

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
NORMALLY 6-15HCP; FREQ 5-card suit;
RESPONSE: Jump cue-bid=4 Card Raise; Jump raise=PRE
(1m) 1M (X) ? TRF
2 over 1 constructive NF, 1 over 1 F1, 2 over 2 F1
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> / =15(+)-18(-)HCP; 4 <sup>th</sup> =11-16(-)HCP
RESPONSE: System On
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: Weak
2-Suit: (1x)-2NT=the lowest two suits
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels Cue Bid:
(1m)-2D=♠+♥; (1M)-2M=OM+m
Jump cue-bid=ask stopper for NT
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs Weak:DBL=points, penalty;
2♣=Majors, 54(+); 2♦=1 Major; wk
2♥/2♠=♥/♠ Good; 2NT=Minors
Vs Strong:DBL=5m+4M
2♣=Majors, 54(+); 2♦=1 Major;
2♥/2♠=♥/♠+m, 54(+); 2NT=Minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(3m) 4m=Majors
(2M) 4m=m+OM 3M=Ask Stopper
(2dmulti) 3S= S+m 4m= H5+m
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL=♠+♥(44+); 1NT=♣+♦(54+ or 45+), 1D=H,
1H=S,1S=C,2C=D
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1 over 1=F; REDBL=points;
1M-(DBL)-1NT=♣; 2C=♦ TRF to M=normal 2M; 2NT=LIMITED
Raise or better

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> or 5 <sup>th</sup>	3 <sup>rd</sup> or low/Attitude	
NT	4 <sup>th</sup> best/second high form bad suit	3 <sup>rd</sup> or low/Attitude	
Subseq	4 <sup>th</sup> best	3 <sup>rd</sup> or low/Attitude	
Other: vs NT: K ask unblock or count, except singleton or void in dummy rulinow			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+); Ax (+)	AK (+)	
King	KQ (+); AK	AKJ10 (+); KQ109(+);	
Queen	QJ (+); Qx	QJX; KQX(+); QX	
Jack	HJ10 (+); J10 (+); Jx	AQJ10 (+); QJ10X; JX JTX	
10	H109(+); 109 (+); 10x	HJ109(+); 109X; 10x	
9	9x;	H109x; 9xx; 9x;T9XX	
Hi-X	Sx; xxS; xxSx; xxxxS	Sx; Sxx; xSxS; xSxSx (+)	
Lo-X	HxS; HxSx; HxxxS (+);	HxS; HxxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=ENCRG	Hi/Low=Even	Odd=ENCRG
Suit 2	Hi/Low=Even		
3			
1	Low =ENCRG	Hi/Low=Even	Odd=ENCRG
NT 2	Hi/Low=Even		
3			
Signals (including Trumps): first discard: odd/even, smith echo,			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Opening Values; May be light(10+HCP) with classic shape;			
RESPONSE: CUE-BID=F1			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative Double to 4♥;			
Support Double to 2♥; Support Redouble;			
Ligntner DBL			

W B F CONVENTION CARD
<b>CATEGORY:</b> Nature Green
<b>NCBO:</b> China
<b>PLAYERS:</b> Hu Junjie –Wang Jian
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision
1♣: 16+ any
1♦: 11-16 0+D, may have longer C
2♣: 11-15HCP, ♣5+M4or ♣6+
2♦: 5-10HCP, one Major weak
2♥: 5-10HCP, H+S 54+
2♠: 5-10HCP, S+m 54+
1NT: 13+-16. HCP BAL (M5, m6, singleton OK)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3NT: 1 <sup>st</sup> /2 <sup>nd</sup> Seats= 8.5-9.5 Tricks M
3 <sup>rd</sup> /4 <sup>th</sup> Seats= To Play
4NT: 1 <sup>st</sup> /2 <sup>nd</sup> Seats= 9+Tricks m
3 <sup>rd</sup> /4 <sup>th</sup> Seats= C+D
<b>SPECIAL FORCING PASS SEQUENCES</b>
Pass=F to DBL; DBL=Competitive
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Seldom

