Defensive and Competitive Bidding

Overcalls

1ˢᵗ level (4)5⁺cards, 8-16 ʜᴄᴘ→¹/₁ʀᴇsᴘ=F1; ²/₁ʀᴇsᴘ=NF
  fit-jumps, ᴏᴘᴘᴛ suit=ɪɴᴠ to 4M; 2♣=Fɪᴛ-Dʀᴜʀʏ
2ⁿᵈ level 5⁺cards, 11-17 ʜᴄᴘ→new suit=F1
Tʀғ-Lᴇʙ after: (1M/P)-Dʙʟ/1◇/1ɴᴛ-(2◇M)-?, (1m/M/P)-(2M)-Dʙʟ-?:
  2y=ɴғ; 2ɴᴛ=any weak or clubs; 3♣◇♥=Tʀғ ɪɴᴠ⁺;
  3♠=Tʀғ to 3ɴᴛ; Tʀғ to ᴏᴘᴘᴛ suit=Sᴛᴀʏ ɢғ
Tʀғ-Lᴇʙ after 2♣-(2M): 2ɴᴛ/3♣=♣; 3♠=◇ ɢғ

1ɴᴛ Overcall

ᴠᴜʟ15-18, ɴᴠ14-17, ½⁺sᴛᴏᴘ→Tʀғs; Tʀғ to ᴏᴘᴘᴛ M=Sᴛᴀʏ
Passed hand: 4M+5⁺m; Reopen: 1ɴᴛ=11-15; 2ɴᴛ=19-21

Jump Overcalls

Weak→new suit=ɪɴᴠ; 2ɴᴛ=relay
2ɴᴛ=two lowest suits; Over 1m=ɴᴀᴛ: 2◇=5⁺4⁺MM, 8-11.
Reopen: intermediate

Direct & Jump Cue Bids

Over 1M: 2M=oM+m, 10⁺→2ɴᴛ=relay; 3♣=P/C; 3◇=ɪɴᴠ M.
3M=ask stopper for 3ɴᴛ, usually with running suit

Vs NT

Asᴘᴛʀᴏ: Dʙʟ=14⁺; 2♥♠=6 cards, 8-15; 2ɴᴛ=6-5 ɪɴᴠ⁺
  2♣/◇=4-5♥/♠ ᴜɴʙᴀʟ, 10-15, (if MM, we bid shorter first);
Passed hand: Dʙʟ=4♠; 2m=m+4♥; 2M=ɴᴀᴛ
Over (1M)-(1ɴᴛ): direct Dʙʟ=ᴛ/ᴏ; 2M=oM+m
  Reopen: Dʙʟ=ɴᴀᴛ; 2m=m+oM; 2M=ɴᴀᴛ

Vs Preempts

Dʙʟ=ᴛ/ᴏ thru 4♥, cards higher. Cᴜᴇ=ask stopper.
Tʀғ-Lᴇʙ after (2x)-Dʙʟ. (2M)-4m=m+oM. 3ɴᴛ-4♣=(R) w/ʙᴀʟ
Over Multi 2◇: Dʙʟ=13-15NT / 17⁺; 2ɴᴛ=16-19; 4m=♥+m

Vs Artificial Strong Openings

Over 1m, 1♣-1◇: Dʙʟ=5-4 MM, 10⁺; 1ɴᴛ=5-5 Mm, 10⁺
  1◇♥♠=ᴅᴇsᴛʀ 0-15ʜᴄᴘ, 3⁺cards, 4⁺any other suit;
  2♣=minors; 2ɴᴛ=good hand w/ one-suiter or minors
Over 2m: Dʙʟ=MM; 2ɴᴛ=mm

Over Opponents' Takeout Double

1♣-(Dʙʟ): Rᴅʙʟ=ɴᴀᴛ ɢғ; 1◇=5-8→ɴᴀᴛ continuations
1◇-(Dʙʟ): Rᴅʙʟ/1♥/♠/ɴᴛ/♣= Tʀғ; 2ɴᴛ=minors; 3x=ɪɴᴠ
1M-(Dʙʟ): Rᴅʙʟ/1ɴᴛ...2M-1=Tʀғ; 2M=bad raise; 2ɴᴛ=fit
1ɴᴛ(14-17)-(Dʙʟ): system on
1ɴᴛ(10-14)-(Dʙʟ): Pᴀss=♣/◇/♥+♠; 2m=m+higher

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3ʳᵈ/5ᵗʰ	1ˢᵗ/3ʳᵈ, when count is
NT	2ⁿᵈ/4ᵗʰ	known: Lo=ᴇɴᴄ
Subseq	3ʳᵈ/ᴀᴛᴛ	
	(1ˢᵗ)/2ⁿᵈ/4ᵗʰ through declarer	

