

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Sound, 5 cards, 7+ HCP at 1 level, stronger at higher levels, varies with seat and vulnerabilities.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> seat 15-18 HCP, system on
4 <sup>th</sup> seat 11-15 HCP, system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Light to sound varying on seat and vulnerabilities; rule of 234
Unusual 2NT is 2 lower unbid suits
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michael cue bids
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Woolsey against strong NT (all seats)
Reverse Cappelletti against weak NT (all seats)
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takeout double, Lebensohl after doubling weak two
Michael Cuebids, Leaping Michaels
Unusual VS Unusual
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Against strong 1♣ or 2♣: x majors, NT minors
Against multi 2♦: ACBL defense option 2
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT limit raise or better
Redouble shows values

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd/5th best	Hi-Lo even, Lo-Hi odd	
NT	4 <sup>th</sup> best	Hi-Lo even, Lo-Hi odd	
Subseq	Current Count		
Other: K from AK asks for count at 5+ level suit contracts			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A from AK	A from AK	
King	KQ, KQJ	ask for unblock or count	
Queen	QJ	QJT, QJ9, KQ109	
Jack	J10, KJ10	J109, J108, AJ10, KJ10	
10	109	109, A109, K109	
9	Same as other spot card lead	Not a sequence lead	
Hi-X	From doubletons	Discouraging (2 <sup>nd</sup> best from lack of interest)	
Lo-X	3rd/5th best	4 <sup>th</sup> best	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	Suit Preference	Count
3	Suit Preference		
1	Attitude	Count	Attitude
NT 2	Count	Suit Preference	Count
3	Suit Preference		
Signals: Upside down count and attitude. Std suit preference			
Trump suit preference			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Sound, support unbid majors, close to opening hand, vary on vul/shape/seat			
Reopen double could be weaker			
Simple suit 0 – 7, usually 4 cards; jumping suit 8 – 12, 4 cards			
No negative free bid			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support double, responsive double, maximal double/redouble			
Lead directing doubles			

W B F CONVENTION CARD
<b>CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:</b>
<b>NCBO: USA</b>
<b>PLAYERS: Rory XIAO/Jonathan YUE</b>
<b>EVENT: 2023 YOUNGSTERS</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision
1♣ artificial, 16+ unbalanced or 17+ balanced
5 Card Major, INT Semi Force
1NT 15-17 4th seat or 3rd vul, else 14-16; 5 card major allowed
1♦ 11 – 15, 1+ cards, can only be 1 if honor
2♣ 10 – 15, 6+ cards
2♦ 11-15, 3-suited, short ♦
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ 16+ unbalanced or 17+ balanced
2♣ 10 – 15 HCP, 6+ cards
2♦ 3 suiter, short diamond
1♦ 11 – 15 HCP, 1+ cards
<b>SPECIAL FORCING PASS SEQUENCES</b>
In any game force sequence
After reaching normal game
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	N/A	16+ HCP Artificial	1♦ 0-7 HCP, artificial.	1M 4+ force; 2m 5+ NF, denies 4M	1 level, pass 0 – 4, X 5 - 8, rest 8+
				17+ If Balanced	1♥ 8-11 HCP, artificial, GF, denies 5+ spades	2♣ any 4441 (2NT asks shortness)	At 2 level, pass 0 – 7, all other bids 8+, GF
					1♠ 8+ HCP, 5+ cards, GF		Over X, pass 0 – 4, 1♦, 5-7,
					INT 12+ HCP, artificial, GF, 5+ hearts		XX GF, often balanced with no stopper
					2♣/2♦ 12+ HCP, 5+ cards, GF		
					2♥ 12 – 13 HCP, artificial GF, balanced		
					2♠ 12+ HCP, any 4441, GF	2NT asks shortness, 3 any specify trump	
					2NT 14+ HCP, balanced, forcing to 4NT	3♣ by opener asks 4-card suits up the line	
1♦		1	4H	11 – 15 HCP	INT 8-10 HCP, 2♣/2♦ GF, reverse Flannery 2M		Negative X, support X
1♥		5	4H	11 – 15 HCP	INT semi force, direct raise constructive, 2/1 GF	2m 3+ cards;	Negative X, support X
					2♣ bal or 5+♣, 2♠ Jacoby, 3♣ limit raise, 3♦ mixed		
1♠		5	4H	11 – 15 HCP	INT semi force, direct raise constructive, 2/1 GF	2m 3+ cards	Negative X, support X
					2♣ bal or 5+♣, 2NT Jacoby, 3♣ limit, 3♦ mixed		
INT		N/A	4H	14 – 16 HCP / 15 - 17 HCP	Stayman, 4 way transfers, 2♣ range/club		System on over X/2♣
				Any 5332 allowed	3♣ Puppet, 3♦ GF 55m, 3♥/3♠ Splinter		Lebensohl over 2♦ or higher
2♣		6	4H	10 – 15 HCP	2♦ artificial, invitational or better	2♥/2♠ 4 cards, 2NT max (GF), 3♣ min	
					2♥/2♠ invitational, 5+; transfer responses		
2♦	X	0	N/A	11 – 15 HCP, 3 suiter, short diamonds	2♥/2♠/3♣ to play	Correct 2♥ to 2♠ if 43 majors, 3♣ 4405 max	
					2NT relay, invitational or better	3♣ min 3♦ 4414 3♥/3♠ (43/34) 15 3NT 4405	
					3♦ invitational with 44 majors;		
2♥		6	N/A	0 – 10 HCP	2NT Ogust; raise only non force, 4♣ keycard	Ogust resp: 3♣ bad hand/bad suit 3♦ bad/good,	
2♠		6	N/A	0 – 10 HCP	2NT Ogust; raise only non force, 4♣ keycard	3♥ good/bad 3♠ good/good 3NT AKQxxx	
2NT		N/A	N/A	20 – 21 HCP	Stayman, Transfers, 3♠ m slam try		
3♣		6	N/A	2 – 10 HCP	Raise only non force, 4♦ keycard		
3♦		6	N/A	2 – 10 HCP	Raise only non force, 4♣ keycard		
3♥		7	N/A	2 – 10 HCP	Raise only non force, 4♣ keycard		
3♠		7	N/A	2 – 10 HCP	Raise only non force, 4♣ keycard		
3NT	X			7 card solid minor suit	4♣/5♣ pass or correct		
				No outside ace or king	4♦ slam interest		
4♣		8	N/A				
4♦		8	N/A				
4♥		8	N/A				
4♠		8	N/A				
4NT							
5♣		9	N/A			<b>HIGH LEVEL BIDDING</b>	
5♦		9	N/A			Kickback for minors, RKC 1430, DOP1(steps), DEPO (number of key cards)	
5♥		9	N/A			Cue bid 1 <sup>st</sup> or 2 <sup>nd</sup> round control	
5♠		9	N/A			Quantitative 4NT, Exclusion	
						<b>PLAYERS: Rory XIAO/Jonathan YUE, USA U21</b>	