



Defensive and Competitive Bidding
Overcalls (Style, Responses, Reopening)
<b>General Style:</b> Light <b>NV</b> , Sound <b>Vul</b> <b>Responses:</b> 2cue/2NT = Support (3 and 4 card); jump = fit when partner passed or overcalled <b>Reopening:</b> Can be light, Jumps are 9-13HCP
NT Overcall (2 <sup>nd</sup> /4 <sup>th</sup> Live, responses, reopening)
<b>2<sup>nd</sup> seat:</b> (15)16-18 (As over 1NT opening) <b>4<sup>th</sup> seat:</b> 11-15 (As 1NT opening but 2C = range ask <b>Other:</b> Sandwich 1NT = 16-18, Balancing 2NT = 19-21
Jump Overcall (Style, responses, unusual NT)
<b>General Style:</b> Weak - Aggressive if <b>NV</b> , Sound if <b>Vul</b>
Direct & Jump cue bids (Style, responses, reopen)
<b>Two suited hands:</b> (1m (LONG))-2m = 5+♥, 5+♠; 9+HCP, (1M)-2M = 5+oM + 5+♣; 9+HCP, (1M)-2NT = 5+oM + 5+♦; 9+HCP, 1m (short): 2NT = minors; 2m = natural; jump to om = Ms (2/3M)-4m = 5oM-5m; (Not Forcing) (1M) P (2/3M) = 5oM-5m; (m known if 2NT available) (1m)-4m and (1♥)-4♥ = Good 4M bid (like 3NT opening) (2M) - 4M = both m good
Vs NT (vs. Strong/Weak, reopening, PH)
DBL = Penalties 2♣ = Both majors 2♦ = ART 6+♥/♠ 2M at teams = 5M+4+♣/♦, BPH X=C+D; D or Ms; 2C = Natural
Vs Pre-empts (DBLs, cue-bids, jumps; NT bids)
<b>(2any):</b> DBL = T/O (LEB), 4♣/4♦ = ♣/♦+oM <b>(3any):</b> DBL = T/O, 4♣/4♦ = ♣/♦+oM
Vs Artificial strong openings. i.e 1♣ or 2♣
DBL = Majors, 1NT or 2NT = Minors
Over opponents T/O double
<b>General Rule:</b> System remains on where possible RDBL = ART 8+BAL, 1M-(DBL): 1NT to 2any = TRF, 2NT = support

Leads and Signals			
Opening lead style			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
<b>NT</b>	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
<b>Subseq</b>	2 <sup>nd</sup> / 4 <sup>th</sup>		
<b>Other:</b>	If our length is known then: Suit Preference. K= Reverse Count; A/Q = Reverse Att		
<b>Leads</b>			
	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	AK(+), A(+)	AK(+), A(+)	
<b>King</b>	AK, KQ(+), K(+)	AK(+), KQ(+), K(+)	
<b>Queen</b>	QJ(+), Q(+)	KQ(+), Q(+), QJ(+)	
<b>Jack</b>	JT(+), J(+), HJT(+)		
<b>10/9</b>	T9(+), T(+), HT9(+); 98 (+) After op lead 10 shows 9 or short; 9 shows 8 or short.	T9(+), T(+), HT9(+), HHT9(+) 98 (+). After op lead 10 shows 9 or short; 9 shows 8 or short	
<b>X</b>	Xx, xXx(+), xXxx, HxxX (vs NT xxxXx)		
<b>Signals in order of priority (Vs Suits or NT)</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
1	Low = encourage	Low = even	Low = encourage
2	Low = Even (or smith)	High = Odd (or Smith)	Low = Even
3	Notes: When six or more cards then odd discard is suit preference When number of cards known then suit preference or enc/disc		
<b>Summary</b>	<b>UDCA; Count on K; Att on A/Q leads</b>		
<b>*Suit Preference</b>	Applies in lots of situations (e.g cash-out)		
<b>Doubles</b>			
Takeout doubles (Style, Responses, Reopening)			
<b>Style:</b> Can often be off-shape e.g 4333 or 4225 Sputnik X to 6H <b>Responses:</b> (2A)-DBL-(P):2NT+= LEB (2NT=weak or no stop) <b>Reopening:</b> v light in balancing seat especially if shortage			
Special, artificial & competitive DBLs/RDBLs			
<b>Doubles:</b> SUPP DBL if below 2♠ in most situs (not if over 1N), 1♣-(1♦)-DBL = 4♥; 1♥ = 4♠; 4+HCP, 1♠=5+♠ 1m-(1♥)-DBL = <4S; 4+HCP, DBL of 1NT often penalties if 1NT defence on, DBL of ART bids = values or suit bid or bal GH 1♥(1♠) X = ♣ (other suits = transfer); NT= balanced <b>Redouble:</b> Support XX over 1D or 1H openings 1M (X) XX = ♣ (other suits = transfer); NT= balanced Otherwise RDBL = Values or S.o.S or Doubt/Certainty			

