

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound 6-16pts, Resp: 2♣ = stayman, 2♦/2♥ = Transfer
4-Cards RARE
ART Raises
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 pts, Resp: 2♣ = stayman, 2♦/2♥ = Transfer
Same as opening
4 th overcalls: 12-15 pts
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump Over Call: Weak;
2NT: 2 Lower suits
Reopen: 1NT ms or other two suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue = Michaels
Jump cue M = ask stopper to bid NT
Vs nat 1♣: 2♣ = NAT; 2♦ = Ms
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong (15-17): DBL = same+; 2♣ = M's; 2♦ = 1 major;
2♥/♠ = M5m4+; 2NT = ms; 3m = CONST
Weak: DBL = same+ 2♣ = Ms; 2♦ = 1 major 12-; 2♥/♠ = 12+; 2NT = ms
Overcalls: same above
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
vs WK 2/3M: DBL: T/O, 4m = m5+OM5, CUE-BIDS MICHAEL
Vs WK 3m: 4♣ = om5+M5; 4♦: Ms
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1♣: X = Ms 1NT = ms
Vs 2♣: DBL = M's
OVER OPPONENTS' TAKEOUT DOUBLE
m: 2NT = limit raise; 3m/4m = PRE raise
M: 1NT = 6-9 M3, 2M = weak, M3; 2NT = M4, inv+
3M = PRE, Jump shift = fit showing, RBL = 10+ pts, implies no fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	2 nd /4 th	3 rd /5 th	
Subseq	LOW = ENCRG/02	LOW = ENCRG/02	
Other: lead Hi from xxx if raised, lead 9/10=0 or 2 higher if raised			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx	
King	AK, KQx, Kx	AKJT _x , KQT9 _x , ASK UB/CT	
Queen	QJ _x , Q _x	KQ _{xx} , QJ _x , ASK ATT	
Jack	KJT _x , JT _x , J _x	A/KJT _x , JT _x	
10	K109 _x , 109 _x	HT9 _x , T9 _x	
9	9 _x	H9 _x , 9 _x	
Hi-X	S _x	xS _x , xS _{xx}	
Lo-X	xxS, xxS _x , xxxxS	xS _x , HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = ENCRG	COUNT	Hi = ENCRG
Suit 2	Hi-Lo = E	ATT	CT
3	S/P		
1	Low = ENCRG	COUNT	Hi = ENCRG
NT 2	Hi-Lo = E	ATT	CT
3	S/P		
Signals (including Trumps):			
Smith vs NT: Hi = ENCRG, Hi-Lo in trump = interested to ruffing			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light (10+) with classic shape, emphases major			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP DBL THRU 3♥			
RESP DBL, OPT DBL			
LIGHTNER DBL			
NEG DBL up to 3♠			

W B F CONVENTION CARD
CATEGORY: Green NCBO: China U26 PLAYERS: Baozhuo JIANG – Yuanzhe NIU EVENT: 19th WYTC
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural with 5-cards major opening,
Many ART Raises
1NT = 14+-17HCP, BAL, off-shape OK
1M-1NT: simi F1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: ART, STR
2♦: WK M's
2 OVER 1 Responses FG
3NT: PRE with a minor; To play in 3rd/4th seat
1M-2♣: ART, GF
Vs 1♥ overcall: X: 4-5♠; 1♠: no ♠4; 2♥: ♠6; 2♠: m raising inv+
1M (Y) 2NT: M4, inv+; cue bid Y: M3, inv+
1M (X) 1NT: 6-9, M3
If M have raised, 3M+1 always slam try without shortage;
over 3M+1 is short
1NT run: XX: transfer to 2♣, single suit; 2X: X+Y(Y>X), 44
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: HARDLY

