

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Solid on either level.
Positive freebids on the 2 <sup>nd</sup> and 3 <sup>rd</sup> level.
On the 3 <sup>rd</sup> level if passed before: Fit jump.
Michaels: (1m)-2m, <11HCP or >15HCP, majors.
(1M)-2M, OM + an unspecified minor.
(1x)-2NT, the two least-ranked unbid suits.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 HCP BAL. with stopper.
4 <sup>th</sup> position: 11-15 BAL.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preemptive.
(1x)-2NT, 11- or 15+ HCP, the two least-ranked unbid suit.
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1M)-3M, ask for stopper.
(1m)-3m, nat., preempt.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy.
X: At least upper limit of opponents' 1NT opening <b>and</b> 13+.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels: (2M/3M)-4m=at least 55 oM+m
Lebensohl: a) (2M)-X; b) (1M)-X-(2M); c) (1NT)-X-(2x).
Transfer Lebensohl: a) 1x-2y (y>x); b) 1NT-(2x).
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X: Majors.(44+)
1NT: Minors.(54+)
Overcalls are natural (can be aggressive).
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfer(up tp 2M-1) response after 1M-(X)-?

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / low	See below	
NT	4 <sup>th</sup> best	See below	
Subseq	Almost the same as lead	See below	
Other: 1. In subseq., 3 <sup>rd</sup> /low is combined with ATT;			
2. If pd's suit is supported in bidding, ATT, otherwise, 3 <sup>rd</sup> /low.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	<b>A(x), AK(x)</b>	<b>AKQ(x), AKJ(x), A(x)</b>	
King	<b>AK(x), KQ(x), K(x)</b>	<b>AK(x), KQJ(x), KQT(x)</b>	
Queen	<b>AKQ(x), QJ(x), Q(x)</b>	<b>QJT(x), QJ9(x)</b>	
Jack	<b>AJT(x), KJT(x), JT(x)</b>	<b>AJT(x), KJT(x), JT(x)</b>	
10	<b>AT9(x), KT9(x), T9(x)</b>	<b>AT9(x), KT9(x), T9(x)</b>	
9	<b>98(x), 9(x)</b>	<b>98(x), 9(x)</b>	
Hi-X	<b>Xx</b>	<b>Xx, XXx, XXxx</b>	
Lo-X	<b>xxX, xxxxX, xxXx(xx)</b>	<b>HxX, HxxX</b>	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count		Count
3			
1			
NT 2	Attitude	Count	Attitude
3	Count		Count
Signals (including Trumps):			
High: even. (enc. vs suit and disc. vs NT.)			
Discard: High – enc.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Generally 11+ HCP, 3+ in other suits or 16+ HCP any			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive DBL, Support DBL/ReDBL, Anti-lead directing DBL			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: <i>Germany</i></b>
<b>PLAYERS:</b> Zixuan ZHU - Yang ZUO
EVENT (Open/Women/Senior/Transnational)
U31 Teams 2025
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
2/1 FG (5533);
1NT 15-17 BAL with 5c major possible;
Semi-forcing 1NT responding to 1M.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
vs. 5542 2/1: (1C)-2C is natural and (1C)-2D is Michaels
Range of Michaels: Normally 12 HCP- or 15 HCP+.
<b>SPECIAL FORCING PASS SEQUENCES</b>
After 1NT – (X = Penalty) - Pass.
We have points majority and opps bid the 2 <sup>nd</sup> or 4 <sup>th</sup> level.
<b>IMPORTANT NOTES</b>
Lebensohl, Rubensohl, Michaels, Nebulous 2C, Kokish,
Multi-Landy, General 2NT, Gazzilli, 2-Way-Checkback.
