

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) 1-level: 5-16 HCP (4)5+cs. 2-level: 11-16 HCP, good 5 or 6cs. New suit = NAT, F1; Jump shift = FJ; Raises = PRE; Non-Jump in NT = 10-12 HCP; Jump to 2NT = 13-15 HCP; 3NT = to play. CUE = HCR; Jump CUE = Stopper Ask, GF.
INT OVERCALL (2nd/4th Live; Responses; Reopening) 2 nd : 1NT = 15-18 HCP with stopper; 4 th : 1NT = 12-15 HCP, may not have stopper {System on}; 5 th (PH) 1NT = 2 lowest suits. (1x) P (1y) 1NT = 17-19 HCP (but weak 5-5 in other suits by PH).
JUMP OVERCALLS (Style; Responses; Unusual NT) 2 nd = Weak, 4 th = Intermediate: ns = F1, 2NT = ENQ 2NT: 2 nd = Unusual (2 lowest suits); 4 th = 19-21 BAL {System on}.
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen) 2 nd /4 th : Direct CUE = Michaels (opening values). (1m) 2m = H&S, 55+. 1C (short): 2C = NAT; 2D = Michaels. (1M) 2M = oM + m, 55+. RESP: 2NT = Game Try, 3m = P or C.
2 nd /4 th : Jump CUE asks for stopper {may be 1-suited FG}.
VS. NT (vs. Strong/Weak; Reopening;PH) Weak NT: DBL = PEN. Strong NT: DBL = single 6 cs (m likely) Multi-Landy: 2C = H&S; 2D = H or S; 2M = 5M&4 ⁺ m. 2NT = either C&D; or Strong 2 suiter. 3x = NAT, constructive.
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Weak 2: X = T/O {then ≤2NT = 0-7, 3ns = 8=11, LEB (FASS)}; 2NT = 16-18 {system on, trf to opp's suit = 4441 (1 in opp's suit)} CUE = Stopper Ask. Leaping Michaels.
Weak 3: X = T/O; 3NT = to play; CUE = Strong Michaels.
Weak 4: X = T/O; 4NT = 2 suiter.
Multi 2D: 2 nd : X = T/O of S or 19+ BAL; 2H = T/O of H; 2S/3m/3H = 5/6+cs, 14+ HCP; 2NT = 16-18 {system on}.
4 th : X = T/O or RHO's suit; 2NT = 16-18 {system on}; 3m = NAT.
6 th : X = 13-15 BAL; 2NT = C&D; 3m = 6+cs, 8-13 HCP.
After all T/O bids: ≤2NT = 0-7, 3ns = 8-11, LEB (FASS).
2NT (UNT): X = PEN; 3C = Ms; 3D = single M; 3M = good hand in M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C STR 1C: 1D/1M/2C = NAT, X = majors, 1NT = minors, WJOs. (1C)P (1D): 1M/2C/2D = NAT, X = majors, 1NT = minors, WJOs.
OVER OPPONENTS' TAKEOUT DOUBLE RDBL = 10+ HCP. 1M(X): bids = transfer from 1NT, 2NT good 4cd M raise; 1m (X)XX = inverted raises, 2NT = NAT, FJ & SPL.
OVER OPPONENTS' SUIT OVERCALL DBL = NEG; New suit = NAT, F1 by UPH. 1NT = 7-10 HCP. 1m-(1/2x)-2NT = NAT, 1M-(1/2x)-2NT = 4M, INV ⁺ . 1M-(1/2x)-2/3x = 3M, INV ⁺ . Raises = PRE. FJ & SPL. After 1m opening CUE need not have support.

LEADS AND SIGNALS																											
OPENING LEADS STYLE																											
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Signals (including Trumps): Standard distribution: Hi/Lo = Odd. Reverse Attitude: Lo = Like Smith Peters v NT: Hi = Like by both. Trumps: S/P.																											
DOUBLES																											
TAKEOUT DOUBLES (Style; Responses; Reopening) T/O DBL = 3+ cards in any unbid M, 2+ cards in any unbid m; or 17 ⁺ . Responses: Cue-bid = 10+ HCP unsuitable for any other bid. 2NT often scrambling after DBL of 2M. Reopening DBL = 9+ HCP.																											
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS NEG DBL thru 4D: 1C (1D) DBL = 4/5H & 4S; 1m (1H) DBL = 4S; 1m (1S) DBL suggests 4 ⁺ H. RESP DBL thru 4S.																											
COMP DBL when opponents have bid and raised a suit. Support DBL/RDBL eg 1m (Pass) 1M (DBL/1S/1NT/2m/2om/2H). RDBL/DBL shows exactly 3 card support.																											
Game Try DBL: only when there is no room for any other game try. DBL of 3NT: Lead (in order of priority): 1. your suit. 2. my suit. 3. dummy's 1st suit. 4. your shorter Major.																											
Lightner DBL: DBL of a slam is lead directing usually showing a void. Rozenkrantz/Munson DBL/RDBL: (1x)-1y-(DBL)-RDBL = Ax(x) or Kx(x) DBL of splinter: Lead the suit below (excluding trumps).																											

