

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Direct Overcalls: Natural, 8-16 at 1 level, 11-16 at 2 level.
Responses to overcalls: 1-level is forcing, 2-level is constructive Balancing = 3 points less, may only have 4 for a balancing major Reopening = 4+ in the suit reopened, usually 5+ in original suit (or 6+ if opener rebid a suit),
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
(Direct) 15-18, stopper in opener's suit, responses are same as directly over 1NT opener (Balancing) 11-14, stopper in opener's suit, responses are natural (Reopening) 18-19, stopper in opponent's suit, balanced, natural responses
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bids are Michaels unless artificial opening Jump cue bids ask for stopper unless artificial opening
VS. NT (vs. Strong/Weak; Reopening; PH)
X = 4M 5+m vs strong and penalty vs weak 2C = one suit 2D = majors 2NT = 15-18 Cuebid at 3 lvl asks for stopper
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. 1C – MATHE
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers over 1M – X (and over 1m – 1M – X)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th (attitude if raised)	
NT	4 th	4 th	
Subseq	3 rd /5 th	Top/3 rd (depends)	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Shows K or doubleton	Power lead, asks for unblock	
King	Shows Q or doubleton	Attitude lead	
Queen	Shows J or doubleton	Power lead, asks for unblock	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Suit Preference	Suit Preference	Count
3	Count	Attitude	Suit Preference
1	Attitude	Count	Attitude
NT 2	Suit Preference	Suit Preference	Count
3	Count	Attitude	Suit Preference
Signals (including Trumps):			
UDCA, Upside Down Count & Attitude			
Responses: natural with NT showing stopper in the suit (cuebids over t/o dbls are inv+)			
Reopening t/o promises more the higher the level			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Snapdragon dbl, negative dbl, support dbl & rdbls, lightner vs 6 level and 7 level contracts, maximal dbl, lead-directing dbl, reopening, responsive, striped-tailed ape vs some 5 level contracts			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: Green NCBO: USBF PLAYERS: Nathan Gong and Arthur Gong EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE: 2/1 with some gadgets
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TI C K I F A R T I F I C I A L	MI N. NO. OF C A R D S	NE G. D B L T H R U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+	4H	Doesn't have 4 diamonds unless longer clubs than diamonds and 16+	2C = limit+, 1NT = 6-9, 2NT=10-12, 3NT=13-15 New suits are forcing, J/S are weak	Natural	
1♦		3+	4H	4+ unless 4432	2D = limit+, 1NT = 6-9, 2NT=10-12, 3NT=13-15 New suits are forcing, 2C is GF, J/S are weak	Natural	
1♥		5+	4H	Rarely 4 card in 3 rd /4 th	1NT = semi-forcing, 2NT = 4 card raise 12+, 3H = 4-card limit raise, New suits are forcing, 2C/2D is GF, J/S are inv+ with 6+ in the suit	Natural	2C – Drury, 3+ limit raise in H
1♠		5+	4D	Rarely 4 card in 3 rd /4 th	1NT = semi-forcing, 2NT = 4 card raise 12+, 3H = 4-card limit raise, New suits are forcing, 2C/2D/2H is GF, J/S are inv+ with 6+ in the suit	Natural	2C – Drury, 3+ limit raise in S
INT			3S	15-17, balanced	2S = range ask/clubs, 2NT = diamonds, 3C = puppet, 3D = minors GF, 3H/S = splinter	Natural	
2♣	X	0+		22+ HCP	2D – GF, 2H- Bust (2-)	Natural	
2♦		6		5-10, Pre-emptive	Ogust 2NT, new suit = forcing, usually 6+ in that suit	Natural	
2♥		6		5-10, Pre-emptive	Ogust 2NT, new suit = forcing, usually 6+ in that suit	Natural	
2♠		6		5-10, Pre-emptive	Ogust 2NT, new suit = forcing, usually 6+ in that suit	Natural	
2NT				20-21, balanced	Puppet stayman	Natural	
3♣		7		Pre-emptive	Natural	Natural	
3♦		7		Pre-emptive	Natural	Natural	
3♥		7		Pre-emptive	Natural	Natural	
3♠		7		Pre-emptive	Natural	Natural	
3NT		7		Solid 7 card suit with nothing outside	4C = pass or correct	Natural	
4♣		7		Pre-emptive	Natural	Natural	
4♦		7		Pre-emptive	Natural	Natural	
4♥		7		~intermediate strength	Natural	Natural	
4♠		7		~intermediate strength	Natural	Natural	
4NT				N/A			
5♣		8		Pre-emptive		HIGH LEVEL BIDDING	
5♦		8		Pre-emptive			