

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE	
General Style = Sound	Suit	Lead	In Partner's Suit
Reponses: Jump Raise = Preemptive;Jump Cue-Bid =4-card support and7-10HCP	Suit	3rd,5th	3rd,5th.If known 3:XXX; JX_X
Cue-Bid = Forcing Supportive Raise (Constructive) or GF	NT	2nd,4th	3rd,5th.If known 3:XXX; JX_X
1♥/♠= Forcing 1 round (after partner's 1-level overcall); New Suit = NF	Subseq	Small card shows interest in this suit	Same
In Balancing Position: 1NT=13-16HCP;2NT=19-21HCP;Jump Overcall=14-16HCP,6-card+	Other:	2nd lead when this suit are too small(Vs.NT)	
Other Overcalls same as Direct Position		1st lead when this suit are too small(Vs in Partner's Suit)	
INT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS	
2nd Position :15-18HCP	Lead	Vs.Suit	Vs. NT
4th Position :13-16HCP	Ace	AK(x+.)// Axxxx+	AK(x+)
(1x)-P-(1y)-INT: 15-18HCP	King	AK/KQ(x)/KQ(J/10)x	AKJ10(x)/KQJ(10/9/x)/KQ10(9x)
Responses :2♣ = Stayman; 2♦/2♥=TRF to2♥/2♠; 2♣=BAL INV or weak ♣ 6-card+	Queen	QJ/QJ(x+)	QJ/QJ(x+)/KQx(x+)/AQ10(xx+)
2NT=♣-♦ Any54+ weak or Any♣6-card+;3♣/♦=♣/♦6-card+ INV;	Jack	KJ10(x+)/J10(xx+) //Jx	AJ10(xx+)/KJ10(xx+)/J10(x+) //Jx
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	Q109(x)/J109(x)/109(x)//10x	
1-Suit:Natural; Responses 2NT= Asks for feature if max;New suit = Forcing	9	KJ9//9x/9//98xx	
2-Suit: (1M)-2NT=♣+♦,55+; (Natural 1m)-2NT=♥+om,55+	Hi-x	xx//xxx	
	Lo-x	xxx//A/K/Q/Jxxx+	
Three-Level Jump Cue-bid=Inquiry about Stops for 3NT	SIGNALS IN ORDER OF PRIORITY		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Partner's Lead	Declarer's Lead	Discarding
Direct Cue Bid = Michaels : (Natural 1m)-2m-♥+♠,55+; (1M)-2M=OM+m,55+;	Suit:1st	High : Enc	Count
Responses 2NT= asks for feature if MAX	2nd	Count :Hi/Lo=EVEN	
Three-Level Jump Cue-bid=Inquiry about Stops for 3NT	3rd	Suit Pre	
	NT: 1st	Low : Enc	Smith
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Count:Hi/Lo=EVEN	Count
vs. INT: 2♣ =At least four cards in each major suit; 2♦=Any weak Single High Card Suit	3rd		
2♥/2♠=♥/♠,5-card+,11P+ ; 2NT=♣+♦,55+; 3♣/3♦♥/3♠=♣/♦/♥/♠6-card+,PRE;	Signals (including Trumps): Smith vs NT,High shows interest in lead;		
X=Penalty Double	Trumps:High shows interest in ruff.		
