

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level can occasionally be a good 4 card suit
2 level is a good suit
TRF advances after (1X) 1M (P) or (1X) 1M (DBL)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct seat = NAT (15)16-18
Reopening = ~11.5-14.5 over 1C; perhaps ~11.5-16.5 over 1S
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls; generally good suits when VUL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) – 2M = 5+/5+ oM+m weak or strong
(1m = 2+) – 2m = NAT, (1m=3+) – 2m = 5+/5+ MM weak or strong
(1x) – 3x = stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
(1NT) X = PEN (over strong NT), X = (15)16+ (over weak NT or 3 rd seat NOT VUL NT)
(1NT): 2C = (5+4+) MM, 2D = M, 2M = strong M
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X of natural/natural-ish preempts =T/O + Lebensohl
Leaping Michaels (2X) – 4m = FG m+M
Non-leaping Michaels (3X) – 4m = FG m+M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
over 1C strong: X = MM, NT = mm
OVER OPPONENTS' TAKEOUT DOUBLE
TRF often apply. See Notes 1, 2, 3.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd -highest = even length Lowest = odd length Underlead honours	As in general, but overlead honours	
NT	Reverse attitude and overleads; T often shows interior sequence	As in general, but J/T/9 show 0/2 higher honours	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+)	AKx(+) asks for unblock	
King	AKx(+), Kx	AKx(+) or KQx(+)	
Queen	KQx(+), Qx	AQJx(+), QJx(+), KQT9x(+)	
Jack	QJx(+), Jx, rarely KJx	JTx(+), QJ98x(+)	
10	JTx(+), Tx, KJTx(+), rarely KTx, QTx	HJTx(+), HT9x(+), HTx, Tx	
9	T9x(+), 9x, (K/Q)T9x(+)	T9x(+), 9x	
Hi-X	3 rd /low OR singleton OR doubleton	xxx(+), xx, x	
Lo-X	3 rd /low OR singleton	Hxx(+), HHxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Low=ENC	low-high = E	odd = ENC, E = S/P
	2 low-high = E		low-high = E
	3 S/P		
NT	1 Low=ENC	low-high = E	odd = ENC, E = S/P
	2 low-high = E	Rev Smith echo (see below)	low-high = E
	3 S/P		
Signals (including Trumps): low encourage, rev original count, (optional) suit preference in trumps			
Rev Smith echo: when count not required, low-high in declarer's suit = ENC original suit led			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Lots of T/O X. Can be off-shape (e.g. occasionally only two-card support for an unbid minor) or substituting for a stopper ask when one is not otherwise available.			
When opponents bid and raise (including ART raises) X is usually T/O. EXCEPTIONS include when we have bid and raised (now X may be INV OR stopper ask OR penalties).			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
In low level auctions X & XX can be TRFs			
After responder shows a 4+-card major, support X up to 2M			