WBF CONVENTION CARD
CATEGORY: GREEN NCBO: SCOTLAND PLAYERS: Ying Piper SBU (10452) EBU (521282) Paul Maiolani SBU (6698) EBU (429602)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, 15-17 NT, 5M, 3 card Minors, Weak 2's in Majors
1C opening = 3 ⁺ C {NAT, 10-20 HCP or 12-14/18-19 BAL}.
1D opening = 3 ⁺ D, 10-20 HCP. {Only 3 cards if 4432}.
1H/1S opening = 5 ⁺ H/S, 10-20 HCP.
1NT opening = 15-17 HCP.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE 2C opening = Game Force or 24+ BAL. 2D opening = 22-23 BAL or Strong D suit or 54 ⁺ hs 8-11 2H opening = Weak 2 {5-9 NV, 6-10 VUL}. 2S opening = Weak 2 {5-9 NV, 6-10 VUL}.
Support x or xx only to Ms
SPECIAL FORCING PASS SEQUENCES After RDBL or similar; our side doubled 1NT for PEN; when we have bid game showing constructive values; when it is clear opponents are sacrificing.
IMPORTANT NOTES If partner shows a single suiter at 2 level, then 2NT = ASK, F1. e.g. (1H) 2D (P), now 2NT = ASK, F1 (also PH)
PSYCHICS:

WBF CONVENTION CARD

PLAYERS: Ying Piper (10452) & Paul Maiolani (6698)

