DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		WBF Convention Card

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS(Style; Responses; 1/2level; Reopening)

General Style = Sound

Reponses: Jump Raise = Preemptive ; Jump Cue-Bid =4-card support and7-10HCP

Cue-Bid = Forcing Supportive Raise (Constructive) or GF

1♥/♠ = Forcing 1 round (after partner's 1-level overcall); New Suit = NF

In Balancing Position: 1NT=13-16HCP;2NT=19-21HCP; Jump Overcall=14-16HCP,6-card+

Other Overcalls same as Direct Position

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd Position :16-18HCP

4th Position :13-15HCP

JUMP OVERCALLS(Style; Responses; Unusual NT)

1-Suit:Natural; Responses 2NT= Asks for feature if max ; New suit = Forcing

2-Suit: (1M)-2NT=♣+♦,55+; (Natural 1m)-2NT=♥+om,55+

Three-Level Jump Cue-bid=Inquiry about Stops for 3NT

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)

Direct Cue Bid = Michaels : （Natural 1m) -2m=♥+♠,55+; (1M)-2M=OM+m,55+;

Responses 2NT= asks for feature if MAX

Three-Level Jump Cue-bid=Inquiry about Stops for 3NT

VS. NT(vs. Strong/Weak; Reopening;PH)

Vs Strong 1NT:X=4M+5m;2♣=At least four cards in each major suit;2♦=Any Single High Card Suit;

 2♥/2♠ =♥/♠5+m,54+; 2NT=♣+♦,55+; 3♣/3♦/3♥/3♠=♣/♦/♥/♠6-card+,PRE;

Vs Weak 1NT:X=Penalty Double;The Others are same strong 1NT

vs. 2NT: 3♣ =At least four cards in each major suit; 3♦=Any Single High Card Suit;

 3♥/3♠ =♥/♠ +m,55+

VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)

Take out doubles thru 4♥

VS. ARTIFICIAL STRONG OPENINGS

Vs Strong 1C Openning: X=♥+♠,44+, ; 1NT=♣+♦,54+;

 2NT=55+，♣+♦;

Vs Strong 2C Openning: X=♥+♠,54+; 2NT=♣+♦,55+;

OVER OPPONENTS' TAKE OUT DOUBLE

New suit forcing at 1-level ; Jump Shift non-forcing and Preemptive ; Double Jump = Spl

1NT /2♣/2♦/♥=TRF to 2♦/2♥/2♠

2NT = Limit raise or better ;   XX：10HCP+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	in Partner's Suit
Suit	3rd,5th	3rd,5th.If known 3:XXX; JXX
NT	2nd,4th	3rd,5th.If known 3:XXX; JXX
Subseq	Small card shows interest in this suit	Same
Other:	2nd lead when this suit are too small(Vs.NT)	
	1st lead when this suit are too small(Vs in Partner's Suit)	

LEADS

Lead	Vs.Suit	Vs. NT
Ace	AK(x+.)// Axxxx+	AK(x+)
King	AK//KQ(x)//KQ(J/10)x	AKJ10(x)//KQJ(10/9/x)//KQ10(9x)
Queen	QJ//QJ(x+)	QJ//QJ(x+)//KQx(x+)//AQ10(xx+)
Jack	KJ10(x+)// J10(xx+) //Jx	AJ10(xx+)//KJ10(xx+)//J10(x+) //Jx
10	Q109(x)//J109(x)//109(x)//10x	same
9	KJ9//9x//9//98xx	9x//9//98xx
Hi-x	xx	xx//xxxx
Lo-x	xxx//xxxx//xxxxx	xxxxx//A/K/Q/Jxxx+

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1st	High : Enc	Count	High : Enc
2nd	Count :Hi/Lo=EVEN		
3rd	Suit Pre		
NT: 1st	Low : Enc	Smith	Low : Enc
2nd	Count:Hi/Lo=EVEN	Count	
3rd			

Signals (including Trumps): Smith vs NT,High shows interest in lead;

Trumps:High shows interest in ruff.

Distribution Signals：Hi/Lo=EVEN；Lo/Hi=ODD

DOUBLES

TAKEOUT DOUBLES(Style;Responses;Reopening)

T/O: 12+HCP(10+ if good distribution）

new suit NF,cue F1

Reopening: depending on distribution and vulnerabilityNegative Dbl to 4♥

Many T/O Dbl to 4♥

SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Responsive Dbl: After T/O Dbl to 4♥;

（1NT)-PASS-(3NT)-Double : Lead weakest M

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣ = Artificial Strong Opening,any suit(s) any shape

1♦=At Least Two Card

Natural, 5-card M(Sometimes 4-Card)

1NT Openings:	14-16
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)