Leads

	Vs Suit	Vs NT
Ace	Ax, AK+	Asks ᴀᴛᴛ
King	KQ+, AKxxx	Asks count or unblock
Queen	QJ+, maybe AKQ	QJ+, KQx+, AQJ+
Jack	JT+, KJ10+	J10+, HJ10+
10	109+, H109+	109+, H109+
9	KJ9, 9x	H9x
Hi-x	Xx, xxxx	HXx, xXx, xXxx
Lo-x	xxX, HxX	xX, HxxX(x)

Signals in Order of Priority

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Lo=ᴇɴᴄ or xx	Hi=ᴇᴠᴇɴ	Odd/Even
	2	Hi=ᴇᴠᴇɴ		Hi=ᴇᴠᴇɴ
	3	Suit Pref		
NT	1	Lo=ᴇɴᴄ	Smith: Hi=ᴇɴᴄ	Odd/Even
	2	Hi=ᴇᴠᴇɴ	Hi=ᴇᴠᴇɴ	Hi=ᴇᴠᴇɴ

Odd/Even: odd=ᴇɴᴄ, even=suit pref; Smith vs ɴᴛ: Hi=like lead

Doubles

Takeout Doubles

11-15 negative or 16⁺any; Equal level conversion to ◇& ♥.
Cᴜᴇ=F1, jump to 2ⁿᵈ=8-10, 5-cards; (2x)-Dʙʟ-2ɴᴛ=Tʀғ-Lᴇʙ
Reopen: ᴛ/ᴏ 9-14 or 15⁺

Miscellaneous Doubles/Redoubles

ᴛ/ᴏ thru 4♥, higher=cards; 1◇-(1♥)-Dʙʟ=4♠
SᴜᴘᴘDʙʟ thru "2M-1"; Dʙʟ to ᴏᴘᴘᴛ Cᴜᴇ=A/K/Q;
Often Dʙʟ=extras/competitive from ɴғ hand;
(1ɴᴛ=weak)-(ᴀʀᴛ bid)-Dʙʟ=cards; Lightner Dʙʟ
Over Tʀғ: Dʙʟ=same as Dʙʟ to ɴᴀᴛ bid, but ʟᴅ if ɢғ
Over Sᴘʟ: Dʙʟ=ʟᴅ for Lo suit / no help in the only unbid suit
  ɴᴠ ᴠs ᴠᴜʟ or after ♠Sᴘʟ: Dʙʟ=suggest ᴘʀᴇ;
Over 3ɴᴛ: ʟᴅ for 2ⁿᵈ priority: 3ʳᵈ/1ˢᵗ/unbid/2ⁿᵈ/4ᵗʰ hand suit

WBF Convention Card 🐇

System Summary

General Approach and Style

Strong 1♣, precision 2♣, nebulous 1◇, 5-card majors
1ɴᴛ: ɴᴠ [1/2 vs ᴠᴜʟ] 9-12 [1/2 vs ɴᴠ], 10-12,
    [3] 10-14, [4] 12-14
  ᴠᴜʟ [1/2] 14-16, [3/4] 15-17
  5-card major, 6-card minor, stiff honor possible
In competition: 1ˢᵗ level=F1, 2ⁿᵈ level=ɴғ, 3ʳᵈ level=ɢғ
²/₁ʀᴇsᴘ=ɢғ unless suit rebid

Special Bids That May Require Defence

1◇=(0)1⁺◇, 11-15
2◇=Wilkosz 5M-(4)5 any, 5-10, Brown sticker
3ɴᴛ=Gambling (max Q outside)
After 1ɴᴛ=[9-14]: no transfers, 2♣◇=[R], up to ɪɴᴠ/ɢғ
1◇-2♥=5♠4⁺♥, less than invite
1♠-3♣=ɪɴᴠ, either a) 6⁺♥; or b) 5♥+3♠

Special Forcing Pass sequences

After our Rᴅʙʟ or ᴘᴇɴ-Dʙʟ or we have ɢғ
After our ɴᴠ 1ɴᴛ-(Dʙʟ)
After our 1♣ ᴏᴘᴘᴛ overcalls 4♥⁺
In FP situations: Dʙʟ=ᴘᴇɴ/no extras; Bid=extra shape;
  Pass+Bid=extra values, unsure about contract

