



BIDDING IN DEFENSE AND COMPETITION
OVERCALLS
General style: Natural, solid
1st level: 5+card, 9+ HCP, 7-5 L, 4+card w/ 15+ HCP possible
2nd level: 5+card, 12+ or ≤6 L
2nd level jump: 6+card, preemptive or tactical, 7-8 L
3rd level: 5+card, 14+ or ≤6 LOSERS
3rd level jump: 6+card, preemptive or tactical 6-7 L
Responses to overcalls = natural, force to 2M/3m
Cuebid in opener's suit = INV+ with fit (3+ UH)
Jump to 2NT INV+ with fit after Major, based more on distribution
Jump to 2NT after 1♦ overcall = 10-12 HCP no 4M
3M jump - preemptive
New suit jump = suit (5+) and fit (3+), NF
1NT/2NT overcall
15-18 HCP , (semi)balanced
Responses same as after opening
Transfer to opener Major is asking for good stopper minor(s)
(1♥)-1NT-(pass)-2♦ = 54+♣/♦, 0+HCP => 2♥ = show maximum, rest. shows minimum; (1m) - 2NT = 50m5♥, 6 L or ≤4 L
(1♥/♠) - 2NT = 55 minors, expecting 6 L or ≤4 L
CUEBIDS IN OPPTS SUIT
(1M) - 2M = 50M+5m 6 L OR ≤4 L; (1M)-3M = asking for stopper
(1m) - 2m = 54+ ♥/♠ and 7-8 L, 8-14 HCP
(1m) - 3m = 55+ ♥/♠ and 6 L or ≤4 L
DEFENSE against NT
Double = 14+, with (S)BAL or ≤5 L
2♣ = LANDY, 44+ ♥/♠; 2♦ = 5+♥, 8-6 LOS.; 2♥ = 5+♠, 8-6 L;
2♠ = 4♠+5+m, 7-6 L; REOPEN only LANDY, rest 5+ NAT
DEFENSE AGAINST PREMPTS
Natural
Leaping Michaels: (2M)-4m = 50M5m
DEFENSE AGAINST STRONG 1♣ = 16+
Double/1X = 3cards in other suits; 1NT = 44+ ♥/♠;
2X = 5+card; 2NT = both minors
Pass = can be 15+ HCP
AFTER OPPTS TAKEOUT DOUBLE
Natural, system on

LEADS AND CARDING			
FIRST LEAD STYLE			
	LEAD	In partners suit	
SUIT	1./2./4.	1./2./4.	
NT	1./2./4.	1./2./4.	
Broken seq.	Top from sequence	Top from sequence	
Other: Highest from sequence, low from honor			
From Hxx, we can choose any card depending on situation			
LEADS			
	LEAD	Suit	NT
	Ace	AKx(...), Ax	AK(...), Ax
	King	KQ(J)x(...), Kx	KQ10(...), Kx, AKJx(x)
	Queen	QJx(...), Qx	AQJ(...), QJ(...)
	Jack	KJ10(...), J10(...), Jx	AJ10(...), KJ10(...), J10(...)
	10	Q109(...), 10x(...)	Q109(...), 109xx(...)
	9	9xx(...)	9xx(...)
