| DEFENSIVE AND COMPETITIVE BIDDING  |                    | LEAD                    | S AND SIGNALS                    | W B F CONVENTION CARD                           |   |  |
|--|--------------------|-------------------------|----------------------------------|---|---|--|
| OVERCALLS (Style: Responses: 1 / 2 Level;                                  | OPENING LEAD       | OS STYLE                |                                  |   |   |  |
| Reopening)   |                    |                         |                                  |   |   |  |
| General Style: Sound   | 1                  | Lead                    |                                  | In Partner's S                                  | uit CATEGORY: Green                     |  |
| Responses: Jump Raise: Preemptive  | Suit               | 3th/5th                 |                                  | 3th/5th   | NCBO: CBF                               |  |
| New suit: 1 level F1   | NT                 | 4 <sup>th</sup> best; T | op/2 <sup>nd</sup> of nothing    | 4 <sup>th</sup> best                            | PLAYERS: Ivy Zhang/Wenmin Chen          |  |
| Cue bid: Forcing Raise   | Subseq             | Att/ CT                 |                                  | ATT/CT  | EVENT (Open/Women/Senior/Transnational) |  |
| Take-out General Style: Could be light/shaped                              | Other: K = ask for | CT, A = for AT          | П                                |   |   |  |
| Responses: Natural, Cue bid: Forcing                                       |                    |                         |                                  |   |   |  |
| 1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening) | LEADS              |                         |                                  |   | SYSTEM SUMMARY                          |  |
| 2 <sup>nd</sup> position: 15-18 Bal  | Lead               | Vs. Suit                |                                  | Vs. NT  |   |  |
| Responses: Natural   | Ace                | AKx ;Ax; A              | Axxxx(+)                         | AKx(+)  | GENERAL APPROACH AND STYLE              |  |
| 4 <sup>th</sup> position: 11-14 Bal  | King               |                         |                                  | AKJ10(x); KQT9                                  | x); Precision                           |  |
| Responses: Natural   | Queen              | QJ; QJT(x               | QJ; QJT(x); QJ; QJx(+); AQJx(+); |   |   |  |
|  | Jack               | JT; JT9x;               | AJTx(+);                         | JT; JTX(+); AJTx                                | (+) 1D: 1+ card, 10-15HCP               |  |
| JUMP OVERCALLS (Style; Responses; Unusual NT)                              | 10                 | T9; T9x(+               | ); Tx                            | T9; T9x(+);                                     |   |  |
| 1 suit Jump overcall: Pre-emptive  | 9                  | 9x; 987x;               |                                  |   | 1H/S: Natural 5+ Card, 10-15HCP         |  |
| 2-suits: unusual 2NT for 2 lower unbid                                     |                    |                         | Sx; xSxx;                        | 1NT: 13-15HCP; 2C: Stayman; 2D: Forcing Stayman |   |  |
|  | Lo-X               | xxS; xSxx               | x;                               | Sx; HxxS(+);                                    | 2D/2H/2S: weak                          |  |
| Reopen: Opening hand   | SIGNALS IN OF      | RDER OF PR              | RIORITY                          |   |   |  |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen)                           | Partn              | er's Lead               | Declarer's Lea                   | d Discarding                                    | SPECIAL BIDS THAT MAY REQUIRE DEFENSE   |  |
| Direct cuebid: Michaels  |                    | ATT                     | СТ                               | ATT   | 2C: 10-15HCP, C6+ or C5+M4              |  |
| Jump cue bid= ask stopper  | Suit 2             | СТ                      | S/P                              | CT  | 2D: 5-10 HCP, MM54+                     |  |
|  | 3                  | S/P                     |                                  |   | 2H/S: 5-10 HCP, M6+                     |  |
|  |                    | ATT                     |                                  | ATT   | 2NT: 20-21 HCP                          |  |
| VS. NT (vs. Strong/Weak; Reopening;PH)                                     | NT 2               | CT                      | СТ                               | СТ  | 3NT: Gambling                           |  |
| Strong NT: X=16-19 HCP   | 3                  | S/P                     |                                  |   |   |  |