3NT =gambling 3NT

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♥	16+HCP, any shape	1♦=0-7HCP,any shape ; 1♠=8-13 or 16+HCP,BAL;1♥/1NT=♥/♠5+,8+HCP;	1♣-1♦→1NT=Ask;1♣-1NT-2♣=Ask；1♣-2♣-2♦=Ask;1♣-2♦-2♥=Ask	
					2♣/2♦=♣/♦5+,8+HCP; 2♥=1415HCP,BAL;2♠/2NT/3♣/3♦=8+HCP,1444/4441/4414/4144	1♣-1♦-1♥-?2♣=3-7HCP,♥3+ or 3-5HCP,♥6+;2♦/2♥/2NT=3-7HCP,♥3+/3-5HCP,♥3+/5-7HCP,♥4+,UnBAL;	
					3♥/3♠=4-7HCP, ♥/♠7+; 4♥/4♠=TRF to 4♥/4♠	1♣-1♥-1NT=17-19HCP,BAL； 1♣-1♦-2NT=22-23HCP,BAL;	
						1♣-1♦-2♥-2♠-2NT=24+HCP,BAL;	
1♦		2	4♥	10-15HCP ,♦2+	1♥/1♠=♥/♠4+, F1;1NT=7-11HCP,BAL;2♣=NAT, FG; 2♦=11+HCP, ♦5+, Fto3♦; 3♣=♣6+,INV	1♦-1♥-2♣-2♦=Ask;1♦-1♠-2♣-2NT=Ask;1♦-1M-2NT=♦6+M3,MAX;	1♦-1M-(1Y…)-X= Support Double
					2NT=11-12HCP,BAL,INV;3♦=♦6+,PRE; 2♥/2♠/3♥/3♠=PRE ; 3NT=To Play;	1♦-1M-3OM/4♣=SPL	
1♥		5(4)	4♦	10-15HCP, ♥5+	1♠=♠4+,F1; 1NT=NF; 2♣=BAL or ♣, FG or INV ;2♦=11+HCP, ♦5+,FG; 2♥=♥3+,8-10HCP	1♥-1♠-2NT=♥6+♠3,MAX;	3rd/4th 1M Opening ,Drury
				3rd seat，9HCP+, ♥4+	2♠=6+♠, PRE or INV;2NT=♥4+,INV+;3♣/3♦=♣/♦6+,INV;3♥=PRE;3♠=♠7+,PRE ;	1♥-2♣-?3♣/2♦/2♥/2NT/3m=MIN/Any m4 or(5332),MAX/♠4,MAX/♥6+,MAX/m5+,MAX	1♥-2♣-2♥-2NT(=Ask)-? 3♣/3♦/3♥/3♠/3nt=♥5♣4/♥5♦4/♥6♣4/♥6♦4
					3NT/4♣/4♦=♣/♦/♦,SPL;4♥/4♠=To Play;5♣/5♦=EKB	1♥-2NT-?3♣/3♦/3♥/3♠/3NT/4♣/4♦=MIN/♦ Singleton,MAX/BAL,MAX;♠Singleton,MAX;♣Singleton,MAX;/♥5♣5+,MAX/♥5♦5+,MAX	
1♠		5(4)	4♥	10-15HCP, ♠5+	3♥=♥INV；3NT/4♣/4♦=♣/♥/♦, SPL; Same as above	1♠-2♣-?2♦/2♥/2NT/3m=MIN/♥4+,MAX/Any m4 or(5332),MAX/♠6+,MAX/m5+,MAX	
				3rd seat,9HCP+, ♠4+			
1NT				14-16HCP， BAL;	2♣=Stayman,INV+;2♦/2♥= ♥/♠5+;2♠/2NT=♣/♦6+,	1NT-2♣-?2♦/2♥/2♠/2N/3♣=No Major/♥4/♠4/♥4+♠4,Min/♥4+♠4,Max	1NT(2X)-?2NT=Rubinsohl
					3♥/3♠=13(54)/31(54) ;3NT=To Play;4♣/4♦=TRF to 4♥/4♠;4♥/4♠=To Play;	1NT-2♣-2♥-2♠=♥INV;2N/3♣=♣/♦,FG;3♣=♥6+,FG;3♥=♥6+,INV	1NT(X)-?XX/2C/2D/2H=TRF
2♣		5		10-15hcp,♣5+	2♦=Ask;2♥/2♠=7-10HCP,♥/♠5+, NF;2NT:TRF to 3♣;3♣:TRF to 3♦;	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	
					3♦/3♥/3♠=♦/♥/♣6+,INV;4♣=♣4+,PRE;4♥/4♠=To Play;	2♣-2N-3♣-?3♦:5+♣5♥FG; 3♥:5+♣5♠FG;3♠:5♣5+♦FG;4♣/♥/♠: ♣4+,♦/♥/♠SPL	
						2♣-3♣-3♦-?3♥/3♠/4♣=♥/♠/♦6+,SLAM INT;3NT=♦6+,**SLAM INT,NF;**	
2♦	✓	0		4-10HCP, weak MM 54+(44+)	2♥/2♠=To Play;2NT=TRF to 3♣;3♣=ASK;3♦=♦6+,FG;3♥/3♠=PRE;	2♦-2N-3♣-?3♦=♥and♠ of equal length,INV;3♥=♥INV;3♠=♠INV	
				3th seat,♦5+,Preempt;4th seat 11-13HCP, ♦6+		2♦-3♣-?3♦=Min,NO 3 control;3♥=Hearts are better than spades,Max;3♠=Spades are better than hearts,Max;3NT=♥5+♠5,Max;	
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♥-2NT-? 3♣/3♦/3♥/3♠/3NT=Weak suit,MIN/Good suit,MIN/Weak suit,MAX/ Good suit,MAX/AKQXXX	
				4th seat，11-13HCP,♥6+		2♥-4♣-? 4♦/4♥/4♠/4NT/5♣=0/1/1+Q/2/2+Q	
2♠		6(5)		4-10HCP, ♠5+	Same as above		
				4th seat，11-13HCP,♠6+			
2NT				20-21HCP， Balance	3♣=Puppet Stayman; 3♦/3♥ =TRF to 3♥/3♠; 3♠=Minor Stayman; 3NT = To play ;	2NT-3♣-?3♦/3♥/3♠/3NT=Any 4-card Major /No Major/5♠/5♥	
				can have 5M/6m	4♣/4♦/4♥/4♠=♥/♠/♣/♦6+,SLAM INT;		
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				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)	D0P1	
4♥/4♠		7		4-10HCP, ♥/♠7+	4NT=RKCB(14/03/2/2+Q)		
4NT	✓			4-10HCP,minors 65+	5♣/5♦=To Play ;		