

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
<b>Important:</b>
(1♣/♦)-1♠: NAT, 4+♠, 8-15HCP
(1♥/♠)-2♣/♦: 5+♣/♦oM, 10-15HCP
Other 1/1: NAT, 5+ suit, 8-15HCP; 2/1: NAT, 5+ suit, 10-15HCP
Reopen: Light up to 2♠; Sandwich seat: Sound
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-18HCP, may contain 6cm
4 <sup>th</sup> : 15-18HCP, may contain 6cm
Responses: Stayman, 2♦/♥: TRF, 2♠: TRF to ♣, 3♣: TRF to ♦
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
(1♣)-2♦/♥/♠ and (1♦)-2♥/♠/3♣ NV: 4-9HCP, VUL: 10-13HCP
(1♥)-2♠/3♣/♦ and (1♠)-3♣/♦/♥ NV: 4-9HCP, VUL: 10-13HCP
(1♥/♠)-2NT: 5+♣5+♦, (1♣/♦)-2NT: 5+♥5+om
Reopen: 10-13HCP; Sandwich seat: 10-13HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣)-2♣: 5+5+MM; (1♦)-2♦: 5+5+MM
(1♥)-2♥: 5+♠5+m; (1♠)-2♠: 5+♥5+m
(1m)-3m: NAT, 6+m NV: 4-9, VUL: 10-13
(1M)-3M: Stopper ask for 3NT with long minor
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
X: Penalty [HCP Direct: ≥ Floor; HCP Reopening: ≥ (Floor - 2)]
2♣: 5+♥4+♠ OR 4♥5+♠
2♦: 5+♥/♠4+♣/♦ [5+5+ Direct VUL]
2♥/♠: Natural, 6+ suit
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(2♥/♠)-X: Takeout, promises 4/5 in other major
(2♠)-3♣: 5+♥; (2♠)-3♥: 6+♣; (3♠)-4♣: 5+♥; (3♠)-4♥: 6+♣
(2♦/♥/♠)-2NT: Natural, does not promise stop
4♣/♦ as new suit jump: 6+5+ ♣/♦ and oM
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
(1♣)-X: 4+♥4+♠; (1♣)-1NT: 5+4+mm; (2♣)-2NT: 5+5+mm
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1♣-(X)... PASS: 0-7, 3+♣; 1♦: 0-7, 3+♦; XX: 8-11HCP, 0-2♥
1♦-(X)... PASS: 0-7; 1♥: 0-7, 5+♥; XX: 8-11HCP, 0-2♠
1♥-(X)... PASS: to play; XX: PUP to 1♠; 1♠: 0-8HCP, ♠+♣/♦
1♠-(X)... XX: STR, to play; 2♣/♦: NAT, NF
1♣/♦/♥/♠-(X)... Other bids: System ON

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd from even, low from odd		
NT	Fourth best with an honour		
Subsequent	As above		
Other: Ace for ATTITUDE, King for COUNT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax(+)	AK(+), Ax(+)	
King	KQ(+), Kx, AKx(x)	KQ109x(+), Kx., AKJT(+)	
Queen	QJ(+), Qx	QJ(+), Qx, KQ(+)	
Jack	J10(+), KJ10(+), Jx	J10(+), AJ10(+), KJ10(+), Jx	
10	109(+), H109(+), 10x	109(+), H109(+), 10x	
9	9x, H98(+)	9x, H98(+)	
Hi-X	Sx	Sx	
Lo-X	HxS, HxSx(+), xxS(+)	HxS, HxxS(+), xSxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=ENCRG	Hi=Even	Low=ENCRG
Suit 2	Hi=even	Suit preference	Suit preference
3	Suit preference		
1	Low=ENCRG	Hi= SMITH	Low=ENCRG
NT 2	Hi=even	Hi=even	Suit preference
3	Suit preference	Suit preference	
Signals (including Trumps): TRUMP SIGNAL=Suit preference			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
(1♣/♦)-X: STR or T/O promising 4+♥4+♠			
(1♥/♠)-X: STR or T/O promising 4/5 oM			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♣/♦-(Overcall up to 2♠)-X: Exactly 3c in opener's M, 8-11HCP			
1♣/♦-(Overcall 2NT through 4♥)-X: 2/3c in opener's M, 8+HCP			
1♥/♠-(Overcall)-X: PEN			
After we (R), X of a 1-step intervention: PEN			
After we (R), X of a 2-step intervention: "Systemic meaning of stolen bid"			
Sandwich X facing 1/1: STR; Sandwich PASS then X of 1NT is PEN.			