W B F CONVENTION CARD
CATEGORY: RED
NCBO: Australian Bridge Federation
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EVENT: 2026 Asia Cup
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Heavily modified 2/1 with transfers in many low-level auctions (including responses to 1C, and some X and XX in competitive auctions). "Balanced" often includes all 5332s, many 5422s and some 6m322s or stiff honours. Responses may be light, particularly over 1C openings.
Summary of openings
1C = EITHER 11-14 NT (incl. 5M or 6m or (5422) or (4441)) OR C, 10+ unlimited
1D = 4+D, never BAL, can have longer C
1H = 5+H (if 1 st /2 nd seat then never BAL)
1S = 5+S (if 1 st /2 nd seat then never BAL EXCEPT if ~11-12 HCP)
1NT = (14)15-17 BAL or semi-BAL
2-level openings are strong hands EXCEPT 2D which can be a weak 2H bid, and 2S which is natural and weak (may occasionally be a 5-card suit NV)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C openings may include a 5-card major or 6-card minor
TRF responses to 1C opening
1H – (Pass) – 1S = 0-4S, F1, less than FG
1H – (Pass) – 1NT = 5+S, F1
TRF in many low-level competitive auctions
SPECIAL FORCING PASS SEQUENCES
Nil. In general, fit-showing jumps set up forcing passes when VUL but not when NV
IMPORTANT NOTES
2NT is generally not natural in competitive auctions. It is usually: <ul style="list-style-type: none"> a good (INV+) 4(+)-card raise of partner's M opening/overcall a bad hand in context, wishing to compete but not show extra values a choice of places to play
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	(1)2+	always, but X can be TRF	11-14 NT (incl. 5M or 6m or (5422) or (4441)) OR NAT C 11+ (unlimited)	1D/1H = 4+ H/4+S, 1S = <INV no M OR FG BAL no M OR FG C, 1NT = NAT INV (can have 4M), 2C/2D = FG D / INV D, 2H/2S = 6(+)/H/S, ~4-7 HCP, 2NT/3C = INV C / PRE C, 3D = NAT PRE, 3H/S = 31(54) OR 3055 / 13(54) OR 0355	After 1C – 1D/H : 1M = 3M OR 4M INV, 2M-1 = 4M 11-12 OR 4M FG OR 21+ FG C, 2M = ~13-14 4(5)M (either C+M OR Weak NT) 1C-1D-1S = weak <4S, <3H OR 16+ C+S, 1C-1D-1NT = weak 4-5S <3H, 1C-1H-1NT = <3S	TRF often apply in competition — NOTE 1
1♦		4+	always, but X can be TRF	4+D NAT, never BAL, can have longer C	1H/1S = 4+ NAT, 1NT = 5+C F1, 2C = INV+ 4+D, 2D = 3+D < INV, 2H = 5+/5+ MM <INV, 2S = 5+/5+ MM INV, 2NT = NAT INV, 3C = (7)8-9(10) 4+D, 3D = PRE D raise 3H/S = SPL (0-1) H/S, 4+D	1D – 1M – 1NT = D+C either suit could be longer 1D – 1S – 2D = 4+D + 4H <INV 1D – 1S – 2H = 4+D + 4S any strength	TRF often apply in competition — NOTE 2
1♥		5+		5+H (if 1 st /2 nd seat then never BAL)	(1st/2nd seat) 1S = < FG, <5S, F1, 1NT = 5+S F1, 2C = INV 3H OR FG BAL OR FG C, 2D = FG D, 2H = ~6-9 3-4H, 2S = INV 6S, 2NT = FG 4+H, 3C = ~6-9 4H, 3D = INV 4H OR min FG 4+H unspecified SPL, 3H = PRE 4(5)H, 3S/3NT/4C = better than min FG, 4+H, S/D/C SPL, 4D = an attempt to play 4S	1H – 2C : see NOTE 8 1H – 2NT : see NOTE 6 (3rd/4th seat) After 1H-1S or 1H-1NT: 2C = 16+ OR weak M rebid, 2M = < INV 5M 4(+) C, 3X = ~14-15 5/5	(3rd/4th seat) 1S = NAT, 1NT = 5-11 <INV <4S 2C = good 4 card raise, 2D = good 3 card raise
1♠		5+		5+S (if 1 st /2 nd seat, then only BAL if 11-12)	(1st/2nd seat) 1NT = < FG, semi-forcing, 2C = INV+ 5+H OR FG BAL 4H, 2D = INV+ 3(4)S OR FG BAL <4H OR FG C, 2H = FG D, 2S = ~6-9 3(4) S, 2NT = FG 4+S, 3m = INV 6(+) m, 3H = INV 4S OR min FG 4S unspecified SPL, 3S = PRE 4(5)S, 3NT/4C/4D = better than min FG H/C/D SPL, 4H = attempt to play	1S – 1NT : see NOTE 9 1S – 2C : see NOTE 7 1S – 2D : see NOTE 8 1S – 2NT : see NOTE 6	(3rd/4th seat) 1NT = 5-11 <INV 2C = INV 5+H 2D/H = good 4/3 card raise
1NT				15-17 (semi)BAL	2C = simple Stayman, 2D/H = TRF to H/S, 2S = PUP to 2NT (3 suited hand with unspecified shortage), 2NT/3C = TRF to C/D, 3D = 4/4 MM FG, 3H = 4S <4H FG, 3S = 4H <4S FG, 3NT = To play, 4C/D = PUP 4H/4S, 4H/S = To play	After 2C Stayman see NOTE 4 After responder's TRF to M, responder may TRF to new suit After 1NT-2S-2NT: 3C/D/H = C/D/H shortage, 3S = S shortage 3H, 3NT = S shortage 4H	
2♣	√			18-19 (semi)BAL	As over 1NT, EXCEPT 2S = PUP 2NT (either want to play NT OR 3 suited hand unspecified shortage)		
2♦	√			Weak 2 (5)6H 4-10 OR FG (semi)BAL OR FG D OR FG S	xH = attempt to play opposite the weak H hand 2S = NAT constructive NF; 2NT = ART inquiry 3m/S = NAT F1	After 2D – 2H, 2S shows FG S, 2NT shows FG BAL, other NAT with FG D	
2♥	√			20-21 (semi)BAL OR FG H	2S = ART waiting, normally <5S, 2NT = weak both m OR weak D, 3C = weak C, 3D = 5+S, 3H = 4H 0-1S, 3S = 6+H SPL on S		
2♠		(5)6		Weak 2 (5)6S 4-10	2NT = Enquiry 3C/D/H = NAT F1	After 2S-2NT: 3C = min (after which 3D/H = further try), 3D/H = accept INV, feature showing, 3S = would accept INV, either C feature OR no feature, 3NT = solid suit (AKQ)	
2NT				22-23 (semi)BAL	3C = Modified Muppet Stayman – see NOTE 5, 3D/H = TRF to H/S, 3S = mm slam try		
3♣/♦/♥/♠		(6)7		PRE	<--When VUL, suit expected to potentially run opposite Hx		
3NT	√			5+S 6+H 9-13		HIGH LEVEL BIDDING	
4♣/♦/♥/♠		(7)8		PRE		RKCB (14/30) – this is 4 suit +1 (4D is RKCB for C, 4H is RKCB for D. etc)	
4NT	√			Both minors		Exclusion RKCB (30/14)	
5♣/♦/♥/♠				PRE		1 st /2 nd round cues, generally up the line. XX usually shows 1 st -round control.	