	High-Low	Xx, xXxx	Xx, Xxx, xXxx
	Low-High	xXx, HxxX(x), HxX	HxxX(x), HXX
SIGNALS AND CARDING			
	Partner's lead	Declarer lead	Discards
Suit	1. Low = positive	Low = even	1. Low = positive
	2. Low = even	High = odd	2. Low = even
	3. suit preference		
NT	1. Low = positive	Low = even	1. Low = positive
	2. Low = even	High = odd	2. Low = even
	3. suit preference		
Signals (including trumps):			
Suit preference if playing to ruff or in a situation when attitude or count does			
Not make sense			
DOUBLES			
TAKEOUT DOUBLES			
a) 12+ HCP, 3+cards in other suit			
b) 18+ HCP, with SEB or UNB ≤4 LOSERS			
SPECIAL DOUBLES/REDOUBLES			
Negative double = 1♣-(1♦)-double = 4♥, 1♥ = 5+♥, 1♠ = 4+♠, 2♥ = 6♥ INV			
1m-(1♥)-double = 4♠, 1♠ = 5+♠, 2♠ = 6♠ INV			
Support double = onlÿ in case second defender bids other Major			
1m-(pass)-1M-(1/2OM)- double = 3card M and no extras needed			

WBF CONVENTION CARD		
	MMBA Standard (Natural, longer minor) WEAK 2♦/♥/♠	
SYSTEM OVERVIEW		
General rules and style		
1♣/♦ promise 3+card 11+ HCP, 7-5(4) L		
1♥/♠ promise 5+card 11+ HCP, 7-5(4) L		
1NT promise 15-17 HCP, balanced		
Strong bids: 2♣/2NT		
Natural preempts		
Bidding 2 suits shows SEB, 1m-1♥-1NT/2NT can have 4♣		
Inverted minors: limited, but forsing 9-14		
Major raises based on tricks, not strictly HCP		
2X over 1M is GF		
New suit jump is 9-11 and 6-card		
New suit jump double jump is preemptive with 7-card		
Repeating major by responder on second level = weak		
Repeating major by responder on third level = GF		
Showing Major fit immediately has preference from new suit		
Strongest minor raise via other minor and jump to 3/4m		
Strongest Major raise via 2♣		
New suit forsing after overcall		
New suit jump is preemptive after overcall		
SPECIAL CONVENTIONS		
Limited Inverted Minors, Structured revers,		
Two-Way-Checkback,		
Unusual 2NT, Michaels Cuebids		
GAZZILLI - 1M-1NT		
Splinter, Exclusion BW		
BW 1430, 5NT after BW = grand slam try		
1M - 2M		
2NT = INV+ ask for values, NS = shortness, INV+ 3M = INV, need primary values		
PSYCHES		
rare		

OPENING	Minimum number of cards	HCP A=4, K=3, Q=2, J=1	BAL = balanced hand (4333, 4432, 5332) – 2 cards in all suits, max 8 cards in 2 suits SEB= semi-balanced hand (5422, 5431, 6322, 6331, 4441) – 9 cards in 2 suits (4441 is an exception) or 6card in 1 suit UNB = un-balanced hand (5521, 5440, 5530, 6421, 6430, 7321,7222, 7330) – 10 cards in 2 suits (5440 is an exception) or 7cards in 1 suit GUL = goulash hand (6511, 6520, 7420, 7411, 8card) – 11+ cards in 2 suits or 8+ cards in 1 suit; TH = top honor (A, K, Q); L = losers – missing A,K,Q; UH = useful honor – A, K, Q in trumps or partners long suit; SRT = shortness – mostly singleton or void				
