

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1-level=6-16HCP, 5+cards, sometimes may be 4-card
2-level(not jump)=9-18HCP, 5+cards
RESP: INT=8-11HCP, CUE=FIR, new suit=NFB, jump CUE=mix raise, jump new suit=NAT, INV, jump raise=PRE
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18HCP BAL
sandwich 1NT, other 2 suit, (1X)-P-(2Y)-2NT is the same
Reopening=12-15HCP
RESP: system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2/3/4-level jump overcall=PRE
Jump 2NT=lowest unbidden 2 suits
(1♠)-2♦=5-4+M, may be 0HCP if non-val
Reopen: same as 2 <sup>nd</sup>
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♠)-2♣=NAT
(1♦)-2♣=5-4+M, may be 0HCP if non-val
(1M)-2M=5-5+M'+m, may be 0HCP if non-val
(1♠)-3♣=NAT, PRE, other jump CUE=ask stoppers
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
DBL= 5+m and 4-card M (vs. strong), or 6+m PEN(vs. weak)
2♣=5-4+ or 4-5+ M
2♦=6+♥/♠
2♥=♥+m, 5-4+
2♠=♠+m, 5-4+
2NT=2m, 5-5+
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O up to 4♥ (VS. 4♠, 4NT=T/O), 2NT RESP=LEB
2NT=16-19HCP, svstem on
3-level CUE=ask stoppers
Against 2M openings; 4m=m+M', 4M'=NAT, 4N=2m
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. 1♣: DBL=2M, 1NT=2m, 2♦= 5+ ♥, 2M = M + m 5/4+
Vs. 2♣: DBL=2M, 2NT=2m
Other bidding=NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=10+HCP
1m-(x)-1Y=6+HCP, FIR, 1NT=7-10HCP, -2m=6-10HCP, 4+m, -2M(or 2♦ after 1♣)=PRE, NAT, -2N=support m, PRE, 3m=10-11HCP, 5+cards
1M-(x)-1Y=6+HCP, FIR, 1NT=7-10HCP, NF, 2♣=6-10HCP, 3-card M, 2♦=10-11HCP, 3-card M, 2M=0-6HCP, 3-card M, 2NT=6+m, PRE, other same as no DBL

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	01/4	01/4	
NT	01/4	01/4	
Subseq	Same as above	Same as above	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), A(+)	AKQ(+), AKJT(+), AQJT(+), AKJ9(+)	
King	AK, KQ(+), Kx	KQ(+), KQT(+), KQx, Kx, AKJ(+)	
Queen	AQJ(+), QJ(+), Qx	AQJ(+), QJT(+), QJ9(+), QJx, Qx, KQT9(+)	
Jack	JT(+), Jx, AJT(+), KJT(+)	JT9(+), JT8(+), JTx, Jx, AJT(+), KJT(+)	
10	T9(+), Txx, AT9(+), KT9(+), QT9(+), HTx	T9(+), Txx, AT9(+), KT9(+), QT9(+), HTx	
9	H9x	AKT9(+), AQT9(+), 98(+)	
Hi-X	HSx; Sxx; xSxx(+)	HSx; Sxx; xSxx(+)	
Lo-X	xS; 4 <sup>th</sup>	xS; 4 <sup>th</sup>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1	Altitude	Count	S/P
2	Count	S/P	Count
3	S/P		
NT: 1	Altitude	Count	S/P
2	Count		
3	S/P		
Signals (including Trumps): UDCA			
Lo=ENC			
Lo=even			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Up to 4♥, (4♠)-4NT=T/O			
10+HCP (8+HCP if passed), 3+in unbidden suits, or 16+HCP, any shape			
RESP: CUE=F1, other=NF			
Reopening: 8+HCP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative DBL up to 2♣			
Support DBL/RDBL up to 2♥			
Maximal DBL			
Lightner DBL, cooperative DBL against slam			
Thrup DBL			
Responsive DBL up to 3♣			
snap dragon			

W B F CONVENTION CARD	
<b>CATEGORY: Green</b>	
<b>NCBO: Chinese Taipei</b>	
<b>PLAYERS: Ye Wei Ting, Lin Yu Chih</b>	
EVENT : WBF U26 2023	
<b>SYSTEM SUMMARY</b>	
Nature 5533, 2/1	
5-card M, 3-card m, maybe light	
1NT=15-17HCP, maybe 14 on 3rd seat or with strong minor	
2NT=20-21HCP	
3NT=gambling	
2♣=22+HCP or 8.5+tricks	
2♦=weak 2♥/♠	
2♥=weak, ♥+any; 2♠=♠+m	
1M-1NT=FIR	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2♣=22+HCP or 8.5+tricks	
2♦=weak 2♥/♠	
2♥=weak, ♥+any 5-4+ 2♠=♠+m 5-4+	
3NT=gambling	
Bergen raise, keycard swiss, ambiguous splinters after 1M	
2♣ after 1M opening=reverse drury if passed	
1M-3M=PRE	
1♣-1M may have 4+♦	
2WCB	
Gazzilli convention	
Inverted minor	
Transfer LEB	
GB2NT	
Michael cue bid: (1m)-2♦, (1M)-2M, may 5-4 suit	
Multi landy against INT	
4-suit GF	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After 2/1	
<b>IMPORTANT NOTES</b>	
PRE may be 0HCP in 3 <sup>rd</sup> seat or non-val	
1-level overcall may be 4-card	
1♦-2♣-2X-3♣=NF	
<b>PSYCHICS: rarely</b>	