| 2C=MM (54)   | Signals (includ    | ing Trumps)             | ):                               |   | 2NT overcall: two lower unbid suits     |  |
| 2D=M 6+  | Att: uda; CT: Sta  |                         |                                  | Lebensohl after 2-Level overcall                |   |  |
| 2H/S= M+m 54+  | Smith Echo: NT;    | First discard           | : Upside-Down                    | Negative Doubles to 4H                          |   |  |
| 2NT= two lower suits   |                    |                         | DOUBLES                          |   | Michaels Cuebid, Unusual 2NT            |  |
| Weak NT: same  |                    |                         |                                  | Unusual vs Unusual: cue low = lower suit inv    |   |  |
| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)                             | TAKEOUT DOU        | BLES (Style             | e; Responses; R                  | cue high = higher suit inv                      |   |  |
| Vs. high level: 4NT/cue = 2 suits takeout                                  | Takeout Double: 4  |                         |                                  |   |   |  |
| Vs. weak 2= Michaels; Leaping Michaels                                     | After overcall Neg |                         |                                  |   |   |  |
|  | Responsive Doub    |                         |                                  |   |   |  |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+                              | Support Double &   | redouble : 2S           |                                  | SPECIAL FORCING PASS SEQUENCES                  |   |  |
| Vs. Strong 1C: X=Majors; 1NT=minors  | SPECIAL, ARTI      | FICIAL & CO             | OMPETITIVE DB                    |   |   |  |
| 2C: X=C suit;  | Over Opp's T/O D   |                         |                                  |   |   |  |
|  |                    | New suit                | t F1                             |   |   |  |
| OVER OPPONENTS' TAKEOUT DOUBLE   | VS Opening Preer   | npts Double: t          | hru 4S                           | IMPORTANT NOTES                                 |   |  |
| New suit forcing at 1-level  |                    | Ľ                       | ebensohl apply                   | Double jump in new suit=Splinter                |   |  |
| Redouble implies no fit; 10+   | Repeat same suit   | dble by Neg d           | ouble: Take out                  |   |   |  |
| 2NT: Jordon ,limit raise or better   |                    |                         |                                  |   | PSYCHICS: Rare                          |  |

. .

| U          | LF<br>MAL             | MIN. NO. OF<br>CARDS | L               |                           |   |  |   |  |  |
|------------|-----------------------|----------------------|-----------------|---------------------------|---|--|---|--|--|
| OPENING    | TICK IF<br>ARTIFICIAL |                      | NEG.DBL<br>THRU | DESCRIPTION               | RESPONSES   | SUBSEQUENT ACTION  | COMPETITIVE & PASSED<br>HAND BIDDING                  |  |  |
| 1*         |                       |                      |                 | Artificial strong: 16+HCP | 1D=07 HCP   |  | Natural   |  |  |
|            |                       |                      |                 |                           |   |  |   |  |  |
| 1 ♦        |                       | 1                    |                 | 11-15 HCP                 | 1H/S=4+ with 6HCP+                                    | 4 <sup>th</sup> suit Forcing, 3th suit F1; XYZ                             |   |  |  |
|            |                       | -                    |                 |                           | 2H=S5H4 (6~9P); 2S=S5H4(10~12P)                       | Reverse Flannery   |   |  |  |
| 1♥         | 5                     |                      |                 | 11-15 HCP                 | 1NT=Semi Forcing; 2N=4+ Inv or better<br>2M=3+ limit. | Double raise: Preemptive   | Cue bid over Comp=Strong raise<br>Dbl at 2-level: T/O |  |  |
| 1.4        |                       | 5                    |                 | 11-15 HCP                 | Same above  | Same above   | Same above  |  |  |
| 1 ▲<br>INT |                       | 5                    |                 | 13-15 HCP                 | 2C: Stayman; 2D: Forcing Stayman                      |  |   |  |  |
| 1111       |                       |                      |                 |                           |   |  |   |  |  |
| 2*         |                       | 5+                   | <u> </u>        | 11-15 HCP; C+ or C5+M4    | 2D=waiting; 2H/S=5+ NF                                |  |   |  |  |
|            |                       |                      |                 |                           |   |  |   |  |  |