WBF Standard Card Supplementary Sheet

NOTE 1: Interference over our 1C opening

1C – (X)

XX = 4+D, responding strength +
1D = 4+H
1H = 4+S
1S = <4H, <4S < INV (opposite a weak NT) OR FG C OR FG BAL not 4M
1NT = INV can have 4M
2C = simple raise
2D/H/S = natural weak (~4-7) [NB: 2D not INV as in uncontested auction]
2NT = 6+C INV
3C = PRE
3D = PRE
3H = 3-1-(5/4), 3-0-5-5
3S = 1-3-(5/4), 0-3-5-5
3NT = to play

1C – (1D)

X = 4-5H
1H = 4-5S
1S = <4H, <4S < INV (opposite a weak NT) OR FG 5C
1NT = INV (opposite a weak NT)
2C = simple raise
2D/H = 6+H/S negative free bid or better
2S = 6+C INV+
2NT = FG BAL (typically <4H, <4S)
3C = PRE
3D = puppet to 3NT

1C – (1H)

X = 4-5S
1S = <4S < INV (opposite a weak NT) OR FG 5C
1NT = INV (opposite a weak NT can have 4M)
2C = 5+D negative free bid or better (may be 5 only if INV+)
2D = (5)6+C INV+
2H = 6+S INV+
2S = 6+S weak
2NT = FG BAL
3C = PRE
3D = fit showing
3H = puppet to 3NT

1C – (1S)

X = 4H any strength OR 5H weak
1NT = NAT (non-INV) <4H
2C = 5+D negative free bid or better (may be 5 only if INV+)
2D = INV+ 5+H
2H = negative free bid 6+H
2S = cue raise or general force
2NT = INV BAL
3C = PRE
3D/H = fit showing
3S = puppet to 3NT

1C – (1NT)

X = values, next X T/O
2C = H + another 5+/4+ either way (if the other suit is S then S is longer/better)
2D = please bid your 5 card suit (or pass if it is D)
2D = S + another 5+/4+ either way (if the other suit is H then H is longer/better)
2H = please bid your 5 card suit (or pass if it is H)

NOTE 2: Interference over our 1D opening

1D – (X)

XX = 4+H
1H = 4+S
1S = 3S
2S = 4S
1NT/2C/2D/etc. = natural
1S = <4H, <4S weak **OR** FG C (can be balanced)
1NT = INV
2C = good raise
2D = simple raise
2H/S = fit showing
2NT = criss-cross raise (7)8–9(10) 4+D
3C = fit showing
3D = PRE

1D – (1H)

X = 4-5S
1S = <4S <INV **OR** FG C
1NT = INV
2C = good raise
2D = simple raise
2H = 6+S INV+
2S = 6+S weak
2NT = FG BAL
3C = fit showing
3D = PRE
3H = SPL

1D – (1S)

X = 4H any strength or 5H weak
1NT = NAT (non-INV)
2C = 5+H INV+ or 6+H any strength
2D = simple raise
2H = 5+C INV+
2S = cue raise or general force
2NT = NAT INV
3C = fit showing
3D = PRE
3H = fit showing
3S = SPL

1D – (1NT)

2C = both majors (5+4+ either way)
2D = which is longer?

