

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1-level: 8-16, 5+ suit
2-level: 10-16, 5+ suit
Responses: NAT, New suit = F by UPH
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd = 15-18 HCP w/ stopper, Syson
4th over m= 11-14 w/ stopper
4th over M = 11-16 HCP w/stopper (range asking STAY)
By PH = 2 lowest unbid suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
5-11 HCP , 6+ suit (5+ at 2-level)
2NT = 2 lowest unbid suits
Reopen: 11-14 HCP, 6+ suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's Cuebids
Stopper ask: (1m)-3m, (1M)-3M, (1x)-P-(1M)-3M
VS. NT (vs. Strong/Weak; Reopening)
2♣ = 5+M & 4+oM
2♦ = 5+M; 5+M 12+ HCP
2♥ = 5+♥ & 4+m: 5+♥ <13 HCP
2♠ = 5+♠ & 4+m; 5+♠ <13 HCP
DBL = 4M, 5+m / penalty
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O thru 4♥, over 4♠ usually penalty
2NT = 15-18
4NT = two-suited
Over 2M: 4m = 5+oM & 5+m, 3M = stopper ask
Over 2♦: 4♣ = 5+♣ & 5+M, 4♦ = 5+♥ & 5+♠
Over 3♣: 4♦ = 5+♦ & 5+M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = MM ; two majors
NT = mm ; two minors
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = 10+ HCP, SUPP for partner
1M-(DBL)-1NT: 8-10, 3M support
1x-(DBL)- RDBL = 10+HCP, no fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th		
NT	4 th		
Subseq			
Other: A/Q for ATT, K for CT/unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, AKQ+	AKQ+, AKxx	
King	AK, KQJ+, KQx+	AKJ+, KQJ+, KQT+	
Queen	QJ+, QJT+	AQJ+, QJT+	
Jack	KJT+, JT+	AJT+, KJT+, JT9+	
10	Tx, KT9+, QT9+, T9x	T98+, AT9+, QT9+	
9	9x	9x,9xx	
Hi-X	Sx	Sx, Sxx, xSxx	
Lo-X	HxxxS(+), HxS(x), xxS(x)	HxxS+, HHxS+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENC	Hi = odd	Low = ENC
Suit 2	Hi = odd	S/P	
3	S/P		
1	Low = ENC	Hi = odd	Low = ENC
NT 2	Hi = odd	S/P	
3	S/P		
Signals (including Trumps):			
Trump suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SUPP for unbid suits unless 16+ HCP			
Equal Level Conversion DBL			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL thru 4♥			
Responsive DBL thru 3♠			
Support DBL & RDBL thru 2♥			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: CANADA
PLAYERS: ZhengHui Hu- Yuan Chen
EVENT: Mixed
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
1C: 2+
5+M (F 1NT)
1NT=14+ to 17, could have 5 card major, 6 card minor
NAT WK 2, 6+
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
2♣-(2x/3x)-P
Pass after OPPT lead directing DBL
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4♥	11-21 HCP, 2+♣	2♣ = INV+, 5+♣ SUPP; 2♦ = 6+C Constructive; 2♥/2♠ = 6-9HCP/10-11 HCP 5+♠ & 4+♥; 2NT = 10-12 HCP BAL; 3NT = 12-15 HCP BAL	XYZ TRF after 1x-1x-2NT 1♣ - 1♥ - 1NT = <4♠	XYZ, Unusual vs. Unusual, 1m-(1NT): 2♦ = MM, 2NT = mm, 2h/2s, natural
1♦		4	4♥	11-21 HCP, 4+♦	2♣ = 2+♣, GF; 2♦ = INV+, 4+♦ SUPP; 2♥/2♠ = 6-9HCP/10-11 HCP 5+♠ & 4+♥; 2NT = 10-12 HCP BAL; 3♣ = 6+D, Cons; 3NT = 12-15 HCP BAL	XYZ TRF to C after 1x-1x-2NT 1♦ - 1♥ - 1NT = <4♠	XYZ, Unusual vs. Unusual, 1m-(1NT): 2♣ = MM, 2NT = mm, 2h/2s, natural