X of a transfer is T/O of the implied suit. X of completed transfer is PEN.			

W B F CONVENTION CARD
<b>CATEGORY: RED</b>
<b>NCBO: England</b>
<b>PLAYERS: Phil Rocquemore and Ankush Khandelwal</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>BOLD! System</b> (Bid often, let's declare!)
1♣/♦ are 10+HCP, double transfers into a 4cM
<b>Assumed fit initial actions:</b> Our pre-emptive openings NV and all direct seat overcalls are based on probable combined holdings, so responder requires more to raise than in traditional approaches. This is especially pronounced facing opposition pre-empts.
<b>Approach is anticipatory, context-driven, and game-theoretic</b>
<b>High systemic utilization of high action frequency PEN X</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>Opening bids:</b>
1♣: 10+HCP, 4+♥, canapé
1♦: 10+HCP, 4+♠, 0-3♥, canapé
1♥: 11+HCP, no 4cM, EITHER BAL OR 5+♣4+♦ OR 4♣5+♦
1♠: 4+♥4+♠, 8-13HCP
1NT: 14+HCP, EITHER 6+♣/♦, no other 4c suit OR 5♣/♦(332)
2♣ NV 1/2: Exactly 4♠ and 4+♣/♦/♥, 3-9HCP
2♣ VUL 1/2/3: 6+♥ OR 6+♠, 4-9HCP
2♦ NV 1/2: 4+♣4+♦, no 4cM, 5-10HCP
2♦ VUL 1/2/3: 5+♥/♠5+♣/♦, 10-13HCP
2♥ NV 1/2: 4+♥4+♦, 0-3♠, 4-9HCP
2♥/♠ VUL 1/2/3: 5+♥/♠ 4+♣/♦, 4-9HCP [5+5+ UNF]
2NT: 6-7♣/♦, no 4cM, 11-13HCP
<b>SPECIAL FORCING PASS SEQUENCES</b>
After we establish a GF, or initiate any INV+ relay. We do not have a general agreement if the distributions are extreme.
<b>IMPORTANT NOTES</b>
We upgrade AK by 1HCP, and downgrade 4333 by 1HCP.
2NT, when not an opening bid, is often a generic ART F1 bid.
Lowest available ♣+♥ bids often swap meanings if OPPT bid ♠.
1NT/2NT in balancing seat is often takeout.
We may delay aggression with strong hands in COMP auctions.
<b>PSYCHICS: No occurrences yet as of January 2024</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	KEY to other abbreviations SPP: Suit power points			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0		10+HCP, canapé, F1, EITHER: i) 4+♥, 0-3♠, 10+HCP ii) 4+♥4+♠, 14+HCP	1♦: NEG, 0-11HCP, 0-3♥; 1♥: INV+ (R) 1♠: 5+♠, 4-11HCP; 1NT: 3♥, 8-11HCP 2♣/♦: 4+♥, INV; 2NT: 0♥, FG		PH 1♥: 8-11HCP, 3♥ PH 1NT: 8-11HCP, 1/2♥
1♦	✓	0		4+♠, 0-3♥, 10+HCP, canapé, F1	1♥: NEG, 0-11HCP, 0-3♠; 1♠: INV+ (R); 1NT: 3♠, 8-11 2♣: 6+♣/♦/♥, INV+; 2♦/♥: 4+♠, INV; 2NT: 0♠, FG		PH 1♠: 8-11HCP, 3♠ PH 1NT: 8-11HCP, 1/2♠