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21HCP	1♦ = walsh, 1NT = 7-10, 2♣ = ♣5 ⁺ , 10 ⁺ , F1, no M4 2NT = 11-12 inv, Jump Shift = WK 3♣.WK	After 1♣-1M-1NT 2♣: Transfer 2♦, Rebid 2M/2NT = INV 2♦: ART FG	
1♦		3	4♥	11-21HCP, ♦3 Only if (4432)	1NT = 6-10, 2NT = 11-12, 3♣ = INV, 2♦ = ♦5 ⁺ , 10 ⁺ , F1, no M4 2♥ = 54+ Ms, less than INV, 2♠ = 54Ms, INV	SAME ABOVE	
1♥		5	4♦	11-21HCP, ♥5 ⁺	1NT = 5-12, simi F1, 2♣ = 12+, 2NT = Jacoby, 12 ⁺ , 3♣/♦ = 7-9 / 9-11, 4 SUP 3NT/4♣/4♦ = OM/♣/♦ SPL, 12-15	after 1♥-1♠-1NT-2♣: trans to 2♦	Jump shift = fit showing 2♣ = Drury 2M+1 = M4 with shortage
1♠		5	4♥	11-21HCP, ♠5 ⁺	SAME ABOVE, 3♥ = inv, 4♥ = To play		Same as 1♥ Opening
1NT			4♥	14 ⁺ -17HCP, BAL, can be off-shape	STM, Transfer , 2♠ = ASK value, 2NT = ♦ or ♣+♦ weak 3♣ = Pump stayman 3♦: ms, 3♥/♠:(41)44; 4♦/♥:TEXAS		
2♣	√	0	4♥	22+ BAL or STR UNBAL, FG	2♦ = relay, 2♥ ⁺ = nature with 2 high cards,..... 3♥/♠ = KQxxxx/ KJTxxx only	2NT = 22-24 BAL Kokish = 2♣-2♦-2♥-2♠-2NT=25+ BAL 3♣ can be ♣5 ⁺ M4, 3♥/♠ = ♦5 ⁺ M4	
2♦	√	0		WK Ms, 54 ⁺ (45)	2NT = Asking, 3m = NAT	3♣/♦/♥/♠/NT = min 54/55/ max 45/54/55	
2♥		6		WK ♥	2♠ NF, 2NT = ASK shortage (V), ask value(NV)	3♣/♦/♥/♠ = min bad suit/good suit/ max b/g(NV) 3♣/♦/♠ = singleton, 3♥ = without	4 th opening: 11-13, ♥6
2♠		6		WK ♠	Same above	3♣/♦/♥ = singleton, 3♠ = without	4 th opening: 11-13, ♠6
2NT			4♥	20-21HCP, Bal Can be M5/m6/singleton	3♣ = PUP stayman; 3♦/3♥ = TRF 3♠ = m STM	If accept trans = M3+	
3♣		6		PRE	4♦ = RKCB 0/1/1.5/2/2.5		
3♦		6		PRE	4♣ = RKCB 0/1/1.5/2/2.5		
3♥		6		PRE	4♣ = RKCB 0/1/1.5/2/2.5		
3♠		6		PRE	4♣ = RKCB 0/1/1.5/2/2.5		
3NT	√			Gambling, soild m. To Play in 3 rd /4 th seat	4♣/4♦ = P/C		
4♣		7		PRE	4NT = RKCB		
4♦		7		PRE	4NT = RKCB		
4♥		7		To play	4NT = RKCB		
4♠		7		To play	4NT = RKCB		
4NT	√	7		ms 66+		HIGH LEVEL BIDDING	
5♣/5♦		8		To play		RKCB 1403, cue bid, GSF, special K ASK, EXCLU RKCB; DOPI; Last train	
5♥/5♠		8				Void RKCB: 0/1/1.5/2/2.5	
						If minor slam, 4NT RKCB: 5m:low, 5om: odd, 5♥/♠: even without/with Q	
						If two suit have raised, RKCB has 6 Keycard and two Qs	

NOTES

1NT (2H) ?
2S = weak
2NT = trs to 3C
 Pass/3D = weak C/D
 3H = H stop with S4
3C/D = D/S INV+
3H = no H stop without S4
3S = C GF

1NT (2S) ?
2NT = trs to 3C
 Pass/3D/3H = weak C/D/H
 3S = S stop with H4
3C/D/H = D/H INV+/C GF
3S = no S stop without H4

(2H) X (P) ?
2NT = LB, trs to 3C
 Pass/3D = 0-7 C/D
 3H = H stop with S4
 3S = S4 INV
 3NT = 15-17 BAL
3H = no H stop without S4 or more strong

(2H) P (P) X and 2S opening
SAME ABOVE

1S-1NT-2H-2NT-?
3C = trs to 3D, then GF
3H/3S = NF

1D-1S-2D-2H = GF
1H-1S-2D/H-2S = GF

1m-1M-1NT-2NT = trs to 3C
 3D = short in om, m5M4
 3M = 5422, slam try
 3OM = short in OM, m5M4
 3NT = 5422, pick a game

XYZ:

1m-1H-1S-2C/D = same as rebid 1NT

1C-1H-2D-?

2H/S = weak

2NT = GF

Others = nat GF

1C-1S-2D-?

2H/S = weak

2NT = GF

Others = nat GF

1D-1S-2H-?

2S/NT = weak

3C = GF

Others = nat GF

1C-1H-3D = 12-14, H4 with shortage

1D-1S-3H = 12-14, S4 with shortage

1C-1S-3D/3H = 12-14, S4 D/H shortage

(1M) 1NT (P) 2C

(P) ?

2D = no OM4

2OM = OM4

2M = OM5

(2M) 2NT (P) 3C

(P) ?

3D = no OM4

3OM = OM4

3M = OM5