	<b>WBF</b> <b>Convention Card</b>	
April 2026		
Category	Green	
Norman Selway 032170 England	Kay Preddy 032117 England	
<b>System Summary</b>		
General Approach and Style		
<b>Natural:</b> 5cM, 1♣ = 1+ with TRF responses, <b>Aggressive:</b> Light opening, pre-empting & responding style <b>1NT opening:</b> V and 4 <sup>th</sup> :15-17 (good14/bad 18/can be off-shape). Else 14-16 (NV 1 <sup>st</sup> 2 <sup>nd</sup> and 3 <sup>rd</sup> ) <b>2 over 1:</b> 2♣ = 4-way RELAY, Others = GF		
Special bids that may require defence		
<b>ART Opening bids of note:</b> 2♥ or ♠ = Weak 2♦ = 4♠ 5♥ 11-15hcp V; 4+♠ and 4+♥ <10 hcp Non-V 3NT = Good pre-empt in ♥ or ♠		
<b>ART Responses of note:</b> TRFs over 1♣ (1♣-1♠ = (4)5+♦) 1M-2♣ = BAL or ♣ or 3/4M INV+ 1M-3m = SPL limited 1M-1NT = 4-12HCP or weak with support		
<b>ART Contested auctions of note:</b> Often TRF for 1level from 1NT or 2NT <b>Multi Landy</b> over: 1C (1NT); (1C) P (1NT), and over uncontested auctions to 1NT by the opponents. <b>Michaels</b> <b>Opening 1♣ NV</b> <u>1♣ Non Vul can be very light (10+HCP balanced or unbal)</u>		
Special forcing pass sequences		
Important notes		
Light/Variable in 3 <sup>rd</sup> , <b>Psychics:</b> Unlikely but possible. 1♣ Non Vul can be very light (10+HCP balanced or unbal)		

