

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	<b>OPENING LEADS STYLE</b>			
1NT=15-18 system on; reopening 1NT=11-14		Lead	In Partner’s Suit	<b>CATEGORY: Green</b>
1/1: aggressive, 7-17, occasionally 4; 2/1: sound, 5+	Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup> (ATT if raised)	<b>NCBO: China U26</b>
Responses: 1/1 4+suit F1, 2/1 and 2/2 CONST NF, 3/2 GF;	NT	4 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	<b>PLAYERS: Ziyu LI -Zhongtian WANG-Yuqi WEN-Jingfan CHEN</b>
1NT=8-13; minor jump shift after major overcall=fit-showing	Subseq	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	<b>EVENT: 19th World Youth Teams Championships</b>
Cue: F1, good raise or STR BAL or GF hand with a new suit	Other: 0/1; K from AK VS. 5 or higher level or OPP’s 7+ long suit			
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	<b>LEADS</b>			
1NT=15-18 system on; balance 1NT=11-14 system on	Lead	Vs. Suit	Vs. NT	
Passed hand 1NT=Unusual NT, two lowest unbid suits	Ace	AKx(+);Ax(+);AKJT(+)	AK; AKx ;Ax(+);AQJT(+)	<b>SYSTEM SUMMARY</b>
	King	KQJ(+);KQx(+);Kx	AKJT(+);KQT9(+); UB/CT	GENERAL APPROACH AND STYLE
	Queen	QJx(+);Qx; AKQx	KQx;Qx.;QJ(x).AQJx(+)	2/1 GF, 2♣ over 1X: ART; 1♠ can be 2+
	Jack	JT;JTx(+); Jx(+);A/KJTx(+)	JT, JTx,,A/KJTx(+)	Natural with 5-cards major opening
	10	T9x(+),Tx,HT9x,	Tx,HT9x(+),T9x	1NT=14-16HCP, BAL could have 5 card major, 6(7)card minor
	9	KJ9(x); 9x	9x(+), Q/J 98x	2♦=Majors, 2M maybe only five in 1 <sup>st</sup> /3 <sup>rd</sup> position and NV
	Hi-X	Sx	HxxSx(+);Sx;Sxx;xSxx	2m over 1m: GF Raise; 2S over 1m= limited raise;
	Lo-X	xxS,xxSx,xxxxS	HxS;HxxS(+)	2♥ over 1m:5♠+4(5)♥, 5-9p
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	<b>SIGNALS IN ORDER OF PRIORITY</b>			
Preemptive		Partner’s Lead	Declarer’s Lead	Discarding
2NT=mionrs over 1M/1m if m can be 2 or less	1	Hi=ENCRG	Hi-Lo=Even	Hi=ENCRG
2NT=♥+om over 1m, if 1m opening promises 3 or more	Suit 2	Hi-Lo=Even	S/P	Hi-Lo=Even
Reopen: constructive	3	S/P		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	1	Lo=ENCRG	Hi-Lo=Even	Lavinthal
Direct cue=Michaels	NT 2	Hi-Lo=Even	S/P	Hi-Lo=Even
Over natural 1♣ opening: 2♣=♣s, 2♦=Majors	3	S/P		
Jump cue over m=natural PREE; over M=ask for stopper	Signals (including Trumps): Smith in NTs			
Reopen: Cue=any strong hand				
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	Hi-Lo trumps show interest in ruff			
DBL=PEN; 2♣=Majors	<b>DOUBLES</b>			
VS.Strong(more than 14 hcp): 2♦=one major; 2M=5M+4m	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
VS.weak(maybe less than 13): 2♦=one major, CONST;	May be light (10+) with classic shape, emphasizes major			
2M=NAT, competitive, weaker than 2♦	RESPONSE: CUE=F1			
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Double=T/O; Overcalls: opening strength ,5+; Jump=6+suit stronger	SUPP DBL to 2S; SUPP RDBL			
Leaping Michaels	Responsive DBL			
	NEG DBL THRU 4H			
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	LIGHTNER DBL			
vs 1♣: DBL=Majors, 1NT/2NT=minors	Lead-Direct DBL			
vs 2♣: DBL=Majors, 2NT=minors				
Jump overcall=PREE				