vs. 2NT: 3♠ =At least four cards in each major suit; 3♦=Any Single High Card Suit;	Distribution Signals:Hi/Lo=EVEN;Lo/Hi=ODD		
3♥/3♠=♥/♠,+m,55+			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	DOUBLES		
Take out doubles thru 4♥	TAKEOUT DOUBLES(Style;Responses;Reopening)		
	T/O: 12+HCP(10+ if good distribution)		
	new suit NF,cue F1		
	Reopening: depending on distribution and vulnerability Negative Dbl to 4♥		
	Many T/O Dbl to 4♥		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
Vs Strong 1C Opening: X=♥+♠,44+; 1NT=♣+♦,54+;	Responsive Dbl: After T/O Dbl to 4♥;		
2NT=55+, ♣+♦;	(1NT)-PASS-(3NT)-Double : Lead weakest M		
Vs Strong 2C Opening: X=♥+♠,54+; 2NT=♣+♦,55+;			
OVER OPPONENTS' TAKE OUT DOUBLE			
New suit forcing at 1-level ; Jump Shift non-forcing and Preemptive ; Double Jump = Spl			
INT /2♣/2♦/♥=TRF to 2♣/2♦/♥/2♠			
2NT = Limit raise or better ; XX: 10HCP+			

WBFC Convention Card	
Category:	Blue
NBO:	China
Event:	Open
Players:	LiCheng-(ChuZijie-LiuXiang-GaoHongjian)
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣ = Artificial Strong Opening,any suit(s) any shape	
1♦ =At Least One Card	
Natural, 5-card M(Sometimes 4-Card)	
1NT Openings: 13-16HCP	
2 OVER 1 Responses: GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♦ Opening = Weak MM 54+ (Sometimes 44)	
2♥/2♠ Opening = Weak M6+ (4-10 HCP) (Sometimes 5-Card)	
1st or 2nd Bidder 3NT Opening = Gambling ; 3rd/4th Bidder 3NT Opening =To Play	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1M-3NT=OM,SPL	
Psychics: Seldom,no specific agreements	

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0	4♥	15+HCP, any shape	1♦=0-7HCP,any shape ; 1♠=8-13 or 16+HCP,BAL;1♥/INT=♥/♠5+,8+HCP 2♣/2♦=♣/♦5+,8+HCP;2♥=1415HCP,BAL;2♠/2NT/3♣/3♦=8+HCP,1444/4441/4414/4144 3♥/3♠=4-7HCP,♥/♠7+;4♣/4♦=TRF to 4♥/4♠	1♣-1♠-1NT=Ask;1♣-1NT-2♣=Ask;1♣-2♣-2♦=Ask;1♣-2♦-2♥=Ask 1♣-1♦-2♥/2♣/3♣/3♦=FG; 1♣-1♦-2♥=Kokish Relay 1♣-1♦-1♥:2♣/2♥/2NT=5-7HCP,♥3+/0-4HCP,♥4+/5-7HCP,♥4+UnBAL 1♣-1♦-1NT=17-19HCP,BAL;1♣-1♦-2NT=22-23HCP,BAL 1♣-1♦-2♥-2♠-2NT=24+HCP,BAL	
1♦		1	4♥	10-15HCP,♦1+	1♥/1♠=♥/♠4+,F1;1NT=7-11HCP,BAL;2♣=NAT, FG; 2♦=11+HCP,♦5+, Fto3♦; 3♣=♣6+,INV 2NT=11-12HCP,BAL,INV;3♦=♦6+,PRE; 2♥/2♣/3♥/3♠=PRE or INV; 3NT=To Play	1♦-1♥-2♥-2♠=Ask; 1♦-1♠-2♠-2NT=Ask;1♦-1M-2NT=♦6+M3,MAX 1♦-1M-3OM/4♠=SPL	1♦-1M-(1Y...)-X= Support Double