	Min.	Description	Responses	Subsequent actions	Competitive & PH bidding
1♣	1	10+HCP 4+♣s or 1+♣ 4441 or BAL (can be 2♣-5♦)	1♦/1♥ = 4+♥/♠; 2+HCP, 1♠ = (4)5+♦; 2+HCP, 2♣ = 4+♣; INV+; 2♦ = 5+♣; 6-9. PH 2♦=13-14 bal. not PH 2M = weak 2NT = BAL; INV, Other = Pre-emptive	<b>Over 1C then TRFs</b> <b>Complete</b> (over 1♣) = 11-14BAL <4M, <b>1NT Rebid</b> = (17)18/19 or 17+ unbal (Then: 2♣ = <GF, 2♦ = GF 5 of own suit, 2♥ = bid 2NT then weak or strong relays; 2♠ = 4M 5+m GF); <b>2NT Rebid</b> = Strong with support, <b>Jump New Suits</b> = SPL with 12-16 (Over 2NT = Jacoby rebids – no ask) <b>Over 1C then 2NT</b> ; 3m to play; 3M = good with linked minor; <b>Over 1C then 2♦</b> ; 2 or 3NT = to play. 2♥ = relay; 2♠ + 3minor = transfers to next suit or relay. Jumps to not clubs = shortage with C. <b>Reverses</b> = Natural shape some extras (after which 2NT is weak support) <b>Over 1♣-2♣</b> <b>2♦ = weak NT unsure of strain or VG</b> ; 2♥ = short m; 2♠ = short M. 2NT = 11/12; 3NT = g weak NT, Jumps = shortage <b>Over 1♦-2♦</b> : 1 <sup>st</sup> step = short M, 2 <sup>nd</sup> step = short m; third suit = unsure of strain; 2NT = 11/12; 3NT = g weak NT, Jumps = shortage 1♦ 3L = short; 1♣ 3L = natural sound pre-empt.	<b>(DBL over 1C)</b> : System on (1♦) and up: transfers; ReDBL = Strong, 1♣ (1♦) DBL = ♥; 1♥ = 4♣; 1♠ = 5+♠ 2NT = Support <b>1m (1M)</b> : 2♣ = 4+m; 10+, 2♦ = ♥ or ♦, 2M-1 = 4+ om, 2M = 4+m; 6-9 <b>(1NT)</b> : DBL = Penalties, 2♣ = ♥+♠, 2♦ = 6+M or STR 5M-5m, 2M = 5M+4♣/♦. If passed DBL = ♥+♠ or ♣+♦ or ♦; 2♣ = ♣. <b>(2any)</b> : DBL = T/O <b>(3any)</b> : DBL = T/O In competition + we bid 1M; 2NT = 4 cards support (also applies when we overcall)
1♦	4	11+HCP 4+♦	1♥/1♠ = 4+♥/♠; 2+HCP, 1NT = 4-12HCP; SF, 2♣ = 5+♣ 2♦ = ♦; INV+. 2M = weak 2NT = BAL INV; 3M=short; Other = Pre-empt	<b>Over 1M-1NT</b> : <b>Transfers 2♣ = ♦</b> or most 18-19BAL or strong shapely 2♦ = ♥, 2M-1 = 6M, 2M = ♣, 2NT = GF ♣ (or 3♥ over 1♠), <b>Jump 3m/3H</b> = 5m GF except 3♣ Not F invitational <b>Over 1M-2♣</b> : 2♦=Ask; 2M = Double negative, Other = Natural (Over 2♦: 2M = 3M GF, 2NT = BAL, 3M = 3M INV, Other = Nat with ♣ 4M = 4cM INV) <b>Over 1♠-2NT/1♥-2♠</b> : <b>3C / 2NT</b> = ask non minimum, 3M = minimum bal; 3NT = balanced weak NT; suit non-jump = singleton; <b>suit jump = void minimum hcp</b> ; <b>4M = special shortage</b>	<b>1M (DBL)</b> : <b>TRF</b> from to 2♣, ReDBL = ♣, 2NT = SUPP INV+, 1♥ (1♠): <b>TRF</b> from DBL (♣) to 2♠, 2NT = SUPP INV+, <b>(1NT)</b> : DBL = Penalties, bids natural <b>(2any)</b> : DBL = T/O <b>(3any)</b> : DBL = T/O  <b>BPH 1M</b> : 2♣ = 3+M inv or ♣
1♥ 1♠	5	11+HCP 5+♥ or 5+♠  Can be 4♥/4♠ in 3 <sup>rd</sup> /4 <sup>th</sup> position	1NT = 3-12HCP; SF 2♣ = 0+♣, Relay; INV+ 2/1 = GF 1♥-2♠ = GF 4+ raise 1♠-2NT = 4+M; GF 3m = SPL with 7-9 3M = preempt with 4+M 1♥ - 3♠ = Any SPL; 9-12 1♥ - 3N/4m = Void ♠/m 1♠ - 3N = Any SPL; 9-12 1♠ - 4m/4♥ = Void m/♥	<b>Over 1NT-2♣-2♦</b> : 2M; weak, 3M = 5OM; 3m = GF natural; 4C = 5/5M G+, 4D = 5 / 5 M weak <b>Over 1NT-2♣-2M</b> : 2♠ = Natural; 3OM = slam try; 3m = 5+♣/♦, 3M = invite <b>Over Minor transfers</b> <b>Over M Transfers</b> <b>Break</b> = Dislike                      Break to 2NT = HHX; OM=4 G; 3m=G 4 with G suit	<b>(2any)</b> : DBL = T/O or Values, <b>TRF</b> from 2NT to 3♣, 4m = m+oM <b>(3any)</b> : DBL = T/O
1N	(14) 15-17V  14-16NV 1 <sup>st</sup> 2 <sup>nd</sup> and 3 <sup>rd</sup>	Any 5(332) Any 6m(322) Any 5(422) singleton rare	2♣/2♦/2♥ = STAY/TRF, 2♠ = 6+♣ or 5♣-5♦ strong 2NT = 6+♦ or 5♣-5♦ weak 3L = SPL in suit above	<b>Over 2♣-2♦</b> : 2♥ = 22-23BAL or ♥; 2NT = 24+; 3♥ = 4♥ 6(5) ♦	<b>(2any)</b> : DBL = T/O or Values, <b>TRF</b> from 2NT to 3♣, 4m = m+oM <b>(3any)</b> : DBL = T/O
2♣		Game-Forcing or 23-24+bal	2♦ = Waiting, 2♥ = natural 5 +ive 2♠ = natural 5 +ive 3L = Natural 6		<b>DBL</b> = 0-5, <b>Pass</b> = 6+

Pre-emptive bidding		High level bidding	
Bid Meaning	Responses	Bid Meaning	Responses
2♦=4+♠ & 4+♥<10hcp <b>NV</b> 2♦ = 5♥; 4♠ 11-15 VUL	2NT = Ask, 2M/3M = NF 2NT = ask; 4m sets the suit. 2/3/4M NF; 3m F	4NT = RKCB 1430	5NT then is a grand ask, first new suit asks for Queen if unknown. Can be 6RKCB occasionally
2M = Weak (aggressive <b>NV</b> )	2any = NF, 2NT = ask for shortage	4NT = Two places	Applies over (3/4any)-4NT or analogous/reopening auctions.
2NT = 20-22bal	3♣ = Stayman, 3♦/3♥ = Xfer, 2 under TRF; 3S= ms	5NT = Pick a slam if jump/non asking	In most confused auctions 5NT is Pick a slam. Can be RKCB if bypassed 4NT
3any = Weak (aggressive <b>NV</b> )	Bids = Natural and F	4NT = Natural	If uncontested and no fit or if contested and we have shown/been asked for stop.
3NT = Good pre-empt in ♥/♠	4m = Control ask, 4♥ = Pass or Correct;	SPL and Cue-bids	Italian cue-bidding style, Show shortage in most auctions esp when ♥/♠ set as trumps
4any = Weak (aggressive <b>NV</b> )			
4NT = Specific Ace ask	5♣ = None, 5any/6♣ = That Ace, 5NT = 2 Aces		
5any = Weak (aggressive <b>NV</b> )			