OPENING	TICKET	PARTIAL	MINOR OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣			3	2♣	11-21HCP, 33m open 1♣	1♥/1♠=5+HCP, 4+cards, FIR 1NT/2NT/3NT=6-10/11-12/13-15HCP, BAL 2♣=10+HCP, 4+♣, F2NT/3♣ 2♦/2♥/2♠=PRE, 6+cards 3♣=0-8HCP, 5+♣ 3♦/3♥/3♠=SPL	support X THR 2♥ 2 way check back	2♣=4+ 6-9HCP, 3♣=5+ PRE
1♦			3	2♣	11-21HCP, 44m open 1♦	Similar to 1♣ opening	Similar to 1♣ opening	Similar to 1♣ opening
1♥			5	2♣	11-21HCP 5+♥	1♠=4+cards, 1NT=FIR 2♣/2♦/2♥=NAT, GF 2♥=6-9HCP, 3-card 2NT to 4♥: bravos bergen, see appendix2	1♥-1NT- gazilli system see appendix1 bravo bergen and key card swiss see appendix 2	If passed: 2♣=rev drury
1♠			5	2♥	11-21HCP 5+♠	Similar to 1♥ opening	Similar to 1♥ opening	Similar to 1♥ opening
1NT					15-17HCP, may have 6-card m or 5-card M or singleton honor	2♠=Stayman, 2♦/2♥/4♦/4♥ = transfer 2♠=6+m or 5-5m, 0-7HCP or S/T 2NT/3NT=inv/signoff 3♣/3♦=6+suit, INV 3♥/3♠=(5-4)m, ♥/♠shortage, GF 4♠/5♠=transfer to ♣/♦	1NT-2♦-2♠/3♣/3♥=2-card in ♠/♣/♦, support in ♥ 1NT-2♥-3♣/3♦/3♠=2-card in ♣/♦/♥, support in ♠ 1NT-2♠-2NT/3♣=♦/♠ better, equal bid ♣ 1NT-2♠-2NT/3♣-3♥/3♠=♥/♠ short 55m S/T	
2♣	✓				22+HCP or 8.5+tricks	2♦=4+HCP no suitable bid, 2♥=0-3 HCP 2♠/2N/3♣/3♦= 8+ HCP, 5+♠/♥/♠/♦	2♣-2♦-2NT/3NT=22-24/25-27 HCP, BAL, and then same as open 2NT	
2♦	✓				6+♥/♠, 5-11HCP, may be 0+HCP if non-val	2♥/2♠/3♥/3♠=PC, 4♥/4♠=NAT 2NT: relay, 4♣: GF relay, 4♦: majors	2♦-2NT-3♣/3♦=♥/♠ MAX, 3♥/3♠=0-8MIN	2♦-(2NT)- 3♣/3♦=support in 2M, INV+/competitive
2♥	✓		5		5-4+♥ and any, 5-11HCP, may be 0+HCP if non-val	2♠=P/C. 3♣/3♦=NAT, GF 2NT=relay, 3NT/3♥/4♥=to play	2♥-2NT-3♣/3♦=♠/♦ min, 3♥/3♠=♠suit min/max, 3NT=3♣/3♦ max	
2♠	✓		5		5-4+♠ and minor, 5-11HCP, may be 0+HCP if non-val	3♠=P/C 2NT=relay, 3NT/3♣/4♠=to play	2♠-2NT-3♣/3♦=♠/♦ min, 3♥/3♠=♠/♦ max	
2NT					20-21HCP, may have 5+M, 6+m	3♠=Puppet Stayman 3♦/3♥/4♦/4♥=transfer see appendix 3 for details 4♠/5♠=transfer to ♣/♦ 3♠=6+m or 5-5m GF, 3NT=to play	HIGH LEVEL BIDDING	
								RKCB, Gerber 1430
3♣			6		5-11HCP, may be 0+HCP if non-val	3♦=ask detail, see appendix 4 3M=NAT, FIR, 3NT=to play, 4♦=RKCB	DEPO SSA Minorwood	
3♦/♥/♠					5-11HCP, may be 0+HCP if non-val	4♣: RKCB,	Grand slam forcing	
3NT	✓		7		Solid 7+ minor suit,	4♠=P/C, 4♥/♠=To play	Splinters	
4♣/♦/♥/♠			7		5-11HCP, may be 0+HCP if non-val	4♥/♠=To play, 4N: RKCB	EKCB	

