

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level: 8+HCP; 2-level: 5+cards, 10+HCP
New suit=F1 after 2/1overcall; 2/2 NF;
JMP raise=PRE
CUE: LIM+, F
Reopening: 6+HCP, 4+card
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd = 15-18 HCP
Responses = Systems on
Balancing 4 th = 12-15 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE, Generally sound when VUL v. NV, light when NV v. VUL
Responses: New suit NF
2NT: (5+5) Unbid lower 2-suits
Reopening 2NT: 19-21HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct: Michael's (Note 1)
Response: 2NT query minor, others NAT;
JMP raise PRE
VS. NT (vs. Strong/Weak; Reopening;PH)
Note 2
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O DBL thru 4♥, 4NT T/O 4♠; Rubinsohl (Note 3)
Leaping Michaels over 2-level (Note 4)
2NT 15-18 BAL, 3NT to play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠
Over 1♠ - 1NT ♠+♦; DBL ♥+♠; 3X trf suit; 2X 2 suits (Note 22)
Over 2♠ - NAT
OVER OPPONENTS' TAKEOUT DOUBLE
Ruben's Advance (Note 5)
JMP m=inv, 2NT=PRE; JMP M=PRE, JMP 4M toplay
4m=Splinter, 3NT=OM Spl

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
SUIT	3 rd /5 th	3 rd /5 th	
NT	1 st 2 nd /4 th	3 rd /5 th	
Subsequent	3 rd /5 th		
Other:01			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AKQx(+), AQJx(+)	
King	AK, KQ, KQx(+)	KQJx(+)	
Queen	QJ, QJx(+)	QJTx(+)	
Jack	J10, J10x(+),AJ10,KJ10	J109x(+),AJ10X,KJ10X	
10	T9, T9x(+), K109X,Q109X	T9, T9x(+),K109X,Q109X	
9	9x	98, 98x(+), 9xxx(+),O98X	
Hi-X	Suit	Sx, Sxx(+),xSxx,	
Lo-X	HxS(+),HxSx,	HxS(+),HxSx,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Hi = E	CT	S/P
2	CT		
3	S/P		
NT 1	Lo = E	CT	
2	CT		
3	S/P		
Reverse Smith at T2 only NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Generally sound, may be light with good shape (4441 or 4450)			
Cue: LIM+ F			
Jump: INV			
Reopening: 8+HCP BAL			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL (Note 6)			
RDBL SOS (Note 7)			

W B F CONVENTION CARD
CATEGORY: RUIAN 2/1
NCBO: CHINA
PLAYERS: Can Ge /Ruofei Ma
EVENT: U26
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5+M, 4+♦, 2+♣, NAT responses
1NT 15-17, possibly 5M/6m or single
2/1 FG 5+cards
After opening 1♣ :TRF Responses (Note 21)
After opening 1M Responses (Note 14)
Responses 2NT: FG
1M-3OM: small SPL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣
2♦ /2♥/2♠
3NT
1♣-1X Transfer Responses
1M (DBL) Transfer Responses (Note 5)
After 1NT (13-15): DBL=STR 2M=NAT 2D=MM
2C=Mm54orMm46 (Note 2)
After1NT (15-17): DBL=2suits 2C=1suit 2D=MM 2M=Mm
Desheng Zhang (Note 23)
1D-2C-TRF Responses (Note 24)
Vasilevski (Note 25)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

NOTE 1: Michael's Cue Bids

(1♣) — 2♣

(1♦) — 2♦

Both majors 5(+) / 5(+)

(1♥) — 2♥ = 5♠+ 5 minor

(1♠) — 2♠ = 5♥+ 5 minor

2NT query minor

NOTE 2:

(1nt15-17) —DBL-random2suits

2♣ – Single suit

2♦ – Both majors (5-4 +)

2♥ – ♥+minor (5-4 +)

2♠ – ♠+minor (5-4 +)

2NT-both minor

(1nt13-15) —DBL-penalty

2♣ -M+m (5-4+) orM+m (4+6)

2♦ – Both majors (5-4 +)

2NT-both minor

NOTE 3: Rubinsohl after 1NT opening

Systems on over 2♣ (DBL for Stayman)

1NT-(2♦/♥/♠)-?

