



Defensive and Competitive Bidding
Overcalls (Style, Responses, Reopening)
Can be aggressive at 1level, Sound at 2level Cue = Support, 2NT over 1M = Support (as per 1M-2NT)
NT Overcall (2 nd /4 th Live, responses, reopening)
Direct: 14-bad 17 (Sandwich: (1x)-P-(1y)-1NT: 16-18) Balance: 1NT = 12-16 (then INV Stayman), 2NT = 19-21 Continuations: As over NT opening
Jump Overcall (Style, responses, unusual NT)
Jump Overcalls = Weak = 4-9HCP Continuations: As over pre-emptive opening Unusual NT (9+HCP): 2 lowest suits
Direct & Jump cue bids (Style, responses, reopen)
Cue (9+HCP): (1m)-2m=5♥-5♠, (1M)-2M=5oM-5m, Jump cue = Stop ask Continuations: 2NT = Enquiry (like Multi Landy) Lower suit = Sets Low suit, Higher suit = Sets High suit (1m)-4m and (1♥)-4♥ = Solid 4M bid
Vs NT (vs. Strong/Weak, reopening, PH)
DBL = Penalties (Forcing T/O by PH; usually 4M-5m) 2♣ = ♥+♠ (2♦ = No preference, 2NT = ART) 2♦ = 6+♥ or 6+♠ (2/3M = P/C, 2NT/4m = ART) 2M = 5+M, 4+♣/♦ (3♣ = P/C, 3♦ = M; INV, 2NT = ART) 2NT = Pre-empt in ♣/♦ (As 2NT opening) 3m = Natural; Constructive (As 2NT opening)
Vs Pre-empts (DBLs, cue-bids, jumps; NT bids)
DBL = T/O (LEB over weak 2) (2/3M): 4♣ = ♣-oM, 4♦ = ♦-oM, (♥)-4♥ = ♠, (♠)-4♠ = ♣+♦ (2/3m): 4om = ♣-M, 4m = ♥-♠ (4any): 4♦=♦-M or ♥-♠, 4N=Two places
Vs Artificial strong openings. i.e 1♣ or 2♣
X = Majors, 1N/2N = Minors
Over opponents T/O double
1A-(DBL)-RDBL = Values Xfers over 1M-(DBL) from 1NT to 2M

Leads and Signals				
Opening lead style				
	Lead	In Partner's Suit		
Suit	3 rd /Low	3 rd /5 th		
NT	2 nd /4 th	3 rd /5 th		
Subseq	ATT usually vs NT, 3 rd /5 th usually vs suits			
Other:	If our length is known then: Suit Preference			
Leads				
	Vs. Suit	Vs. NT		
Ace	AK(+), Ax(+)	AK(+), Ax(+)		
King	AK, KQ(+), K(+)	AK(+), KQ(+), K(+)		
Queen	QJ(+), Q(+)	KQ(+), Q(+), QJ(+)		
Jack	JT(+), J(+), HJT(+)	JT(+), J(+), HJT(+)		
10	T9(+), T(+), HT9(+)	JTx(+), T(+), T9, HT9(+)		
X	Xx, xxX, HxX(xX), HxXx(xx),	Xx, xXx(+), HxX, HxxX(+),		
Signals in order of priority				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	Low=Enc	S/P at Decl T1	Low=Enc
	2	Low=Even	Low=Even	Low=Even
	3	S/P	S/P	S/P
NT	1	Low=Enc	High = Enc lead	Low=Enc
	2	Low=Even	Low=Even	Low=Even
	3	S/P	S/P	S/P
Other	S/P: A/Q or High x = High suit, K/J or Low x = Low suit. Applies in lots of situations (e.g cash-out)			
Doubles				
Takeout doubles (Style, Responses, Reopening)				
Slightly off-shape = possible. e.g (4333) & (4225) Converting ♣ response to ♦ does not show extras at high levels Can be light in balancing seat if suitable 2NT response = ART (Scrambling, Leb or ART strong) Jump cue response: Over 1M = SPL for oM, Over 1m = ♥-♠				
Special, artificial & competitive DBLs/RDBLs				
Over their RDBL: At 1L: Pass = Forcing, At 2L+: Penalty Pass RDBL = Wish to compete if pre-empt/limited SUPP DBL & RDBL in most situs at low levels (not if over 1N) 1♣-(1♦)-DBL = 4♥-4♠; 4+HCP, 1m-(1M)-DBL = 4oM; 4+HCP DBL of ART bids: T/O of support suit/Values if no suit				

	WBF Convention Card	
Category	Green	
Players:	Yvonne Wiseman	Will Roper
BBO alias	(Yvonne_w)	(B Psyches)
EBU #	500567	461963
NCBO:	England	England
System Summary		
General Approach and Style		
1NT = 14-16 1M = 5+M (semi-F 1NT) 1♦ = 4♦(441) or 5+♦, (responses may be v light) 1♣ = 2+♣, with TRF responses (responses may be v light) Most DBLs are T/O or negative even at high level 2NT is never natural in competition 2 over 1 = FG		
Special bids that may require defence		
3NT = Good Pre-empt in ♥ or ♠ Transfers over 1♣ 1♣-1♠ = 5+♦ 1♣-TRF-1NT or 1♦-1M-1NT = ART; 16+ without support 1♣-TRF-1NT or 1♦-1M-2NT = ART; 15+ with 4M 1M-1NT-2♣ or 1♥-1♠-2♣ = ART; Any 6M or Any 16+ 1M-3x = Invite jump shift 1NT-2NT = Puppet Stayman Transfers in contested auctions		
Special forcing pass sequences		
Pass is stronger than pull (1N)-DBL-(2m): Pass = Force and DBL = T/O After any Values DBL or RDBL: F-Pass applies for 1 level		
Important notes		
Light/Variable openings in 3 rd Very few invite options over 1N Bids in competition are often NF esp when we have a DBL Psychics: Unlikely but possible		