			Opening description	Responses	Further bidding		
1♣/♦	BAL 3-5♣/♦	12-14 18-19(20)	(11)12-14, BAL 18-19(20), BAL	1♥/♠ = 4+ HCP, 4+♥/♠; 2♥/♠ = 9-11 HCP, 7 L, 6c.; 3♥/♠ = 5-9 HCP, ~7L, 7c. 1NT = 6-10 HCP; 2NT = 11-12 HCP; 3NT = 13-16 HCP; 1♦ = 17+ HCP Limited Inverted Minors = 3♣/♦ = 6-9, 5+♣-♦; 2♣/♦ = 9-14 HCP, 3-4 TH, 4+♣-♦; 1♦ followed by 3♣/2♣ followeb by 3♦ = 15+ HCP, 5+ TH, 4+♣/♦ 1♣-1♦ = 6+, 5+♦; 2♦/3♣ = 9-11 HCP, 7 L, 6card; 1♣-2♣ = 12+ 4+♣	after 1M: 1NT = 12-14 BAL; 2NT = 18-19 BAL; 3♥/♠ = ~6 L 54; 4m = 6+m4M, 4 L; 4♥/♠ = 5 L, 6+m4M; REVERS = 15+, SE/UNB NS = SE/UNB , F1, 2♣/♦ = 11-15 = SEB, 3♣/♦ = 14-17, 6card 1♣-1♦-2♥/♠ = 18-20, 5♣4♥/♠; 1♣/♦-1♥-2♣ = 18-20, 5m4♣; 1♦-2♣-2♦ = 12-14, 2NT = 18-19, 2♥/♠ = 4card, 15+, 3♣ = 14+, 4+♣, 3♦ = 14+, 6+card 1♣/♦-1M-3NT = 18-19 BAL with 4card fit Structured revers, Two-Way-Checkback		
	SEB/UNB (4)5+♣	11-19(21) 7-5(4) L	SEB = 5♣4x or 6♣ or 4♣4♥4♠1♦ UNB = 6♣4x, 7♣				
1♥	5+♥	11-19(21) 7-5(4) L	mostly SEB: 5422, 5431, 6322, 6331 BAL only with 5♥332 UNB with 6♥4x or 5♥5♣/♦	1♠ = 4+ HCP, 4+♠; 2♠ = 9-11 HCP, 7 L, 6♠; 3♠ = 5-9 HCP, ~7 L, 7♠ 1NT = 6-11 HCP, no fit → GAZZILLI 2♠ = 12+, GF, BAL/with fit/5+♠; 2♦ = 12+, GF, 5+card 2♥ = 3+card, 1-2 UH; 3♥ = 1-2 UH, 4+card; 2NT = INV+, 2-4 UH, 3+fit; 2♠ a pak 3♥ = 5+ UH, 3+fit; 3NT = Splinter in ♠, 3 UH, 11-14; 4♣/♦ = Splinter, 3 UH, 11-14; 3♣/♦ = 9-11 HCP, ~7 L, 6card	GAZZILLI, 1♥/♠-1NT 2♠ = 15+ BAL or SEB 11-14 5M4♣ 2♦ = 11-14 5M4♦ 2♥ = 11-14 6♥ / 5♣4♥ 2♠ = 18-20 5♥4♠ / 11-14 6♠ 2NT = GF, 17+ HCP, UNB, 55, 4 L, or 7♥/♠ 4-5 L 3♣/♦/♥ = 14-17, 55, ~5 L 3♥/♠ = 12-14, 7♥/♠, 5-6 L 3NT = solid 7♥/♠ + honor outside 1M-1NT-2♣-2♦ = (8)9-11, rest = natural 5-7(8)	1♥/♠ - 2♣ 2♦ = 16+ BAL or SEB 2M = 11-15 waiting 2OM = 11-14 54 ♥+♠ 2NT = 13-15, (S)BAL 3♣/♦/♥ = 55/64, 5 L 3M = solid 6M / 7M, 6 L 3NT = 16-17, (S)BAL 3♠/4♣/♦/♥ = 7M, void,5L 4M = 7card 6 L 1♥/♠-2♣-2♦ 2M = Hx 2OM = 4card 2NT = 15+, waiting 3♣/♦ = 6+card 3NT = 12-14, (S)BAL	3♣ = 15+, asking 3♦ = 5 L, any 64/55 3♥/♠/4♣/♦ = 5 L and void 3M = minimum, 7 L 3NT = 15-17, BAL, optional 4♥/♠ = 6 L 1M-2NT-3♣ 3♦ = 4 UH no SRT 3M = 3 UH 4+ fit no SRT NS = SRT and 2 UH 3NT = 13-14, 2 UH 4M = 9-12, 2 UH 1M-2NT-3♠ 3M = asks 2nd suit other = cuebid
