

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
1-level=8-16HCP, 5+cards, sometimes may be 4-card
2-level(not jump)=10-16HCP, 5+cards
take-out double: 12+
RESP1 level: 1X=5+ suit F1, 1NT=10-13HCP, 2X=5+ suit 10+HCP F1, 2NT= INV, CUE= F1R, jump CUE=9-11 4+card mix raise, jump new suit=PRE, jump raise=PRE
RESP2 level: 2X=5+F1, 2NT= INV, 3X raise=8-9
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18: BAL
Resp: same as our 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump: weak
Jump 2NT: OPP open 1M:2m(55+) ; 1m:H+ m' (55+)
Jump 4NT: OPP open 1M:2m(55+)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael Cue: OPP open 1m=H+S(55+) ; M=M'+m(55+)
3-level jump CUE=ask stoppers
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL= PEN
2C=5-4+/4-5+M
2D=6M
2H=H+m, 5-4+
2S=S+m, 5-4+
2NT=2m, 5-5+
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O up to 4H (VS.4S, 4NT=T/O)
2NT=15-18HCP, system on
3-level CUE=ask stoppers
Against 2M openings; 4m=m+M', 4M'=NAT, 4N=2m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=4+H ; 1D=4+S ;
1H=HS/CD ; 1S=SD/HC ; 1N=SC/HD
OVER OPPONENTS' TAKEOUT DOUBLE
1X-(X)-XX=10+any shape
1M-(X)-2M=8-9,3+M ; -2NT=INV,4+M ; -3NT=to play ;
-3M=PRE ; -4M= To play ; -2X=5+,NF ;
-1NT=4-7,6+m/0-7 3+M

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	01/4	01/4	
NT	01/4	01/4	
Subseq	Same as above	Same as above	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), A(+)	AKx(+), A(+)	
King	AKx(+),KQ(+), Kx	AKx(+),KQ(+), Kx	
Queen	AQJ(+),QJ(+), Qx	AQJ(+),QJ(+), Qx	
Jack	Jx, JT(+), HJx, HJT(+)	Jx, JT(+), HJx, HJT(+)	
10	Tx, HTx, HT9(+)	Tx, HTx, HT9(+)	
9	H9x,T9x(+),9x	H9x,T9x(+),9x	
Hi-X	Sx, xSx(+)	Sx, xSx(+)	
Lo-X	HxxS, HxS	HxxS, HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Attitude	Count	S/P(direct)
(1)	Count		
2	S/P	S/P	
NT 1	Attitude	Count	S/P(transfer)
(1)	Count		
2	S/P	S/P	
Signals (including Trumps):			
Lo=ENC			
Lo=even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4H, 4S-4NT=T/O			
12+HCP (may be weaker if passed), 3+in unbidden suits, or 16+HCP any shape			
RESP: CUE=12+GF, new suit=0-7NF, 1NT=8-11, jump shift=8-11			
Reopening: 10+HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL to 3S			
Support X/XX			
Responsive X			
Maximal X			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: CHINESE TAIPEI
PLAYERS: YANG CHENG-RU, CHEN FEI
SYSTEM SUMMARY
Nature 5533, 2/1,
Forcing 1NT for M openings
1C/D:12-21+3cards
1H/S:12-21+5cards
1NT:15-17 bal
2NT:20-21 bal
2C:22+any shape or 8.5+tricks
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3N: any one suit AKQXXXX
Michael Cue
Unusual NTs
Multi Landy against 1NT
LEB
2 way puppet
SPECIAL FORCING PASS SEQUENCES
GF
IMPORTANT NOTES
PRE may be VERY weak
PSYCHICS:

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	3S	12-21 HCP, 33m open 1C	1D/H/S=6+,4+suit, F1 1N=6-10,2N=12-14 GF, 3N=15-16, BAL 2C=10+HCP, F1 2D/2H/2S= soloway 3C/4C=PREM, 5+C 3D/3H/3S=SPL	Puppet checkback 1C-2C-2X=stoppers or suit 1C-1S-1N-2H= NF	
1D		3	3S	12-21 HCP, 44m open 1D	similar to 1C		
1H		5	3S	12-21 HCP	1N=6-11 F1 2H=8-9, 3+H 2S=12+,4+H 2N/3C/3D= soloway 3H=10-11, 4H 3S=10-11,4H with singleton 3N/4C/4D=spl, 10-11, 4H with void	1H-2H-2S=short inv 1H-2H-2N/3C/3D=help suit 1H-2S-3x/4x=short/long suit 1H-3S-3N=show your singleton	reverse drury 1H-2C-2H/2D =12-/13+
1S		5	3S	12-21 HCP	similar to 1H	similar to 1H	
1N				15-17 balanced	2D/2H/4D/4H=TR 2C=Stayman 2S=6+m 0-7HCP ,or 5-4+m GF 3C/3D= C/D suit, invite 3N 3H/3S=55M inv/GF 4C=GERBER 4S/4N/5N=QUANT	1N-2S-2N/3C/3D=no 4m/4+D/4+C 1N-TRANS-new suit=supperaccept 1N-2C-2D-2H/S=5H4S/5S4H inv 1N-2C-2D-3H/S=5S4H/5H4S GF 1N-(2D/H/S)-:LEB system	
2C	Yes	0	3S	22+ or strong 8.5 tricks	2H=0-3 HCP 2D:=3+HCP or relay 2S/2N/3C/3D= 8+ 5S/H/C/D with 2 honor	2C-2D-2H=relay to 2S 24+ -2N=22-23	
2D		6		6+suit, Prem	2H/2S/3C=F1 ; 3D/4D=PRE 2N=Feature asking, F1 3H/3S=slam interest	2D-2N-3X=control A/K	
2H		6		6+suit, Prem	2S/3C/3D=F1 ; 3H/4H=PRE 2N=Feature asking 3S=slam interest		
2S		6		6+suit, Prem	Similar to open 2H	Similar to open 2H	
2N		0		20-21 balanced	3C=Puppet Stayman 3D/3H/4D/4H=Transfer 3S=6+m or 5 -5m, GF 4C=Gerber 4S/4N/5N: QUANT	2NT-3C-3D/H/S/3NT =4+M/5H/5S/4-M 2NT-3C-3D-3H/S=4+S/H 2NT-3C-3D-3NT=no 4 card M 2NT-3C-3D-4C=44+M 2NT-3S-3N-4C/4D/4H/4S=6+C/D/1-H/S	
3C/D/H/S		7		Weak	New suit=NAT, F1R		
3N	Yes			Any solid suit AKQXXXX	4C=PC		
4N	Yes			55+minors			
4C/D/H/S		7		Weak			
5C/D/H/S		8		Weak			
HIGH LEVEL BIDDING					Against Strong 1C (optional)		
(1)ask A: RKCB 3014, DEPO, Gerber 04123 (2) ask K:position (3) ask trump Q (4) forcing pass (5)unnecessary jump: Splinter					See above		