DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

General Style = Sound
Response: Jump Raise = Pre-emptive, Jump Cue =Mixed raise 4+ fit
Cue-Bid = Forcing Raise, or forcing enquiry with Invl.+ value
New Suit: at 1 level for UPSH = forcing, NF for passed hand
at 2 level = constructive but Non-forcing
Jump shift in new suit = Fit Showing Jump Shift

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

2nd position: 15-18 HCP, system ON, Promise stoppers
If doubled: Rdl=one suit, a suit=this suit + another higher suit
4th position = 11 to 16, system ON, then 2c = range ask stayman:
2♦/♥/♠ = min wo/w. M, 2NT= max w/wo M, then 3c = re-Stayman

JUMP OVERCALLS (Style; Responses; Unusual NT)

new suit jump = weak (5-10, sound when vul); Respond: new suit F
2NT = two lowest suits 5-5; in balanced seat, 18-21 hcps natural
Leaping Michaels vs opp's weak two or three opening
Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Direct Cue vs minor and major = 2 Majors or other Major + minor
Jump Cue in Major = (Western Cue)looking for stopper for 3NT

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

2c = both majors 5-4 at least.   Advance: 2♦= ask for better major
2♦ = Single major suit. Advance: 2♥ = Pass or Correct to 2S
2♥= 5+♥; plus a 4+ minor.
2S = 5+S plus a 4+ minor
Double = 5+ minor plus a 4-card major vs Strong, value vs weak NT
2NT = 5-5 minors, or strong two suits with -4 losers

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Double: T/O through 4♥; 2NT = 16-18, (2♦)-3♦ = both Majors
Cuebid vs major = ask stopper for 3nt; (2M)-4m = m + oM, 5-5+
Advance vs NT overcall, stayman/transfer ON

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs strong 1♣(16+HCP): double = both majors, 1NT= both minors
Vs strong 2c: suit =natural. 2NT=both minors, double= both majors

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble = 10 + HCP
Transfer response over 1M (X): 1NT = c suit, 2c = ♦ suit, flex. hcp
2M-1 = M supp., , 2M = M supp. weak, 2NT = INV +, 4 card supp.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd or 5th/Low	Count/Attitude
NT	4th from 4+with honour(s)	Low with 3+ with honour
Subseq	Attitude	Attitude
Other:	2nd from 4 small. 9xxx for NT	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx; Axxxx(+),	AKJxx(x), AKQxx(x), Att
King	KQ (+), AK-bare	AKJx, KQTx(x), KQJx(+)
Queen	QJ (+), Qx	QJT(+)
Jack	JTxx(x) KJTx(x), Jx	JT9x(x), AJTx(x), KJTx(x)
10	T9+, Tx, HT9	T9+, Tx, HT9
Hi-X	Even number	Att., no interest in the suit
Lo-X	Odd number, no promise H	Att., interest in the suit

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Low hi = encourage	low: encourage	Low/hi: encourage
Suit	2	Lo/hi = even count		Lo/hi = even count
	3	S.P.		S.P.
	1	low/hi = encourage	Same	Low/hi: encourage
NT	2	Lo/hi = even count		Lo/hi = even count
	3	S/P		S.P.

Signals (including Trumps): Trump S/P (sui preference)
Standard remaining count

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light with classic shape, or any strong hand 18+ with a 5+ suit
Cue = Forcing until a suit is bid twice
New Suit=forcing one round for unpassed hand
Reopen: same as above

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Responsive Double: After T/O Dble thru 3♥;
Over minor Michaels: ♥ = C suit, ♠=D suit
Over major Michaels: cue bid in opp's major = INV+ w. SUPP

W B F CONVENTION CARD

CATEGORY: Green
NCBO: Canada
PLAYERS: Weijun Chen - Xia Hong
EVENT: Venice Cup

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5+M (semi-F 1NT), 1c=2+, 1♦=4+, jump to 2x= wk 4-7hp
2/1 FG/1M include 1♦/2c
2♦/♥/♠ NAT wk 2,
2c = STR, 22+ bal. or 8.5 tricks for M, 9.5 tricks for minor
1NT = 15 – 17, balanced or semi-balanced, all seats
1st/2nd/3rd NV open most 11-counts; V open most 12-counts