1♠	5+♠	11-19(21) 7-5(4) L	mostly SEB: 5422, 5431, 6322, 6331 BAL only with 5♠332 UNB with 6♠4x or 5♠5♣/♦	1NT = 6-11 HCP, no fit → GAZZILLI 2♠ = 12+, GF, BAL/with fit/5+♠; 2♦/♥ = 12+, GF, 5+card 2♠ = 3+card, 1-2 UH; 3♠ = 1-2 UH, 4+card; 2NT = INV+, 2-4 UH, 3+fit; 2♠ a pak 3♠ = (4)5+ UH, 3+fit; 3NT = Splinter in ♥, 3 UH, 11-14; 4♣/♦ = Splinter, 3 UH, 11-14; 3♣/♦/♥ = 9-11 HCP, 7L, 6card; 4♥ = 5-9 HCP, ~7L, 7♥	3♣/♦/♥ = 55/64, 5 L 3M = solid 6M / 7M, 6 L 3NT = 16-17, (S)BAL 3♠/4♣/♦/♥ = 7M, void,5L 4M = 7card 6 L 1♥/♠-2♣-2♦ 2M = Hx 2OM = 4card 2NT = 15+, waiting 3♣/♦ = 6+card 3NT = 12-14, (S)BAL	3♠ = 15+, asking 3♦ = 5 L, any 64/55 3♥/♠/4♣/♦ = 5 L and void 3M = minimum, 7 L 3NT = 15-17, BAL, optional 4♥/♠ = 6 L 1M-2NT-3♣ 3♦ = 4 UH no SRT 3M = 3 UH 4+ fit no SRT NS = SRT and 2 UH 3NT = 13-14, 2 UH 4M = 9-12, 2 UH 1M-2NT-3♠ 3M = asks 2nd suit other = cuebid	
1NT	2-4(5) ♥/♠ 2-5♣/♦	15-17	(14)15-17 HCP, BAL 5♥/♠, 6♣/♦ possible	2♠ = stayman, INV+; 2♦/♥ = transfer, 5+♥/♠; 2♠/3♠ = transfer, 6+♠/♦; 2NT = INV no 4M; 3♦ = INV, 6♦; 3♥/♠ = 54+♠+♦, GF+, SRT; 4♣/♦ = transfer to ♥/♠ s 6+cards; 4♥/♠/5♣/♦ = natural, tactical; 4NT = quantitative;	1NT-2♣-2♦-2♥/♠ = INV, 54♥♠; 2NT = INV; 3♣/♦ = GF, 4+♣/♦; 3♥ = 5♠5♥ 7 L; 3♠ = 5♠5♥ ≤5 L; 4♣/♦ = 5♠5♥ 6 L and SRT		
2♣	-	22+ 18+ (<4L)	22+ BAL 18+ UNB 1suit ≤4 L (20)22+ SEB/UNB	2♦ = (4+ HCP) A, K or QQ and better, any distribution 2♥ = (0-3 HCP) max QJ, sometimes QQ 2♠ = (10+ HCP) 3 TH – A or K 2NT = 5♥5♠, max 2UH; 3♣/♦/♥/♠ = double-transfer with 6+cards ♥/♠/♣/♦ with no better option for other contracts	2♣-2♦-2♥/♠-4♥/♠ = 1 trick, 3♥/♠ = 2 tricks, 2NT = fit, 2 UH/3+ tricks Transfers without fit, 2♠/3♠ = can be BAL without fit, 3♣/♦/♥ = 5+card ♦/♥/♣ and min 1 TH or 6+card 2♣-2♥-2♠ = GF → 2NT = nothing useful, 3♣/♦ = 4+♥/♠ with Q or 5+c.; 3♥/♠ = 6+♣/♦ → natural after 2N. 3NS = natural NF; 2♣-2♥-3X = GF, nat 2♣-2♠-2NT = (S)BAL, 3X = NAT, 5+card		
2NT	2-4♥/♠ 2-5♣/♦	20-22	20-22 HCP, (S)BAL	3♣ = stayman; 3♥/♠ = GF transfer s 5♥/♠; 3♠ = slam try with ♣/♦; 3NT = to play; 4♣/♦/♥/♠ = transfers to ♥/♠/♣/♦ without slam interest	2NT-3♦/♥-3NT = no fit, 3♥/♠ = 3+fit → SRT naturaly or 3NT no SRT 2NT-3♠-3NT-4♣/♦ = slam try with 6+♣/♦, 6 L, 4♥/♠ = 6 L, 54+ ♣/♦, M SRT		
2♦	6	(6)8-11	PREEMPTIVE, mostly 6322, 6331 or 6421	2♥/♠ = 5+card NF; 2NT = asking for SRT, INV+; 3♣ = GF with ♦ fit, slam try; 3♦ = PRE, 3♥/♠ = 6♥/♠, INV, 6 L; 3NT/4♥/♠ = to play	2M-2NT-3M = min, 8L, 3NS = SRT, max, 7L, 3NT = max, no SRT, 9-11 HCP 2M-3♠-3M = min, 8 L, 3NS = SRT, max, 7 L, 3NT = max no SRT, 9-11 HCP After overcall: double = penalty, 2NT = asking, INV+, NS = values + tolerance/fit. 4♣/♦ jump = suit+fit		
2♥/♠	6	(6)8-11	PREEMPTIVE, mostly 6322, 6331 or 6421	2♠/3♥ = 6♠/♥, INV, 6 L; 2NT = asking for SRT without 3+fit, INV+; 3♣ = slam try with fit; 3♦ = INV with fit; 3♥/♠ = PRE; 3NT/4♥/♠ = to play; 4♣/♦ = suit+fit, can be tactical			
3♣/♦/♥/♠	7	(6)8-11	PREEMPTIVE	Natural			
4♣/♦/♥/♠	8	(6)8-11	PREEMPTIVE	Natural			