| 2♦         |                       | 54(45)               |                 | 6-10 HCP; 54(45)          | 2N=Asking; 3C/D=Natural;                              | Non-V=3C(54)/D(55)/H(54)/S(45)/3N55;                                       | Natural   |  |  |
| 2.4        |                       | (,                   |                 |                           | 3H/S=Preemptive ;3N= to play                          | V: 3C/D=L(55)single; 3H/S=C/D single                                       |   |  |  |
| 2♥         |                       | 6+                   |                 | 5-10 HCP, H6+             | 2N=Ogust; 3C/D=Natural                                | Ogust: 3C/D = min, good/bad suit,  | Natural   |  |  |
| 2.         |                       |                      |                 |                           | 4C=RKC ( 0/1/1.5/2/2.5)                               | 3H/S = max, good/bad suit  |   |  |  |
| 2          |                       | 6+                   |                 | 5-10 HCP; S 6+            | 2N=Ogust; ; 3C/D=Natural                              | Ogust: 3C/D = min, good/bad suit,  | Natural   |  |  |
|            |                       |                      |                 |                           | 4C=RKC ( 0/1/1.5/2/2.5)                               | 3H/S = max, good/bad suit  |   |  |  |
| 2NT        |                       |                      |                 | 20-21 HCP                 | 3C:Stayman; xf; Texas; 4S=mm55+                       |  |   |  |  |
|            |                       |                      |                 |                           | 3S: Forcing to 3N: mm55 or m 6+                       |  |   |  |  |
| 3*         |                       | 6+                   |                 | Pre-emptive               | Natural; 4D= OMW                                      |  |   |  |  |
| 3♦         |                       | 6+                   |                 | Pre-emptive               | Natural; 4C=OMW                                       |  |   |  |  |
| 3♥         |                       | 6+                   |                 | Pre-emptive               | Natural; 4C=RKC                                       |  |   |  |  |
| 3♠         |                       | 6+                   |                 | Pre-emptive               | Natural; 4C=RKC                                       |  |   |  |  |
|            |                       |                      |                 |                           |   |  |   |  |  |
| 3NT        |                       | 7+                   |                 | Gambling                  | 4/5/6 C=P/C; 4H/S= to play                            |  |   |  |  |
|            |                       |                      |                 |                           |   |  |   |  |  |
| 4*         |                       | 7+                   |                 | Pre-emptive               | Natural   |  |   |  |  |
| 4♦         |                       | 7+                   |                 | Pre-emptive               | Natural   |  |   |  |  |
| 4♥         |                       | 7+                   | 1               | Pre-emptive               | Natural   |  |   |  |  |
| 4 <b>▲</b> |                       | 7+                   |                 | Pre-emptive               | Natural   |  |   |  |  |
| 4NT        |                       |                      |                 |                           |   |  | DDING   |  |  |
| 5 <b>*</b> |                       |                      |                 |                           |   | HIGH LEVEL BIDDING<br>RKC; Leaping Michaels; OMW; Exclusive (14/30/2/2.5); |   |  |  |
| 5♦<br>5 m  |                       |                      |                 |                           |   | Q ask – no Q: return to trump  | 30/ <i>2</i> /2.5);                                   |  |  |
| 5 <b>∀</b> |                       |                      |                 |                           |   | – with Q: bid lowest King, or 5NT  |   |  |  |
| 5♠         |                       |                      | 1               |                           |   | 2H/2S/3D: 4C RKC; 3C: 4D RKC ( 0/1/1.5/2/2.5)                              |   |  |  |
|            |                       |                      | 1               |                           |   | Interference: ( P=14; X=30; 2=2; 3=2.5 )                                   |   |  |  |
|            |                       |                      | 1               |                           |   | Cue-Bidding: A/K/shortness   |   |  |  |
|            |                       |                      |                 |                           |   |  |   |  |  |
|            |                       |                      |                 |                           |   |  |   |  |  |