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>				
Over 1M: TRF through 2M-1; 1NT=♣, 2♣=♦, (2♦=♥ after 1♠)				<b>SPECIAL FORCING PASS SEQUENCES</b>
2M-1=good M raise, 2M=weaker M raise, 2NT=4+M, LR+				Always forcing pass after 2♣ opening
Over 1m: system on				
XX=10+HCP and denies primary support, then PEN DBL				<b>IMPORTANT NOTES</b>
				3rd position opening maybe light
				<b>PSYCHICS: RARE</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-21HCP	1NT=5-10; 2♣=GF, ♣or BAL; 2NT=11-12, INV; 2♦=6+♦, INV; 2♥=5♠+4(5)♥, 5-9p; 2♠=limited raise; 3NT/4M=To play; 3X/4m=PRE;	4 <sup>th</sup> suit forcing 1X-(1M-1Z)/(1♦-1NT)-2♣=TRF to 2♦, -2♦=GF 1m-1X-2NT: TRANS RESP 1♣-1M-2♣-2♦=ART INV; 2NT=ART ask 1X-1M-2M/3M-2M+1/3M+1=ART ask	Any RESP NF No XYZ 2M=fit showing 2NT=♣ Good Raise
1♦		4	4♥	11-21HCP, usually 5+, 4♦ only any 4441	Same as above, 2♣=4+♣ or BAL, GF	Same as above	Same as above
1♥		5	4♦	11-21HCP, ♥5+, can be 4 card in 3 <sup>rd</sup> seat	1NT=5-12; 2♣=2+ FG; 2♦=5+ FG; 2♥=3+♥; 2NT=4+♥ INV+; 2♠=constructive 6+♠; 3♣/♦=6+♣/♦, INV; 3♥=4+♥, PRE 3♠=To play; 3NT/4♣/4♦=11+ SPL	1M-1NT-2NT=FG,, 3♣=ask 4 <sup>th</sup> suit forcing	Drury Fit showing
1♠		5	4♦	11-21HCP, ♠5+, can be 4 card in 3 <sup>rd</sup> seat	Same as above, 4♣/4♦/3NT=11+ SPL, 4♥=To play	Same as above	Same as above
1NT				14-16HCP, BAL, could have 5 card major, 6 or 7 card minor	Stayman; Texas/Jacoby TRF; 2♠=Ask size; 2NT=♦ or minors; 3♣=PSTM; 3♦=(53)(32), FG; 3♥/♠=31(45)/13(45); 4♣=Gerber	1NT-2♣-2♦-3♥/♠=5♠4♥/4♠5♥	
2♣	√	0		22+ or 8.5 tricks with 16+	2♦=negative; 2♥=GF but no good suit; 2♠/3m=natural, 2NT=♥	2♣-2♦-2♥(force to 2♠)-2♠-2NT=24+,BAL,GF 2♣-2♦-3m-3m+1=wait;2♣-2♦-3M=4M5+♦	
2♦	√	0		♥+♠PRE 0-11HCP	2NT=asking, New suit =To play,3♦=Nat,F1	2NT: 3♣=min 54, next 3♦=ask suit; 3♦=min 55, 3♥/♠=max 5♠4♥/4♠5♥; 3NT=max 55	
				Maybe 44 in 1 <sup>st</sup> FAV and 3 <sup>rd</sup>		2NT: 3♣=min 44,The rest is similar	
				Promising 55 in unilaterally Vul		2NT: 3♣=max 55;3♦=min 55,r	
				6+♦ 9-13p in 4 <sup>th</sup>		3♥/♠=6♠5♥/5♠6♥, 3NT=66	
2♥		5		PRE 0-11HCP	2♠=Nat, NF; 3m=Nat F1 unless 1st FAV	2NT: 3♣/3♦=min /max good suit 3M/OM= max bad suit with/without singleton	
				Maybe 5 in 1 <sup>st</sup> FAV and 3 <sup>rd</sup>	2NT=ask,3♥/4M=To play 3♠=FG,4♣=mini RKCB	2NT: 3♣=5 cards, 3♦=max 6 cards, 3M=min 6 cards 3OM=non-min 6 cards with shape, 3NT=to play	
				6+♥ 9-13p in 4 <sup>th</sup>			
2♠		5		PRE 0-11HCP,Maybe 5 in 1st FAV and 3nd 6+♠ 9-13p in 4 <sup>th</sup>	3♥=Nat, FG unless 1st FAV, the rest is similar	Same as above	
2NT				(19) 20-21HCP, BAL, could have 5 major, 6 or 7 minor	3♣=Puppet; Texas/Jacoby Transfer; 3♠=asking minor; 3NT=to play; 4♣=Gerber		
3♣		6		PRE,0-11HCP	New suit =F1; 4♦=mini RKCB		
3♦/♥/♠		6		PRE,0-11HCP	4♣=mini RKCB		
3NT	√			Good One Major Suit,7+M in 1st/2nd To play in 3 <sup>rd</sup> /4 <sup>th</sup>	4♣=asking M, 4♦=Slam Interest, 4M=To play, 4NT=RKCB	4♣: 4♦=♥, 4♥=♠	
4♣/♦		6		PRE,0-11HCP	4♣-4♦=mini RKCB; 4♦-4NT=mini RKCB	HIGH LEVEL BIDDING	
4♥/♠		6		To Play	4NT=RKCB	RKCB 1403; Trump queen asking; D0P1; DEPO; mini RKCB; Gerber;	
						Exclusion RKCB	