Important Notes

ʜᴄᴘ & suit lengths are subject to judgement in any
situation

Psychics

Happens if 3ʳᵈ seat, ɴᴠ vs ᴠᴜʟ, against multi
or after ᴘʀᴇ with great fit

Open	Min Crd	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣ ⚠	0	4♥	a) Bal NV: 16+[3/4] 18+; VUL: 17+ b) Unbal (12)16+/4− losers	1♦=0-7; 1♥♠2♣♦=5-cards, 8+; 1NT=8-11/14+; 2♥♠=6-cards, 4-7; 2NT=12-13; 3♣♦♥♠=8+, 4441	1♣-1♦-1♥/♠=4+, F1→2♣/♦=6-7, 0-2/3SUPP; 2♣/♦=NF; 2♥=23+NT or GF♣/♦; 2♠=20+(4441)	
1♦ ⚠	(0)1	4♥	a) Bal VUL: 11-13, [3/4] 12-14 NV: [1/2] 13-15, [3/4] 15-17 b) Unbal 11-15 4+♦/441♦4	1♥♠=4+cards, F1; 1NT/2NT=NAT; 2♣♦=4+F1; 2♥=5♦4+H PRE; 2♠3♦=PRE; 3♣=5-4 mm PRE, 3♥♠=INV	1♦-1M-1X-?: 2♣=PUP 2♦(INV); 2♦=GF relay; 2NT=♣ 1♦-2m-2♥=Bal; 2♠=4m w/singleton; 2NT=1m444;	2♦is still GF
1♥	5	3♠	11-15	2NT=GF; 3♣=mixed raise; 3♦=3SUPP Bal INV 2♣=2+♣; 2♦=5 cards; 2♠=PRE	After 2NT: NAT responses, 3♠+=SPL	Fit-jumps
1♠	5	4♥	11-15	2NT=GF; 3♣=♥INV; 3♦=mixed raise; 3♥=3SUPP Bal INV		
1NT NV		4♥	[1/2 vs VUL]: 9-12, [3]: 10-14, [1/2 vs NV]: 10-12, [4]: 12-14	2♣=STAY; 2♦=GF-(R); 2♥♠3♣♥♠=NF; 3♦=5-5 MM G/T or S/T; 2NT=a) weak 6♣; b) 5-4 mm	Weak bids after 2♣: 2♦→2♥♠3♣, 2♥→2♠, 2♠→3♣♦, rest=INV; 2NT+3M=short w/mm	
1NT VUL		4♥	[1/2] 14-16, [3/4] 15-17	2♣=STAY; 2♦♥=TRF; 2♠=♣or INV; 3♣♦=INV; 3♥♠=31(54) GF	After 2♠/2NT: 3♣=MAX; After TRF new suit=INV+ 1NT-2♣-2NT=44 majors→TRF; SMOLEN	
2♣	5	4♥	10-15 a) 5♣+4M b) 6+♣	2♦=(R); 2M=8-12NF; 2NT=weak raise OR special hand; 3rd level=INV	2♣-2♦: 2♥♠=4 cards; 2NT=MAX→3♣=ask shortage; 3♣=MIN→3♦=ask; 2♣-2NT-3♣-3♦=INV 5-5 majors	
2♦ ⚠	0	3♠	[1/2/3] (3)5-10 5M+(4)5 any [4] 10-13 6♦	2♥♠3♥♠=P/C; 3♣=F1; 3♦=INV M; 4♣♦=ask 2NT=(R);	After 2NT: 3♥=♥♠; 3♠=♠♥; 3NT=♥♠MAX After 3♦: 3M=MIN; 4♣♦=MAX; 3NT=♥♠MAX	Over 2♦-DBL: System on; PASS/RDBL=P/C
2♥♠	(5)6		[1/2/3] (3)5-10, [4] 10-13	2♠=NF; 2NT=Ogust relay	After 2NT: 3♣♦=MIN; 3♦♥=bad suit	
2NT			21-22	3♣=Puppet Stayman; 3♠=6+minor OR 5-4 minors		
3♣♦♥♠	(6)7		Preempt	new suit: NV=INV, VUL=F1; 4♣=MiniKC		
3NT ⚠			AKQxxxx in ♣/♦, no side A/K	4♣=P/C; 4♦=(R); 4NT=asks quality opposite void		
4♣♦♥♠						
4NT			6-6 minors, slam interest			

High Level Bidding

RKCB 03 14 2 2+Q; 5NT=2/4 w/void; 6x=1/3 w/void
After RKC: [+1]=Asks Q → no Q, Q+0K, Q+1K, …
If opps interfere, PASS=1st step;
   If no control was implied, show/ask control first;
   from captain: DBL is PEN; RDBL is next relay
   from responder: DBL/RDBL is 1st step with control
Jump to 5th level=Voidwood 0123
5NT is often pick-a-slam
After 3NT: 4m=MinRKC→[+1]=MIN; higher=RKC steps

Additional Notes

Transfers after 1♦-(1♥)-?
   DBL=4-5(6)♠
   1♠NT2♣=transfer to NT♣♦
   2♦=INV+0-3♠; either 4-4 minors or short spade
   2♥♠=♠♣weak or strong
   2NT=minors
   3x=INV

Imps for VP

VP	1	6	8	10	16	20
11:9	0,8	2,0	2,3	2,6	3,3	3,7
12:8	1,7	4,2	4,9	5,4	6,9	7,7
13:7	2,7	6,6	7,6	8,6	10,8	12,1
14:6	3,8	9,3	10,7	12,0	15,2	16,9
15:5	5,0	12,2	14,1	15,8	20,0	22,4
16:4	6,4	15,6	18,0	20,1	25,5	28,5
17:3	8,0	19,5	22,5	25,1	31,8	35,6
18:2	9,8	24,0	27,8	31,0	39,3	43,9
19:1	12,1	29,6	34,2	38,2	48,3	54,1
20:0	15,0	36,7	42,4	47,4	60,0	67,1