



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, forcing 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; reopen 1NT = 11-14
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 L; 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.	xX, Xxx, low from H	
NT	1./2./4.	attitude	
Broken seq.	9/10/J shows 0 or 2 higher	9/10 shows 0 or 2 higher	
Other: K from AK with outside singleton or on 5th level = ask for count			
Hxx – we can choose which card to lead based on situation			
LEADS			
	LEAD	Suit	NT
Ace	AKx(...), Ax(...)	AK(...), Ax(...)	
King	KQ(J)x(...), Kx,	KQ10(...), Kx, AKJx(x)	
Queen	QJx(...), Qx	QJ(...), KQx(...)	
Jack	J10(...), Jx	J10(...), KQJ(...), AQJ(...)	
10	A/KJ10(...), 109x(...), 10x	A/KJ10(...), 109x(...),	
9	H109(...), 9xx(...)	H109(...), 9xx(...)	
High-Low	Xxx, xXxx	Xx, xXx, xXxx	
Low-High	xX, 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) (10)12+ HCP, 3+cards in the other suits			
b) 18+ HCP, (S)BAL			
c) ≤4 LOSERS with 6+card			
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 = only in case second defender bids the other Major			
1m-(pass)-1M-(1/2OM)- double = 3card M and no extras needed			

WBF CONVENTION CARD
 
MMBA Standard (Natural, longer minor) WEAK 2♦/♥/♠ Macura – Volhejn – Seker – Barb
SYSTEM OVERVIEW
General rules and style
1♣/♦ promise 3+card 11+ HCP, 7-5(4) L, 1♣ can be 2 if 18-20
1♥/♠ promise 5+card 11+ HCP, 7-5(4) L
1NT promise 15-17 HCP, balanced
Strong bids: 2♣
Natural preempts
Bidding 2 suits shows SEB, 1m-1♥-1NT/2NT can have 4♣
Inverted minors: limited, but forcing 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 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 forcing after overcall
New suit jump is preemptive after overcall
SPECIAL CONVENTIONS
Limited Inverted Minors, Structured revers,
Two-Way-Checkback, SMOLEN
Unusual 2NT, Michaels Cuebids
GAZZILLI – 1M-1NT and 1♥-1♠
Frequent Splinters, Exclusion BW (0, 1, 1+Q, 2, 2+Q)
BW 1430, 5NT after BW = grand slam try
1M - 2M, 1m-1M-2M
2NT = INV+ ask for values, NS = shortness, INV+ 3M = aggressive INV based on shape
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 7 cards 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 partner's long suit; SRT = Shortness – mostly singleton or void				
			Opening description	Responses	Further bidding		
1♣/♦	BAL 3-5♣/♦	12-14 18-19(20)	12-14, BAL 18-19(20), BAL (1♣ = 2+♣ with 4-card M)	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♣ followed by 3♦ = 15+ HCP, 5+ TH, 4+♣/♦ 1♠-1♦ = 6+, 5+♦; 2♦/3♣ = 9-11 HCP, 7 L, 6-card; 1♦-2♣ = 12+ 4+♣	after 1M: NS = SEB/UNB, 11-17; INT = 12-14 BAL; 2♣/♦ = 11-15 = SEB; 2NT = 18-19 BAL; 3♣/♦ = 14-17, 6-card; 1♣-1M-3♦ = 18-19 BAL with 4card fit; 3♥/♠ = ~6 L 54; 4m = 6+m4M, 4 L; 4♥/♠ = 5 L, 6+m4M; REVERS = 15+, SEB/UNB; 3OM/4om = void with 4-card fit 1♣-1♦-2♥/♠ = 18-20, 5♣4♥/♠; 1♣/♦-1♥-2♣ = 18-20, 5m4♣; 1♦-2♣-2♦ = 12-14; 2NT = 18-19; 2♥/♠/3♣ = SRT, 14+; 3♦ = 14+, 6+card 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♦ = 1♣, other 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♣/♦ or 7+♥	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♣ then 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♥/♠-INT 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, 7♥♠ 4-5 L 3♣/♦♥ = 14-17, 55, ~5 L 3♥/♠ = 12-14, 7♥♠, 5-6 L 3NT = to play 1M-INT-2♣-2♦ = (8)9-11, rest = natural 5-7(8)	1♥/♠ - 2♠ 2♦ = 16+ 2M = 11-15, 6c (2NT ask for SRT) or escape bid 2OM = 11-15, 4-card 2NT = 13-15, (S)BAL 3♣/♦♥ = 55, 11-15, 5-6 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 = 4-card 2NT = 15+, waiting 3♣/♦ = 6+card 3NT = 12-14, (S)BAL	1♥/♠ - 2NT 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, no SRT 1M-2NT-3♣ 3♦ = 4 UH no SRT 3M = 3 UH 4+ fit no SRT NS = 2 UH and SRT 3NT = 2-3 UH, 13-14 4M = 2 UH, 9-12 1M-2NT-3♦ 3M = asks 2nd suit other = cuebid + extra 4M = 2 UH
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♣/♦ or 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♣ then 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♥			
1NT	2-4(5) ♥/♠ 2-5(6) ♣/♦	15-17	(14)15-17 HCP, BAL 5♥/♠, 6♣/♦ possible	2♣ = Stayman, INV+, 4+M; 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, 5+♣/♦; 3♥/3♠ = SMOLEN 4M5OM, GF+; 4♣/♦ = 5♠5♥ 6 L and SRT 1NT-2♣-2♥/♠-OM = slam try with M fit, 3m = GF, 4+; 1NT-2♦-2♥-2♠ = NF, 5♠5♥ 7 L; 1NT-2♥-2♠-3♥ = GF, 5♠5♥ ≤ 5 L;		
2♣	-	20+ 18+ (<4L)	20+ 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 = (4-8 HCP) 54+ in Majors 3♣/♦♥/♠ = super-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, can pass 2NT → 2NT = nothing useful, 3♣/♦ = 4+♥/♠ with Q or 5+c.; 3♥/♠ = 6+♣/♦ → natural after 2N; 2♣-2♥-2NT/3X = NF, natural; 2♣-2♥-2NT-3NS = NF, natural; 2♣-2♠-2NT = (S)BAL, 3X = NAT, 5+card Major, 6+card minor		
2♦	(5)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♥/♠	(5)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			
2NT	5+♥ 5+♠	(8)9-12(14) ≥4 L	5♠5♥ and ~6 L 65+♥♠ and ≥4 L	3♣ = ♥ fit and asking; 3♦ = ♠ fit and asking; 3M/4M = to play, 3NT = to play; 4m = GF, any fit, Ace in the minor and 2 UH in Majors;	2NT-3♣/♦-3♥/♠ = 5521, singleton in ♣/♦; 3NT = 6511, 4m = void		
3NT	7♥♠	9-14	Solid 7+card Major, no outside Ace	4♣ = slam try with 3 aces; 4♦ = slam try with 2 aces; 4♥/♠ = to play	5th level from opener shows 8card suit, new suit shows extras and second round control		
3♣/♦♥/♠	(6)7	(6)8-11(13)	PREEMPTIVE	Natural, 3♣-3♦ = ask for 3-card Major; 3m-4om = slam invite, 3m-4m = PRE			
4♣/♦♥/♠	(7)8	(6)8-11(15)	3rd seat can be wider range				