1D – (4M)

4NT = T/O

NOTE 3: Capp1MX

1M (X):

1NT = C (negative free bid or better) F1
2C = D (negative free bid or better) F1

1H (X):

2D = good raise to 2H
2H = bad raise to 2H

1S (X):

2D = H (negative free bid or better) F1
2H = good raise to 2S
2S = bad raise to 2S

NOTE 4: Responses after Stayman

1NT - 2C = simple Stayman

2D = no major

2H = weak both M

2S = INV 5S

2NT = INV (may or may not have 4M)

3H = INV 5H 4S

3S = FG 5H 4S

Otherwise, after opener's response, responder's actions from 2S through 3D are natural invites.

If opener responds 2M, 3oM is a slam try setting M as trumps (splinters also available).

NOTE 5: Modified Muppet Stayman

2NT - 3C = Modified Muppet Stayman

3D = one or both four-card majors

3H = not 4M

3S = 5S

3NT = 5H

2NT - 3C - 3D

3H = not 4H, may or may not have 4S

3S = 4S

3NT = attempt to play

4m = slam try in m (5(6)m; 4NT now a signoff)

4H = slam try in S

3NT = not 4S (hence 4H by implication)

4m = slam try in m (5(6)m; 4NT now a signoff)

3S = 4H, not 4S

3NT = 4H + 4S

4m = slam try in m (6+m; 4NT now a cue, not a signoff)

4m+1 = RKCB

2NT - 3C - 3H

3S = puppet to 3NT (implies not 5S)

3NT = forced

4m = slam try in m (5(6)m; 4NT now a signoff)

4NT = quant

3NT = 5S 4H

4m = slam try in m (6+m; 4NT now a cue, not a signoff)

4NT = 5S 4H slam INV

5NT = 5S 4H slam force

2NT - 3C - 3NT

4C = slam try in C (NB: no ability to distinguish 5/6C)

4NT = go away

4D = puppet to 4H

4H = slam try in D (NB: no ability to distinguish 5/6D)

4S = RKCB on D

4NT = go away

4S = RKCB on H

NOTE 6: 1M – 2NT

1M – 2NT

- 3C = any minimum
- 3D = asks
 - 3oM = shortage oM
 - 3M = shortage C
 - 3NT = shortage D
 - 4X = no shortage cue
- 3oM = big hand, shortage oM
- 3M = big hand, shortage C
- 3NT = big hand, shortage D
- 3D = extras no shortage
 - 3M = Nothing extra to say, waiting
 - 3M+1 = Mild slam try
 - 3M+2 and above = Serious slam try 1/2 cue
- 3oM = extras shortage oM
- 3M = extras shortage C
- 3NT = extras shortage D

NOTE 7: 1S – 2C

- 2D = reject INV (only non-FG action)
- 2H = normal action with only INV (opener may still have H fit)
- 2S = 5+H 3S exactly INV (NF)
- 2NT = 4-5H FG
- 3C/D = natural 5+H + C/D, FG
- 3H = 6+H FG
- 3S = 5+H 3S FG
- 2H = accept <3H
 - 2S = waiting
 - 2NT = FG BAL<3S
 - 3m = 5/5
 - 3H = 6+H
 - 3S = 3S
- 2S = accept 3+H
- 2NT = extras typically 4m
- 3C/D = 5+/5+ reversing strength
- 3H = extras 4+H
- 3S = extras 6+S

NOTE 8: 1M – 2(M-2)

1H – 2C

2D = better than min (would accept an invite – possibly on the basis of distribution)

2NT = FG Bal

3C/D/S = genuine 4+ card suit

2H = 3H ~15+

3H = 3H original INV **OR** min FG, <~15

2H = weak not accept invite

2S = natural reverse

2NT = 5/4m reversing strength

3C/D = 5/5 reversing strength

1S – 2D

2H = better than min (would accept an invite – possibly on the basis of distribution)

2NT = FG BAL

3C/D/H = genuine 4+ card suit

2S = 3S ~15+

3S = 3S original INV or min FG, <~15

2S = weak not accept INV

2NT = 5/4 other reversing strength

3C/D/H = 5/5 reversing strength

NOTE 9: 1S – 1NT

Summary: FG 5-4s transfer to their second suit and shape out; FG 5-5s transfer to their second suit and rebid that suit; inv 5-4s transfer to their second suit and bid 2NT; inv 5-5s rebid 3X immediately.

2C = 4+D

2D = 4+H

2H = TFR to 2S

2S = 5+S, 4+C WK

2NT = 5+S, 4C INV

3C = 5+S/5+C INV

3D = 5+S/5+D INV

3H = 5+S/5+H INV

3S = INV 6+S, 0-1 H

3NT = solid 7+S

4C/D/H = SPL

5S = PRE