1♥		5	4♥	11-21 HCP, 5+♥	1NT = 5-11 HCP forcing; 2♣ = 2+♣, GF; 2♦ = 5+♦, GF; 2♥ = 7-9 HCP, 3+♥ SUPP; 2♠ = unknown mini spl; 2NT = 4+♥ 13p+; 3c = 4+H, 9-11; 3D=4+H, 7-9; 3♥ = 0-7 HCP, 4+♥ SUPP; 3♠ = SPL in S; 3NT=4333 to play; 4♣/4♦ = ♣/♦ SPL (stronger than 2♠ SPL); 4♥ = 0-10 HCP 5+♥ SUPP	XYZ TRF to C after 1x-1x-2NT 1♥ - 2NT: 3♣/3♦/3S: short in bid suit, 3♥ = max hand, 16P+; 4♥ = minimum, 4C/4D; another 5 suit.	XYZ 1NT semi-forcing 2♣ = 3+♥, 10+ HCP 2♦ = Natural Mix raise; Unusual vs. Unusual 1H (x) 1NT=8-10, 3H; 1H-(X)-2NT=11p+, 4+H
1♠		5	4♥	11-21 HCP, 5+♠	1NT = 5-11 HCP forcing; 2♣ = 2+♣, GF; 2♦ = 5+♦, GF; 2♥ = 5+♥, GF; 2♠ = 7-9 HCP, 3+♠ SUPP; 2NT = 4+♠ 13P+; 3m = 6+m INV; 3♥ = Unknown SPL; 3♠ = 0-5 HCP, 4♠ SUPP; 3NT = 4333 to play; 4♣/4♦/4♥ = ♣/♦/♥ SPL (stronger than 3H SPL); 4♠ = 0-10 HCP 5+♠ SUPP	XYZ TRF after 1x-1x-2NT 1♠ - 2NT: 3♣/3♦/3H: short in bid suit, 3S = max hand, 16P+; 4S = minimum, 4C/4D; another 5 suit.	XYZ 1NT semi-forcing 2♣ = 3+♠, 10+ HCP 2♦ = Natural Mix Raise Unusual vs. Unusual 1♠ (x) 1NT=8-10, 3♠; 1♠-(X)-2NT=11p+, 4+♠
INT				14+ to 17 HCP, BAL, may have 5M or 6m	2♣ = Stayman; 2♦/2♥ = TRF to 2♥/2♠; 2♠ = Range Ask/Clubs; 2NT = Diamonds/mm 0-7 HCP; 3♣ = Puppet Stayman; 3♦ = mm GF; 3♥ = 31(54); 3♠ = 13(54); 4♠ = QUANT w/ (xx)44; 4NT = QUANT	After 3♣: 3♦ = no 5M, have 4M; 3♥ = 5♥; 3♠ = 5♠; 3nt=no 4M	
2♣	✓	0		22+ or 8.5+ tricks	2♦ = waiting	2♣-2♦-2♥ forces 2♠: rebid of 2NT shows 24+ HCP BAL, any other bid shows a hand w/ ♥	
2♦/2♥/2♠		5		5-11 HCP 5+♦/5+♥/5+♠	New suit = NAT, F1; 2NT = ASK; 4♣ = PKCB;	2♦ - 2NT: 3♣ = bad hand bad suit; 3♦ = bad hand and good suit; 3M = good hand good suit 2M - 2NT ASK: 3♣ = bad hand bad suit; 3♦ = bad hand and good suit; 3M = good hand good suit	
2NT				20-21 HCP, BAL, may have 5M or 6m	3♣ = Puppet Stayman; 3♦/3♥ = TRF to 3♥/3♠; 3♠ = Relay to 3NT	2NT-3♦-3♥-3♠ = 5H4S, GF; 2NT-3♠: 3♦ = no 5M have 4M; 3♥ = 5+♥; 3♠ = 5+♠; 3NT=no 4M;	

						2NT-3NT: 5S4H; 2NT-4C=5H5S slammish; 2NT-3H-3S-4H=55M to play; 2NT-3♣-3NT-4m = 6+m, slam try; 4M = mm, short M	
3 any		6		PRE	4♣ = PKCB, 4♦ = Pre KCB over 3♣, off in comp		
3NT				Gambling (7+ SOL m), 0 O/S A/K in 1/2 seat; 17-19 HCP 6+ minor in 3/4 seat	4♣ = P/C 4♦ = Shortness ask 4NT = Q ASK		
4 any		7		PRE	4NT = PKCB, 4♦ = Pre KCB over 4♣, off in comp	HIGH LEVEL BIDDING	
						RKCB, 1430; Specific Kings, Gerber (4♣ Ace ASK; 0/4, 1, 2, 3)	
						Minorwood (no slam interest, 1/4, 3/0, 2 w/o Q, 2 w/ Q)	
						Exclusion Blackwood (0/3,1/4), PKCB; 0,1 w/o Q, 1 w/ Q, 2 w/o Q, 2 w/ Q	
						Interference below trump suit: DBL/RDBL = 1/4, P = 3/0, 1st step = 2 w/o Q, 2nd step = 2 w/ Q	
						Interference above trump suit: DBL = even, P = odd	
						Cue style: 1st & 2nd round CTRL up the line, Defensive DBL = 1 defensive trick	