

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive 1-level; sound 2-level
Advancer cue = F1, New suit = F1 (except 2/1)
Jump new suit = INV (by PH = fit showing)
Jump cue = mixed raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Overall 16-18HCP; 2C=Stayman; 2D=Transfer
Reopening 12-15HCP; 2C=Stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preemptive
Unusual 2NT: 2 lower suits
Balancing 2NT: 18-20 HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS
Jump CUE = Stop ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Direct seat: Dbl=Penalty; 2C=Both majors; 2D=1 major; 2H=H+m;
2S=S+m; 2NT=Both minors
Reopening: Dbl=Penalty; 2C=Majors; 2D=1 major wk; 2M=Natural
Passed hand: Dbl=Both majors; 2C=C+M; 2D=D+M; 2M=Natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
LEB after (WK2x)-Dbl-(P)-
2NT: 16-18HCP
(3M)-4NT = Minor 2-suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C
Vs strong 1C opening: Dbl = both majors; 1-level = natural;
1NT=both minors
OVER OPPONENTS' TAKEOUT DOUBLE
Transfer advances

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5 (4/6 if shown 5+)	Count	
NT	2/4, 0/1 higher	Count	
Subseq	Attitude		
Other: 0/2 switch through declarer			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) or Ax(+)	AKx(+) or Ax(+)	
King	KQ(+) or AK or Kx	Count or Unblock	
Queen	QJ(+) or Qx	QJ(+) or KQ(+)	
Jack	J10(+) or Jx or HJ10(+)	Jx; J10(+); HJ10(+)	
10	109(+) or 10x or H109(+)	10x; 109(+); H109(+)	
9	9x	9x; 98(+)	
Hi-X	Xx	Xxx or xXx	
Lo-X	xxX or xxxX	xXx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = ENCRG	Hi/lo = EVEN	Hi = ENCRG
Suit 2	Hi-lo = EVEN	SP	COUNT
3	SP		
1	Lo = ENCRG	Hi/lo = EVEN	SP
NT 2	Hi/lo = EVEN	SP	COUNT
3	SP		
Signals (including Trumps): SP trump signal, Smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Classic, can be light when good shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP DBL/RDBL			
SOS RDBL			
COOPERATIVE DBL			
MAXIMAL DBL			

W B F CONVENTION CARD	
CATEGORY: BLUE	
NCBO:	
PLAYERS: ZHANG YU & DAI JIANMING	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
PRECISION	
INT Openings: 14-16 HCP	
2 OVER 1 Response: GF (except 2m rebid 3m)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2D = 1 weak major	
2H = both majors, weak	
2S = S + minor, weak	
3NT = Gambling	
SPECIAL FORCING PASS SEQUENCES	
Opponents interfere after GF sequence	
IMPORTANT NOTES	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C	Y		4H	16+HCP, any	1D=0-7; 1H/1S/2C/2D=8+, 5+ cards; 1NT=8-13/16+ bal; 2S=14-15 bal; 2NT=8+ 1444; 2H=4(441) 8+; 3C/D/H/S=4-7, nat	1C-1NT-2D/H/S=suit, support asking 1C-1D-1NT=17-19; 2NT=22-24 1C-1D-2H=Kokish relay	1C-2S=1444, 8-10 by PH
1D	Y	0	4H	11-15HCP, 0+D	1H/1S=4+ F1; 2D=nat 10+ (rebid 3D=NF) 1NT=7-11; 2NT=inv; 3C=nat inv; 3D=Pre 2H=5-5 majors 7-10; 2S=5-5 minors; 3M=SPL	XYZ; 1D-1M-2C=5-4 or 4-5 minors 1D-1M-2NT=6D-3M MAX	
1H		5	4D	11-15HCP, 5+H	1NT=6-12, SF; 3S/4C/D=S/C/D SPL 2S=4+H GF; 2NT=BAL GF; 3C=3H inv 3D=4+H inv	1H-1S-2NT=6H-3S MAX 1H-1S-3NT=6H-4S MAX	Reverse Drury, Fit jump
1S		5	4D	11-15HCP, 5+S	1NT=6-12, F1; 3NT/4C/4D=H/C/D SPL 2NT=BAL GF; 3C=4+S GF; 3D=3S inv 3H=4+S inv		Reverse Drury, Fit jump
1NT			4D	14-16HCP, BAL, 5M/6m OK	2C=Stayman; 2D/H=transfer; 2S=Range or both m; 2NT=C; 3C=D; 3D=ask 5M; 3M=Short M, 4OM GF; 4C/D=Trf H/S; 4M=to play	1NT-2D-2H-2S=Art inv 1NT-2D-2H-2NT/3C=4+C/D GF 1NT-2H-2S-2NT/3C/3D=4+C/D/H GF	Transfers after penalty double
2C	Y	5	4D	11-15HCP, 6+C or 5+C-4M	2D=Ask; 2M=nat NF; 2NT=Puppet to 3C 3D/H/S=nat inv; 4D=RKC in C; 4C=PRE 4M=to play	2C-2D-2M-3C=NF 2C-2D-3M=SPL MAX; 2C-2D-3D=4D/SPL 2C-2NT-3C-3D=5-5M inv+; 3M=M+D GF	
2D	Y			6H or 6S, weak	2M/3M=P/C; 3m=nat F1; 2NT=ask; 4C=Trf to M 4D=bid M; 4H=P/C	2D-[2M]-X=P/C; 2D-[3m]-X=Penalty	
2H	Y	4		Both majors, 5-4+, weak	2NT=ask; 3m=nat NF; 3NT=to play		
2S	Y	5		5S-4+minor, weak	3C/4C=P/C; 2NT=ask; 3D=S inv; 3H=nat NF		
2NT			4D	20-21HCP, BAL, 5M/6m OK	3C=Stayman; 3D/H=TRF; 3S=minor Stayman		
3C/D		6		6+C/D, weak	4om=RKCB; 3X=F1; 4M=to play; 4m=PRE		
3H/S		6		6+H/S, weak	4C=RKCB		
3NT	Y			GAMBLING, Solid minor	4C/5C=P/C; 4D=Ask shortness; 4M=to play	HIGH LEVEL BIDDING	
4C		7		PREEMPT		RKCB: 1430, 0314 (clubs), 1 st step ask Q, 2 nd step ask specific K	
4D		7		PREEMPT		D1P0, DEPO	
4H		7		PREEMPT		Cue-Bids 1 st or 2 nd round controls	
4S		7		PREEMPT		Exclusion RKCB 0/1/1.5/2	
4NT	Y			Good 5m			