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 Dbl
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

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

Check system notes on GitHub

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♣	√	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♦-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♦	√	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	√			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					