OPENING	✓ = ARTIFICIAL	MIN LENGTH	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1C		3	6S	3 ⁺ C, 10-20 HCP When 4-4 in the minors we usually open 1D.	2C=F to 2NT/3C; 3C=5 ⁺ cs, 5-10 HCP 2D/2M=WJS (3-5 HCP by UPH); Fit Jump by PH. 2NT=NAT 11-12 3NT=13-15 BAL, denies 4 cs support, 3D/3M=SPL raise, with 5 ⁺ C, not GF. 1C-2C-4H/S=Exclusion RKC	2way CB over 1NT/2NT: 1m-1M-1NT-2C-2D-2NT=general invite; raise 1NT to 2NT directly=puppet to 3C to play 1m-1H-1N-2S=44 inv; 1m-1H-1N-2C-2D-2S=5h4s inv 1x-1y-2NT-3C-3z-3y=sign off; 1x-1y-2NT-3D=checkback, GF 1x-1y-2NT-3y/z=6y/55yz, slam interests 1C-1M-2M: 2NT=relay to check M. 1C(X): XX=inverted; 2C=NAT; 2NT=NAT; 1C(1y) 2C=NAT; 1C(1NT): 2C=NAT	New suit = NF. 2NT=11-12 BAL, any rebid by opener below game including 3 of his minor) is forcing, 4 th suit forcing applies. Inverted minor on. 2D/2M=WJS
1D		3	6S	3 ⁺ D, 10-20 HCP. Only 3cs if 4432.	As above 2C=GF, 5cs 3C=6 ⁺ c, 9-11 HCP. 3M/4C=SPL raise, with 5 ⁺ D, not GF.	As above 1D-2C: 2D=5+d, may have 4M, or 4441; 2M=NAT shows extra, 2NT=NAT with stops in both Ms; 3D=6+d, good hand. 1D(1NT) 2C=NAT	As above
1M		5	6S	5 ⁺ M, 10-20 HCP.	1H-2S=3 cd inv+; 1S-3C=3cd, inv+ 1H-2NT/3C/3D/3H=4c (12 ⁺ , 10-11, 7-9, 0-6). 1S-2NT/3D/3H/3S=4c (12 ⁺ , 10-11, 7-9, 0-6). 4H=NAT	1M-2NT: 3 new suit = shortage, any range; jump new suit 2 nd suit; 3M=no shortage, non min; 4M=min 1H/1S-3C-3D=game try; 1S-3D-3H=game try, 4 level new suit=2 nd suit. 1M(X) 2NT=4+cs in M, INV+(Truscott), then 3new suit from opener is long suit trial bid.	2C=NAT NF. 1H-2S=WJS System on when appropriate
1NT			6S	15-17 HCP, BAL (5M, 6m or singleton A/K allowed).	2C=Stayman (non promissory), any range 2D/2H=→H/S 2NT/3C=→single suited C/D INV ⁺ 2S=(a)54+ minors any range (b)weak 0-6HCP 6m 3D=55m GF 3H/3S=short M with 3 oM (13)(45)/(03)(55) FG. 4C=Ms (55) NF 4D/H=→H/S	1NT-2C-2D: 2H=44/54 hs INV; 2S=54sh INV; 3C=4M+c GF; 3D=4M+d FG; Smolen. 1NT-2D-2H: 2S=54hs INV; 1NT-2H-2S: 3H=54sh INV; 3m=54 ⁺ hm FG. 1NT-2C-2M: 2oM=NAT, 3oM=agree with M slam try 3m=5m4oM FG (then 3x=values and m fit, 4y=strong m fit); JNS=SPL 4 ⁺ M. 1NT-2D/2H: 2NT with 4cs non-min, retransfer on. 1NT(X): If X=PEN: XX=5cs, 2C/D/H=4cs +higher 4cs If X=ART: XX=PEN, system on. 1NT(2suit): X=T/O if suit is NAT, values to 2NT if suit is ART; LEB. 1NT(3C):X=T/O	As for UPH.
2C	✓	0	6S	Almost game force in main suit not D or 24+ BAL.	2D=weak or waiting, 2M/2NT/3C/3D=NAT +ve (system on after responder's 2NT; cheap minor 2nd negative including 2C-2D-3D-3H, can be passed if opener repeats suit) 3M=shortage 1M444 or 04(54) After 2C(X/overall): XX/X/bid=5 ⁺ HCP	After 2D: 2NT=24+(system on); 2M/3C=NAT; 3D/3M=4 card+longer C (after that, responder's 4C=agrees in C, 4D=agrees in the bid D/M, jump to game is weak) After 2C-2H: 2S/3C=NAT	As for UPH.
2D		0		a) 22-23 BAL b) strong not BAL in D c) 54 ⁺ /5 ⁺ 5 ⁺ in H/S 7-10HCP	2H/2S=play opposite suit 3m/3NT=NAT, 2NT=ENQ 11 ⁺ ; 3M=4 ⁺ cs barrage	2D-2M: 2NT=22-23 system on, other NAT with main D suit. 2D-2NT: 3C/3H=5h4s (3C is weaker), 3D=55 min, 3S=55 max; 3NT=22-23, 4D=D suit; 4C=6h5s+ in Ms→4D=ask for better M	As for UPH.
2H		5		Weak, intermediate in 4th pos.	2NT=ENQ: bid features if not min; 3NT=AKQxxx New suit = F1; 4C=PMKC, 4S=to play		As for UPH.
2S		5		As above	analogous as above. 4H=to play		As for UPH.
2NT			6S	20-21 HCP, BAL.	3C=asks for 5 card M; 3D/3H=transfer 3S=both minors or 6+m (very weak 6m) 3NT=5s+4h 4C=slam try in D (2NT-3C-3N-4C/4D=NAT) 4D=slam try in C (as above) 4H/S=→C/D to play	2NT-3C: 3D=1 or 2 4M, then 4C=both M slam interest; 4D=both Ms no slam interest 2NT-3C-3H/S: 5h/s; 3/4NT=NAT; 4m=5 ⁺ m and ST. 2NT-3D/3H-4H/4S=4 card support with at least K in each side-suit. 2NT-3D/3H-3H/3S: 3S/4H=slam try; 4m=NAT 2NT-3D-3H-4S=RKC, 4NT=S control 2NT-3H-3S-4NT=RKC, 4H/5m=cue	As for UPH.
3 suit		6		NAT PRE (NV 6/7cs. VUL 7cs).	3m-4m=blocking, new suit forcing.	After 3C: 4D=PMKC; after 3D/3H/3S: 4C=PMKC	As for UPH.
3NT	✓	7		Solid major	4C=bid suit below M. 4D=ask for shortage 4H=P/C. 4S=PMKC for H. 4NT=PMKC for S.		As for UPH.
4C/4D		7		NAT PRE	4M=to play, 4C-4D/4D-4NT=RKC ask		
4H/4S		7		NAT PRE	Not AKQxxxx		
4NT	✓			Long m	Better than 5C/5D opening		
5C/5D		7		NAT PRE (Barrage)			
5H/5S		7		Solid suit w/o AK & no other losers.	Bid 6 with A or K of the suit, bid 7 with both.		
HIGH LEVEL BIDDING							
Kickback 1430: step1=1/4; step2=0/3; step3=2-Q; step4=2+Q; 5NT=2+void; 6 of below key suit=1/3+void							
DIPO RIPO (Double=1/4, P=0/3) DEPO (Double=even, P= odd)							
PMKC 0-1-1-2-2: step1=0 (then the next step is trump asks for Q); step2=1-Q; step 3=1+Q; step 4=2-Q; step 5=2+Q							