1♥		5(4)	4♦	10-15HCP,♥5+	1♠=♠4+,F1;1NT=NF; 2♣=BAL or ♣,FG;2♦=11+HCP,♦5+,FG; 2♥=♥3+,6-10HCP 2♣=6+♠,PRE or INV;2NT=♥4+,INV+;3♣/3♦=♣/♦6+,INV;3♥=PRE;3♠=♠7+,PRE or INV 3NT/4♣/4♦=♣/♣/♦,SPL;4♥/4♠=To Play;5♣/5♦=EKB	1♥-1♠-2NT=♥6+♠3,MAX 1♥-2♣-?2♦/2♥/2♣/2NT/3m=MIN/Any m4,MAX/♠4,MAX/♥6+,MAX/ m5+,MAX 1♥-2NT-?3♣/3♦/3♥/3♠/3NT/4♣/4♦=MIN/♦Singleton,MAX/BAL,MAX/ ♠Singleton,MAX/♣Singleton,MAX/♥5♣5+,MAX/♥5♦5+,MAX	3rd/4th 1M Opening ,Drury 1♥-2♣-2♥-2NT(=Ask)-? 3♣/3♦/ 3♥/3♠=♥5♣4/♥5♦4/♥6♣4/♥6♦4
1♠		5(4)	4♥	10-15HCP,♠5+	3NT/4♣/4♦=♥/♠/♦,SPL; Same as above	1♠-2♣-?2♦/2♥/2♣/2NT/3m=MIN/♥4+,MAX/Any m4,MAX/ ♠6+,MAX/m5+,MAX	
1NT				(13)14-16HCP,BAL	2♣=Stayman,INV;2♦=Stayman,FG;2♥/2♠=To Play;9-HCP;2NT=TRF to 3♣,Pass or Corrected 3♦ 3♥/3♠=31(54)/13(54),♥/♠Singleton ;3NT=To Play;4♣/4♦=TRF to 4♥/4♠;4♥/4♠=To Play	1NT-2♣-?2♦/2♥/2♠=No Major/♥4/♠4 1NT-2♦-?2♥/2♠/2NT/3m=♥4/♠4/No Major/m5+,MAX 2♣-2♥-?2♥/2♠/2NT/3♣/3♦/3♥/3♠=♥4/♠4/♠6+,BAL,MAX/♠6+,MIN/ ♣6+,♦ Singleton or 4-card,MAX/♠6+,♥Singleton,MAX/♣6+,♠ Singleton,MAX	1NT(2X)-?2NT=Lebensohl 3C/3D/3H/3S=Rubensohl 1NT(X)-?XX/2C/2D/2H=TRF
2♣		5		10-15HCP,♣5+	2♦=Ask;2♥/2♠=7-10HCP,♥/♠5+,NF;2NT:BAL,INV;3♣=♣3+,7-9HCP 3♦/3♥/3♠=♦/♥/♠6+,INV;4♠=♠4+,PRE;4♥/4♠=To Play	2♦(Vul) -2NT-? 3♣/3♦/3♥/3♠/3NT/4♣/4♦=Any54,MIN/55,MIN/ ♠5♥4,MAX/♥5♣4,MAX/♠5♥5,MAX/♠5♥6/♠6♥5 2♦(Non-Vul) -2NT-?3♣/3♦/3♥/3♠=55,MIN/55,MAX/♠5♥6/♠6♥5	
2♦	✓	0		4-10HCP, weak MM 54+(44+)	2♥/2♠=To Play; 2NT =Ask, INV+ ; 3♣/3♦=INV,NF ;3♥/3♠= PRE 4♣/4♦=♥/♠Trump Suit , SLAM INT;4♥/4♠=To Play	2♥-2NT-? 3♣/3♦/3♥/3♠/3NT=Weak suit,MIN/Good suit,MIN/ Weak suit,MAX/ Good suit,MAX/AKQXXX 2♥-4♣-? 4♦/4♥/4♠/4NT/5♣=0/1/1+Q/2/2+Q	
2♥		6(5)		4-10HCP,♥5+	2NT =Ask, INV+ ;2♠/3♣/3♦=NAT,5+,GF; 3♥= PRE;3♠=♠6+,INV;3NT=To Play 4♣=RKCB		
2♠		6(5)		4-10HCP,♠5+	Same as above		
				4th seat,11-13HCP,♠6+			
2NT				20-21HCP,BAL	3♣=Puppet Stayman; 3♦/3♥=TRF to 3♥/3♠; 3♠=Minor Stayman; 3NT = To play 4♣= Majors5-5+,SLAM INT; 4♦/4♥=TRF to 4♥/4♠; 4♠=minors 5-5+, SLAM INT 4NT=minors 5-5+, Game only or better	2NT-3♣-?3♦/3♥/3♠/3NT=Any 4-card Major /No Major/5♣/5♥	
				can have 5M/6m			
3♣		6		4-10HCP,♣6+	3♦/3♥/3♠=NAT,GF; 4♠= PRE;4♦=RKCB		
3♦		6		4-10HCP,♦6+	3♥/3♠=NAT,GF; 4♠=RKCB	High Level Bidding	
3♥		6		4-10HCP,♥6+	3♠=NAT,GF; 4♠=RKCB	Cue-bid style: First or Second control	
3♠		6		4-10HCP,♠6+	4♠=RKCB	RKCB (14,03), 5NT ask lowest King	
3NT				1st or 2nd = Gambling; 3rd/4th=To Play	1st or 2nd ,3NT-4♣/4♦=P/C;4♥/4♠= To Play	Queen ask – no Q: return to trump; – with Q: bid lowest King, or 5NT	
4♣/4♦		7		4-10HCP,♣/♦7+	4NT=RKCB(14/03/2/2+Q)	DOP1	
4♥/4♠		7		4-10HCP,♥/♠7+	4NT=RKCB(14/03/2/2+Q)		
4NT	✓			4-10HCP,minors 65+	5♣/5♦=To Play		