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1M-3c/3♦= INV/CONST Raise w. 4+ M SUPP
1M-2NT = 4+ card M support, FG
1c -2♦ = CONST SUPP w.5+C suit
1♦-3c = CONST SUPP w.5+♦ suit
Over 1M-(X)-? We play transfer response
3NT = Solid 7+ card minor, no outside A, K in 1st/2nd /3rd seat

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

Double Jump in new suit=Splinter if minor over major
Jump Cue Bid by Opener =Splinter Raise or Self Splinter
PSYCHICS: rare

OPENING	TICK/ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-21 HCP	1♦/♥/S = 4+ card, 1NT = 6-10HCP, deny 4major. 1M could bypass 1♦ with minimum strength. 2♦ = c Raise with 5c, Unbal. 7-10 hcp, 2♥/S = weak, 3c = weak raise with 5card, 0-6 hcps (V. Rel)	After 1♣-2♣: forcing through 3♣. 1♣-1M-1N: 2♣=force to 2♦, 2♦=GF; 1♣-1H-2H: 2S = Enq, 43344. 1♣-1M-2NT, 3♣=F to 3♦ for S/O, 3♦ C/B w/ 5M	Over X: XX=10+ HCP, 3C=weak ♣ raise, 2♣ = 5+ 7-9 HCP. Over 1♣-1NT: 2♣ = both Majors, X = Penalty. Support X or XX up to 2♥
1♦		4	4♥	11-21 HCP	1♥/S = 4+ card, 1NT = 6-10HCP, deny 4major. 2c = 4+c, Game forcing, could have 4 card major. 2♦ = 4+ ♦, forcing through 3♦; 2♥/S = weak 6♥/S. 3c = ♦ raise with 5♦, Unbal.; 3♦ = weak raise with 5♦	After 1♦-2♦: forcing through 3♦. 1♦-1♥/S-2nt, 3♣=F to 3♦ for S/O, 3♦ C/B w/ 5M. 1♦ -1M-2M: 2NT = Enq, 43344. 1♦-2c-2♦ = 5+♦, could still have 4 card major	Same as over 1♣ opening
1♥		5	4♥	11-21 HCP	1NT=Forcing, then 3♥= 11 hcp, 3♥ ; 2♣=2+♣ GF; 2♦ =5+ ♦GF; 2♥=7-10 hcp, 3+♥; 2♠ = 4-6 hcp, 6♠; 2NT=4+♥, GF; 3c = 4+♥, 10-11 hcp; 3♦ = 4+♥, 6-9 hcp; 3S/4c/4♦ = 4+♥, splinter.; 3NT = 4/3/3/3, 13-16 hcp	1♥-1S-2c/2♦ = promise 4 card c/♦. 1♥-1nt-2c/2♦ = could be 3 card c/♦ (or 2 card c). 1♥-1nt-2nt = 18-19 Hcps, balanced. 1♥-1nt-2S/3c/3♦ = GF. 1♥-2c/2♦-2♥ = does not promise 6+♥	By P. H.: 2♣=10+ HCP 4+Supp., 2NT=4+ Inv max. Over X: Transfers, 1NT=♣, 2♣=♦, 2♦=♥ raise 7-10. 2♥ = weak ♥ raise, XX=10+ HCP. Over comp: 2NT always 4+ INV+
1♠		5	4♥	11-21 HCP	Same; 2♥=5+♥ GF; 1nt then 3♣= 11 hcp 3 card ♠;	Same, 1♠-1NT-2♥=4+ card♥	same