	ART	Min.	Description	Responses	Subsequent action	Competitive & PH bidding
1♣		2	10+HCP 4+♣s or 2+♣ with 11-13Bal or 17-19Bal (2♣-5♦ possible)	1♦/1♥ = 4+♥/4+♠ 1♠ = 5+♦ 2♣ = ♣; INV+ 2N = Bal; INV Other = Pre-emptive	1♣-1♦/1♥-Complete = 11-13BAL without 4M 1♣-1♦/1♥-1N = ART; most 16+ 1♣-1♦/1♥-Complete or 1N: 3way checkback 1♣-1♦/1♥-2N = 15+ with 4M (Jacoby responses) 1♣-1♦/1♥-2M-? = Treat like 1M-2M 1♣-1♦/1♥-2♠/3♦/3♥ = SPL with 12-14 Reverses = natural; shapely 10-15	1♣-(DBL): System on 1♣-(1any): Transfers from 2♣ to 2cue 1♣-(1NT): Multi Landy 1♣-(Jump 2any): Xfers from 2NT to 3♣
1♦		4	(8)10+HCP♦ 4♦(441) or 5+♦	1♥/1♠ = 4+♥/♠ 1N = 5-12 (Semi-forcing), 2♣ = 4+♣ GF 2♦ = ♦; INV+ 2N = Bal; INV Other = Pre-emptive	1♦-1M-1N = ART; most 16+ (3way checkback) 1♦-1M-2N = 15+ with 4M (Jacoby responses) 1♦-1M-2M-? = Treat like 1M-2M Reverses = natural; shapely 10-15 1♦-1M-2♠/3♥/3M = SPL with 12-14 (3M=♣) 1♦-1M-3♣ = 14-17 with 5♦-5♣	1♦-(1any): Transfers from 2♣ to 2cue 1♦-(1NT): Multi Landy 1♦-(2M): Transfers from 2NT to 3♣
1M		5	(8)10+HCP 5+♥ or 5+♠ Can be 4♥/4♠ in 3 rd /4 th position	1N = 4-12; Semi-forcing (Gazilli) 2 over 1 = Nat; GF 2N = 4+M; INV+ (Swedish Jacoby) 1M-3x = Nat; INV Double jump = SPL	1M-2M-2N = Any game try (New suit = Slam-Try) 1M-2N: 3♣ = Min, 3♦ = No short, 3♥+ = LMH shortage 1M-1NT-2♣ = 6+M or any 16+ (2♦ = 8+) 1♥-1♠-2♣ = 6+♥ or any 16+ (2♦ = 8+) 1M-1any-2M = 10-15 with 5M-4+♣ 1M-1any-3m = 14-17 with 5m-5M	1M-(1NT): Multi Landy 1♥-(2♠): Transfers from 2NT to 3♣ 1M-(DBL): Transfers from 1NT to 2M BPH 1♥: 2♣/2♦ = 3/4♥, 2NT = 4♥+SPL BPH 1♠: 2♣ = 5+♥, 2♦/2♥ = 3/4♠, 2NT = 4♠+SPL
1NT		14-16	5(332) 6(322) with 6m 5(422) singleton rare	2♣ = Stayman 2♦/2♥/2♠/3♣/3♦ = 5+♥/♠, 6+♣/♦/♦ 2N = Puppet Stayman; GF 3♥/3♠ = SPL with 5♣-5♦; GF 4♣/4♦ = ♥/♠	1N-2♦-2N & 1N-2♥-2N = Max with good 3M 1N-2N-3♣-3♦ = (31)(54) 1N-3♣-3♦-3N = 0-1♣	1NT-(DBL): System on. XX = F2♣ 1NT-(2any): Transfers from 2NT to 3♣
2♣	✓		Game-Forcing or 22+bal	2♦ = Waiting Other = Positive	2♣-2♦-2♥ = 25+bal or ♥	2♣-(2any): Transfers from 2NT to 3♣
2any		5	NV: Aggressive Vuln: Standard	New suit = NF at 2level (Constructive), F1 at 3L 2N= ART (Responses as 1M-2NT)		
2NT		20-21	Same as 1NT	3♣/3♦/3♥ = Stayman & Transfers 3♠ = ♣-♦; Slammish 4any = 2under Transfers	High level bidding	
3any		6	Pre-emptive	Cheapest 4m = Optional modified KC	4NT = RKCB 1430	Applies in any auction where we had Last train available
3NT	✓		7+♥ or 7+♠, 8-9 playing tricks	4♣ = Transfer Major 4♦ = Bid 4M 5m = Control ask	4NT = Two places	Applies where partner has not shown anything (e.g Pass, DBL or 1♣)
4any			Pre-emptive	4♦ = Optional mod KC, Otherwise 4NT = Optional KC	5NT = Pick a slam	In most confused auctions is Pick a slam. After RKCB = Grand try
4NT	✓		Specific Ace ask	5♣ = None, 5♦/5♥/5♠/6♣ = That Ace, 5NT = 2 Aces	4NT = Natural	If uncontested and no fit or if contested and shown/asked for stop
5any			Pre-emptive		Last train	Applies in most agreed fit auctions. 4M-1if major or 4♠ if minors = ART uncertainty about slam
					SPL and Cue-bids	Italian cue-bidding style, Show shortage when ♥/♠ set as trumps