OPENING	TICKET TYPE	MIN NO OF	NEG. DBI THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	√	0	4♥	(1) 16+ any hand	1♦=0-7any, 1♥=8-10 any deny 5♠; 1♠=8+HCP ♠5+, 1NT=11-13 5♥ 2♣/♦=11+HCP, m5+; 2♥=11-13HCP BAL; 2♠/NT/3♣♦=8+HCP 4441, ♠♣♦♥ singleton; 3♥/♠=5-7HCP M7+; 4♣/4♦=Namyats 4-7HCP ♥/♠8+	1♣-1♠-2NT= Jacoby 1♣-2♥; 2♠/2NT=♠/♥; 3♣=STM	
1♥	√	0	4♥	11-16HCP, ♦0+	1♥/♠=F1 M4+, 1NT=7-11BAL, 2♣=13+ BAL/♣5+ FG 2♦=FG; 2♥=6-9HCP ♠5♥4+, 2♠=weak, 2n/ 3m=INV 3♥/♠ weak, 3NT=13-15 NAT 4♣/♦=♥/♠		
1♥/♠		5	4♥	11-15HCP M5+	1♠=6+HCP ♠4+, 1NT=semi forcing 4-12 2♣=13+HCP BAL/♣5+ FG 2M=8-10HCP M3-4, 2NT= M4+ GF 3♣=9-11HCP, M4 INV; 3♦=10-11HCP, 3M INV; 3M=WK M4 3OM=weak; 3NT/4♣♦=12-15HCP M4+, SPL OM ♣♦ 4♥/4♠=SO, 4NT= Blackwood		2♣=Re-Drury 2♦/♥=5-9♦/♥5+ 2NT=4M+SPL 3♣♦=Fit-showing
1NT			4♥	13+16HCP M5/m6/m1ok	2♣=STM, maybe noMajor inv 2♦/♥=TRF; 2♠/NT=♣or 6♦1♣/♦6+or mms wk 3♣=5M STM; 3♦=♣♦55 FG, 3♥/3♠=♣♦54M SPL 4♣/4♦=H/S, 4♥/4♠=nature		
2♣		5	4♥	11-15HCP, ♣6+ or ♣5M4	2♦=Asking, 2♥/♠=8-11HCP 5+, Const, 2NT=♦6+, Inv+ 3♦=Inv+ M55, 3♥/♠=♥/♠6+ INV, 3NT= to play, 4♣=PRE	2♣-2♦-2♥/♠=M4, 3♣=♣6+ Min, 3♦=Max Nat or single+♣6+ 3M= Max ♣6+ +M1	
2♦	√			5-9HCP M6+, 4th 9-12HCP ♦	2M/3♥=P/C; 2NT=asking; 3♣♦=Nat F1 3♠=NAT, INV 4♣=ask to Trf; 4♦=let opener bid; 4♥=P/C 4♠=TP	2♦-2NT-3♣= Min, ♥s; 3♦=Min ♠s; 3♥=Max ♠s; 3♠=Max ♥s	
2♥		4		5-9HCP M54+, 4th 9-12HCP ♥	2♠=Nat NF; 2NT=asking; 3♣/♦=NatNF; 4♣=♥ RKCB; 4♦=♠ RKCB	2♥-2NT-? 3♣=Min 54+; 3♦=Mid 55; 3M=Max M5-4, 3NT=Max M55	
2♠		5		5-9HCP ♠5m4+, 4th 9-12HCP ♠	2NT=pick minor or any GF 3♣=m INV; 3♦=INV+ ♠3+; 3♥=NatINV; 4m=P/C		
2NT			4♥	20-21HCP BAL M5/m6/m1ok	3♣=STM; 3♦/♥=trf, 3♠=both minors or Cs 4♣= Ds ; 4♦/♥= Texas;	2NT-3♣-3♦=Mo M4, 3♥♠=M4, 3NT=♥♠44	
3X		6		5-10HCP 7+ pre, 4th 10-13HCP 7trick	New suit=F1, 4NT: Blackwood, 3♣-3♦=ask M3, 3M=Nat 3♦-4♣=RKCB		
3NT				1st2nd: M 8.5-9.5, 3rd4th: Toplay	4♣=SI 4♦=ask show M 4H=P/C		
4♣/4♦	√	8		5-10HCP, PRE Nat		<b>HIGH LEVEL BIDDING</b>	
						RKCB = 1-4, 0-3, 2-5 No Q, 2-5 and Q, blackwood=1/4, 0/3, 2,	
4♥/4♠		7		Pre Nat		Weak RKCB=0, 1 No Q, 1+Q, 2 No Q+2+Q DIP2, DOPE, EXCRKCB	
4NT	√	8		1st2nd m 9+ 3rd4th m's	1st2nd 5♣=p/c, 5♦= RKCB		