ usu. unbal	
2◇	Y	0		Pre in ♡/♠	2♡=P/C; 2♠=♡ inv; 2NT=Inv+ ask; 3m=Nat GF	2◇-2M-2NT=18-19 Bal; 3♣+=16+ 4441	
				18-19 Bal / 16+ 4441	3M=P/C; 4♣=Bid transfer; 4◇=bid M	2◇-2NT;3♣+=5-cards/Min♡/Min♠/Max♡/Max♠	
2♡		5	3◇	10-13 unBal 3-♠	2♠=Art Inv+; 2NT=5+♠; 3m=F1R	2♡-2♠-2NT+=6+♡/4+♣/4=◇/5+◇	New Suit=Constr
					3♡=Block; Jump=splinter; 4♡=Pre or value	2♡-2♠-2NT-3♣=Ask short	2NT=Good raise
2♠		5	3◇	10-13 unBal 3-♡	2NT=Art Inv+; 3♣=5+♡; 3◇=F1R; 3♡=5+♣	2♠-2NT-3♣+=4+♣/4=◇/5+◇/6+♠Min/6+♠Max	New suit=Constr
					3♠=Block; Jump=splinter; 4♠=Pre or value	2♡/♠-2♠/NT-3♣-3◇-3♡+=5+♣/4♣3oM/4♣3◇	2NT=Good raise
2NT				20-21 Bal	3♣=Muppet Stayman; 3◇/♡=Transfer; 3♠=Minor Stayman	2NT-3♣-3◇+=Some 4M/No 4M/5♠/5♡	
				5M332 possible	4♣/◇=♡/♠ 4♡/♠=♣/◇ ST	2NT-3♣-3◇-3M=4oM; 2NT-3◇-3♡-3NT=5♡4♠ NF	
3♣		6		Pre in ♣	New Suit Forcing. 4◇ ST	3♣-4◇-4♡+=0KC/1KC/1KC wQ/2KC/2KC wQ	
3◇		6		Pre in ◇	New Suit Forcing. 4♣ ST	3◇-4♣-4◇+=0KC/1KC/1KC wQ/2KC/2KC wQ	
3♡/♠		6		Pre in ♡/♠	New Suit Forcing. 4♣ ST		
3NT	Y			8-10 tricks in ♡/♠	4♣=ST; 4◇=Bid M; 4♡=P/C		
4♣/◇		7		Pre in ♣/◇		**High Level Bidding**	
4♡/♠		7		Pre in ♡/♠	4♠=To play	Turbo; RKCB/Excl RKCB(1430) on jump; D0P1	
4NT				Specific Ace Ask	5♣=No. 5◇/♡/♠=That Ace; 5NT=2 Aces; 6♣=♣A	Ctrl bid: A/K on 3rd level. A/K/short on 4th level	
5♣/◇		8		Pre in ♣/◇			
5♡/♠		8					