1NT				15-17 bal., may have 5M or 6m, may have single A, K , Q if 4-4-4-1	2♣ = Stayman; 2♦/2♥/4♦/4♥ = TRF; 2♠ = ASK Range/or 6+♣; 2NT = 6+♦ or weak 5-5 m. 3c = ask for 4 or 5major; 3♦ = 5c/5♦ GF. 3♥/♠ = 13(45)/31(45), GF; 3NT = to play. 4♣ = Gerber(04/1/2/3), 4NT = Quant	1NT-2♣-2♦: 3♥/3♠ = 45(xx)/54(xx) GF. 1NT-2♠: 2NT = any min, 3♣ = any max. 1nt-2nt-3c = opener has better c than ♦. 1nt-2nt-3♦ = opener accept D. 1nt-2S-2nt or 3c-3M= shortness in M, GF. 1nt-2nt-3♦-3M= shortness in M, GF	Systems on over X, 2♣ (not MM). 1NT-(2♦/♥/♠): 2NT = Lebensohl. 1N-X(PEN): 2x = x suit plus x+1 suit (4-4+). XX = single suit(5+),
2♣	*	0		-22+ Hcp Bal. or two suiters. -8.5+ tricks for single major. -9.5+Tricks for single minor	2♦ = waiting. 2♥ =5+♥ with at least 2 honours. 2S = 5+S with at least 2 honours. 2NT = GF, balanced. 3c / 3♦ = 5+ c/♦ with at least 2 honours	2c-2♦-2♥=forcing to 2S, opener's 2NT=24-26 Bal. 2c-2♦-2♥=forcing to 2S, opener's 3♥= real ♥ suit. 2c-2♦-2♥=forcing to 2S, opener's 3c/3♦=♥+c/♦. 2c-2♦-2♥=forcing to 2S, opener's 3NT=27+ Bal.	Over X: XX=bust, Pass=values. Over comp: X=bust, Pass=values
2♦		6		6+♦ 5-10 hcps	2♥/2S/3c = Nat. forcing; 2NT = Ogust, forcing. 3♦ = Non-forcing, pre-emptive-oriented	2♦-2NT-3c/3♦= 3c/3♦ = bad/good suit w. poor hand. 2♦-2NT-3♥/S = bad/good suit w. good hand	Same as below
2♥		6		6+♥ 5-10 hcps	2NT= Ogust, forcing. 2S/3c/3♦ = Nat. forcing; 3♥=pre-emptive-oriented	2♥-2NT: 3c/3♦= bad/good suit w. poor hand; 3♥ /3S = bad/good suit w. good hand. 3NT = solid ♥ suit, ♥AKQxxx	After 2c-(X): new suit = Lead direction with appropriate support for 3♥ raise, XX = relay to 3♣ then rebid the responder's suit to play, 2NT = Ogust On
2♠		6		6+♠ 5-10 hcps	Same as 2♥ opening	Same as above	Same as above
2NT				20-21 BAL	3♣ = puppet stm; 3♦/♥/4♦/♥ = TRF; 3♠ = TRF to 3NT, 3NT=5♠+4♥		
3♣		6/7		4-10 HCP NV, 6-10 VUL	New suits F; 4♦ = pre-empt KC, 0122 response		
3♦/3♥/3♠		6/7		4-10 HCP NV, 6-10 VUL	New suits F; 4♣ = pre-empt KC, 0122 response		
3NT	*			solid 7-card m, no outside A/K	4c = pass or correct to 4♦, 4♦=ask for shortness. 4♥/4S = to play	3nt-4♦: 4♥/4S = short in ♥/S ;4NT = No shortness. 5c/5♦ =c/♦ suit, short in ♦/c	
4♣/♦/♥/♠		7/8		4-10 HCP NV, 6-11 VUL		**High Level Bidding**	
5♣/5♦		8/9		3/4/5 losers (V/NV;equal vul;NV/V)		**Minorwood** for minor RKC: 4NT for Major RKC,1430, Specific K ask; Exclusion Keycard: 0314. Pre-empt KC responses: 0, 1 w/o Q, 1 w/ Q, 2 w/o Q, 2 w/ Q. Over COMP KC: if lower than our suit, X/XX = 14, P = 30, next steps, if same or higher: X = E, P = O	