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+		11+ HCP	1♥: ♥4+; 1♠: ♠4+; 1NT: 5-12 BAL	1♣ - 1M - 1NT-? or 1♣ - 1♥ - 1♠-?:	
					2♦/2♥/2♠: nat, preemptive.	Twoway-checkback (2NT is puppet to 3♣)	
					Inverted minors(10 HCP+, 5+♣); 2NT: INV		
1♦		3+		11+ HCP	All nat.; 2♣: FG; Inverted minors (10 HCP+, 4+♦)	1♦ - 1M - 1NT-? or 1♦ - 1♥ - 1♠-?:	
					2♥/2♠: nat, preemptive.	Twoway-checkback (2NT is puppet to 3♣)	
1♥		5+		11+ HCP	1NT: 5-12 HCP, SF; 2♣: <b>any</b> GF; 2♦: ♦5+, FG;	After 1♠/1NT: Gazzilli:	1♥ - 2♣ Drury:
					2♠: nat, preemptive; 2NT: 4c support 7-12 HCP;	2♣=16+ or 11-15 with 4+♣;	2♦=12+ HCP, 2♥=10-12 HCP
					3♠: <b>any</b> singleton; 3NT/4♣:/4♦: 4+♥, void in ♠/♣/♦	2♦=11-16, 4+♦; 2♥=11-14, 6+♥; 3m=14-16, 55+.	
						After 1♥-1NT-? 2♠=16+, 4+♠; 2NT=16+, 64 in ♥+m.	
						After 1♥-1♠-? 2♠=12-14, 4♠; 2NT=14-16, 6♥+3♠.	
1♠		5+		11+ HCP	1NT: 5-12 HCP, SF; 2♣: <b>any</b> GF; 2♦: ♦5+, FG;	After 1NT: Gazzilli:	1♠ - 2♣ Drury:
					2NT: 4c support 7-12 HCP;	2♣=16+ or 11-15 with 4+♣, 2NT=16+, 64 in ♠+m	2♦=12+ HCP, 2♥=12+ HCP, 4+♥;
					3♥: <b>any</b> singleton; 3NT/4♣:/4♦: 4+♠, void in ♥/♣/♦	2♦=11-16, 4+♦; 2♠=11-14, 6+♠; 2NT=64 in ♠+m	2♠=10-12 HCP
						3m=14-16, 55+.	
1NT				15-17 HCP, 5c-M allowed	2♣: Stayman; 2♦/2♥/2♠/2NT: Transfer;	Super accept (4+M); Smolen at the 3 <sup>rd</sup> level.	
					3♣: Both minors, weak; 3♦: Both minors, FG;		
					3♥: 31(54), FG; 3♠: 13(54), FG; 4♦/4♥: Transfer		
2♣	Y			22+ HCP	2♦: Relay; all other nat., 5+ good suit (8 HCP+)	2♣ - 2♦ - 2♥ (Kokish):	
2♦	Y	5+ in either M		Normally 0-7 HCP (destructive)	Major: P/C; 2NT: Ask; 4♣: Ask to bid M in transfer; 4♦: Ask to bid M.	2♦-2NT-?: 3♣: 5♥; 3♦: 5♠; 3♥: 6♥; 3♠: 6♠	
2♥		6+		Normally 8-10 HCP (constructive)	2NT: Ask; all other nat. F1	2♥-2NT-?: 3♣: Bad, min.; 3♦: Good, min.; 3♥: Bad, max; 3♠: Good, max. (min.: 8-9 and max.: 9-10)	
2♠		6+		Normally 8-10 HCP (constructive)	2NT: Ask; all other nat. F1	2♠-2NT-?: 3♣: Bad, min.; 3♦: Good, min.; 3♥: Bad, max; 3♠: Good, max. (min.: 8-9 and max.: 9-10)	
2NT				20-21 HCP, 5c-M allowed	3♣: Muppet Stayman; 3♦/3♥: Transfer;	2NT-3♣-?:	
					3♠: Minor Stayman. 3NT: 5♠+4♥, NF.	3♦=One or both majors; 3♥=No major; 3♠=5♠; 3NT=5♥.	
						2NT-3♠-?:	
						3NT=No 4-card minor; 4m=4+	
						2NT-3♠-3NT-?:	
						4m= 5+m, SI; 4M=55+in m, shortness in M; 4NT=Quantitative	
3♣/♦/♥/♠		6+		Preemptive			
3NT		7+		Gambling	4♣: P/C		
4♣/♦/♥/♠		7+		Preemptive		HIGH LEVEL BIDDING	
4NT		55+		Preemptive		4NT: RKCB (14/03/2-/2+/even with any void/odd with void in bidden color)	
5♣/♦/♥/♠		8+		Preemptive		5NT: Positional king. (Answer from the lowest ranked King)	