1♥	✓	0		11+HCP, <b>no 4cM</b> , F1, EITHER: i) (4432)/(4333) ii) 5+♣4+♦ OR 4♣5+♦ iii) (5332), 11-13HCP OR 17+HCP	1♠: NEG, 0-8HCP; 1NT: 9-12HCP; 2♣: (R), FG 2♦/♥: TRF, 9-12HCP OR GF; 2♠: 5+♣/♦, INV 2NT: 4+♣4+♦, INV; 3+♣/♦: NAT PRE		PH 2♣: 4+♣4+♦, NF
1♠	✓	4		EITHER: i) 4♥4♣, 10-13HCP ii) 5+♥4+♠ OR 4♥5+♠, 8-13HCP	1NT: STR INV+ (R); 2♣: INV (R), no 4cM 2♦: WK INV, 4+♥/♠; 2+♥/♠: NAT PRE		PH 1NT: INV (R) PH 2♣/♦: NAT, NF
1NT	✓	0		14+HCP (12+ if 8♣/♦), <b>no 4cM</b> , F1, EITHER: i) 6+♣/♦, no other 4c suit except 74 in ♣+♦ ii) 5♣/♦(332), 14-16HCP	2♣: NEG, 0-7HCP; 2♦: INV+ (R) 2+♥/♠: NAT, 7-9HCP; 2NT: 8/9HCP, no other bid 3♣: 3+♣3+♦, 7-9HCP; 3♦: 5+♥5+♠, 7-9HCP		
2♣ NV 1/2	✓	0		Exactly 4♠ and 4+♣/♦/♥, 3-9HCP	2♦: (R); 2♥: NAT, NF; 2NT: 5+♥, (R); 3♣: 5+4+mm		
2♣ VUL 1/2/3	✓	0		6+♥ OR 6+♠, 4-9HCP	2♦: (R); 2/3♥/♠: P/C; 2NT: INV+ (R), 5+0/1MM		
2♦ NV 1/2	✓	4		4+♣4+♦, no 4cM, 5-10HCP	2♥: INV+ (R); 2♠: 5+♥/♠, NF; 2NT: 14-17; 3♥/♠: INV		
2♦ VUL 1/2/3	✓			5+♥/♠5+♣/♦, 10-13HCP <b>We never upgrade lower HCP into this bid.</b>	2♥: P/C to M; 2♠: P/C to m; 2NT: F3N (R) 3♣: 7+♣, NF; 3♦: 3+♥3+♠, INV; 3/4♥/♠: P/C to M		
2♥ NV 1/2	✓			4+♥4+♦, 0-3♠, 4-9HCP	2♠: INV+ (R); 2NT: 14-17HCP; 3♣: 4+♥, INV 3♦/♥: PRE; 3♠: 6+♠, GF; 4♣: 6KCB for ♦+♥		
2♥ VUL 1/2/3	✓			5+♥4+♣/♦, 4-9HCP [5+5+ UNF]	2♠: NAT, F1 2NT: (R); 3♣: P/C 3♦: INV in ♥, better than via 2NT		
2♠ NV 1/2				5+♠, 4-9HCP	2NT: (R); 3♣: 5+4+mm; 3♦: 5+♥, INV+; 3♥: INV in ♠		
2♠ VUL 1/2/3	✓			5+♠4+♣/♦, 4-9HCP [5+5+ UNF]	2NT: (R); 3♣: P/C; 3♦: 5+♥, INV+ 3♥: INV in ♠, better than via 2NT		
2♣/♦/♥/♠ NV 3		5		5+ in bid suit, 4-12HCP			
2♣/♦/♥/♠ 4 <sup>th</sup> seat		5		5+ in bid suit, 12-14HCP (2♠: 9-14HCP)			
2NT	✓	0		6-7♣/♦, no 4cM, usually not 64mm, 11-13HCP <b>WBF Cat. 3 Events: ALWAYS 10+ HCP.</b>	3/4/5♣: P/C; 3♦: (R); 3♥/♠: Stopper ask 4♦: P/C; 4♥/♠: NAT		(X)-PASS/XX: To play; X: PEN (X)-3♣/♦/♥/♠: As uncontested
3♣/♦/♥/♠		6		6-10HCP, SPP varies by vulnerability [SUPP]	[SUPP]		X: PEN; XX: Escape
3NT	✓	0		Relay for specific controls, FG	[SUPP]	<b>HIGH LEVEL BIDDING</b>	
4♣/♦/♥/♠		7		6-10HCP, SPP varies by vulnerability [SUPP] After a 4♣/♦ opening and any continuation, all responder's NT bids are to play.	4♣/♦-4♥/♠-: To play 4♣/♦-4NT: To play; 4♥/♠-4NT: Miniwood 4♣-4♦ and 4♦-5♣: Miniwood	Relays with various asking bid options for the captain. Miniwood [0-1-2], 1430 RKCB, Exclusion 1430 RKCB, 6KCB Spiral scan asks <b>4NT in competition is T/O if no obvious suit agreed.</b>	