1. gazilli after forcing 1N

1H/S 1N

? 2C: Natural 2C(2+ cards) or 17+ without other suitable bid  
2D: 4+D, at most 16 HCP  
2H(to 1S): 4+H, at most 16HCP  
2S(to 1H): 4+S, 17+HCP  
2H/2S: 6+H/S, at most 14 HCP  
2N: 6-card H/S with a 4-card side suit, 17+HCP  
3C/3D/3H(to 1S): 5+H/S, 5+C/D/H, 14-16HCP  
3H/3S: 6+H/S, 14-16HCP  
3S(to 1H)/4C/4D/4H(to 1S): 6+H/S, 5+S/C/D/H , 14-16HCP

1H/1S 1N

2C ? 2D: 7-8+HCP  
2H/S: 2-3 H/S, to play  
2S(to 1H): at least 5-4 minors with longer D, partner's 3C/3D is signoff  
2H(to 1S): usually 6+cards, signoff  
2N: both minors, partner's 3C/3D is signoff  
3C: 5+C, signoff  
3D: 6+D, signoff  
3H/S: 10-12HCP 3+H/S

1H 1N

2C 2D

? 2H: 5332 14-HCP  
2S: 17+HCP with a 4 card minor, partner's following 2N is a relay  
2N: 15-16HCP  
3C/3D: 5+C/D, 17+HCP  
3H: 17+HCP, 6+H  
3N: 17-19HCP

1S 1N

2C 2D

? 2H: 15-16HCP with 4C, or 17+HCP with a 4-card side suit  
partner's 2S is a relay, then:  
2S 2N: 15-16HCP with 4-card C  
3C/3D/3H: 4C/D/H, 17+HCP  
2S: 5332 14-HCP  
2N: 5332 15-16HCP  
3C/3D/3H: 5+C/D/H, 17+HCP  
3S: 17+HCP, 6+S  
3N: 17-19HCP

1H/S 1N

2N 3C:

? 3C is a relay, asking partner's side suit  
3D: 6+H/S, 4D, 17+HCP  
3H/S(rebid opening suit): 6+H/S, 4C, 17+HCP  
3S/H(other major): 6+H/S, 4S/H, 17+HCP

## 2. Bravo Bergen and Key Card Swiss

1H/S 2N: 16+HCP, similar to Jacoby 2NT

3C: 4+cards fit, 7-9HCP or 12+HCP with void

3D: 4+cards fit, 10-12HCP

3H/3S(opener's suit): PRE. 6-HCP with 4+cards fit

3S/3H(the other major): ambiguous Splinter. 12+HCP, 4+cards fit with a shortage

3N: 3 card fit, balance hand. choice of game.

4C: 13-15 HCP 4+cards fit + 2 key cards + (a) trump Q (b) 5 cards fit (c) 3 keycards

4D: 13-15 HCP 4+cards fit without cases of 4C

4H/4S: to play

1H/S 2N

? 3H/S: 16+HCP, without shortage

3 of side suit: shortage(0-1 card)

3N: 14-15 HCP without shortage

4H/S: 13-HCP without shortage

4 of side suit: 5+cards in side suit

1H 3C

3D 3D is a forced relay

3H: 4+H, 7-9HCP

3S: 4+H, 12-15 HCP with a void. partner's 3N is a relay, then:

3N 4C/D/H: void in C/D/S

4C/4D/4H: 4+H, 16+HCP, void in C/D/S

1S 3C

3D 3D is a forced relay

3S: 4+S, 7-9HCP

3H: 4+S, 12-15 HCP with a void. partner's 3N is a relay, then:

3N 4C/D/H: void in C/D/H

4C/4D/4H: 4+S, 16+HCP, void in C/D/H

1H/S 4C

4D 4D is a relay (opener could bid 4H/S without slam interest)

4H/S: has the trump Q

4S/H(the other major): 5 card H/S

4N: 3 key cards

### 3. Modification of puppet stayman and stayman and transfer after 2N opening

2N 3C

? 3D: with at least one 4-card major  
3H/S: 5-card H/S  
3N: no 4 card major

2N 3C

3D ?

3H: 4-card S  
3S: 4-card H  
3N: signoff  
4C: minor stayman  
4D: both majors  
4H/S: 6+C/D slam try

2N 3C

3D 4C

? 4H/S: 4-card C/D, partner's relay 4S/5C is RKC  
4D: no 4 card minor

2N 3D/3H

? 3H/3S: transfer accepted with 2-card H/S  
3N: 3-card H/S  
4C: 4-card H/S with at least 3 key cards  
4H/S: 4-card H/S without 3 key cards  
partner's following 4D/4H after 3N/4C is a retransfer

### 4. modification of 3C opening

3C ?

3D: ask for details  
3H/3S: natural, one round forcing  
3N: to play  
4D: RKCB

3C 3D

? 3H: 2 honor in 6-7 cards C or 1A/K in 8 cards C  
3S: AKJ or AQJ in C, and a side A or K  
3N: 1 A/K/Q in C  
4C: 8+C without honor