Double – T/O oriented, shows values (opener may convert)

2M – To play

2NT – Lebensohl, force 3♣

3d/h/s-5cards INV

3nt-to play with stopper

3c - to 3d (weak or fg)

3d-to3h fg

3h-to3s fg

3NT – to play, no stopper

NOTE 4: Leaping Michael's

4-level jump over opp's weak 2 bid shows GF, 2-suited hand

(2m)-4m shows majors

4-level jump to a minor over opp's weak 2 in M shows other M and minor, e.g.

(2♠)-4♣ shows clubs/hearts

(2♠)-4♦ shows diamonds/hearts

(2♥)-4♣ shows clubs/spades

(2♥)-4♦ shows diamonds/spades

NOTE5:

1S - (X) -

1NT - ♣

2♣ - ♦

2♦ - ♥

2♥ - “good” 3-card raise (8+ pts)

2♠ - “bad” raise

2NT - 4-card “good” raise

3♣/♦/♥ - weak

3/4♠ - preemptive raise

3NT - H spl

4♣/♦ - spl

1H - (X) -

1s=1nt

1NT - ♣

2♣ - ♦

2♦ - “good” 3-card raise (8+ pts)

2♥ - “bad” raise

2♠ - S+m (5-5weak)

2NT - 4-card “good” raise

3♣/♦/♠ - weak

3/4♥ - preemptive raise

3NT - S spl

4♣/♦ - spl

NOTE 6: Support Double

After 1♦-(P)-1♠-(2♣)

X : Double by opener shows 3-card support for partner’s major.

Effective through 2M, same with either minor and major.

Opener rebidding major does not guarantee fit.

NOTE 7: SOS

1NT--(x)--xx-to 2C

2D-D+H

2H-H+S

2C-to 2D

2H-H+m 5/5

2D-to 2H

2S-S+m 5/5

2H-to 2S

2NT-2m 5/5

NOTE 8: 2-way NMF (XYZ):

Effective over any 1X-1Y-1Z with no interference

(e.g. 1♣-1♥-1NT, 1♣-1♥-1♠)

2♣ – Limit+, puppet to 2♦

2M if opener has 3-card support in responder’s major 2♦

elsewise – responder can pass

2♦ – GF

All subsequent bids natural

NOTE 9: 3-way transfers

After 1NT opening:

2♦ - transfer to ♥

2♥ - transfer to ♠

3♣-- transfer to ♦

3♦ - asks partner for 5M

-3nt= no 5M

-3M = 5 cards

2♠-BAL ask min/max or WK♣ or STR 31 (13) 54 (45)

2NT-WK 2m or STR ♣ or STR ♣+4M

NOTE 10: Smolen

After Stayman 1NT-2♣-2♦, jump to 3M shows 5-4 MM GF, with 4 cards in bid major. E.g.:

3♥ shows 5♠ and 4♥

3♠ shows 5♥ and 4♠

NOTE 11: Multi 2♦

2♦ - Weak 2 bid in ♥/♠

2♥ - P/C

2♠ - P/C, INV to game if hearts

2NT - Query

3♣ - H, min

3♦ - S, min

3♥ - S max

3♠ - H max

3NT - 18-21 bal

3♥ - P/C

4C-transfer correct

4D-correct

4M - "to play", weak with long M

NOTE12: after 2H(MM)opening

2H -2NT-to3C

3D(H&S raise inv)

3H/S-H/S raise inv

-3C-fg

NOTE 13: Systems over 2NT:

3♣ - Puppet Stayman – asks opener for 5-card or 4-card major, GF

3♦ - no 5M but has 4M

3♥--no 4M no5M

3S-to 3NT

3♠--5♠

3NT-5♥

4♣-cue

4♦-to4♥

3♦/♥/NT – transfer

3♠ - m stayman

NOTE 14: After 1♠ opening:

3♣ – 10-12 HCP , 3-card support

3♦ – 10-12 HCP , 4-card support

3♥ – 10-12HCP, random spl

-3NT-ask

-4C/D/H=C/D/H spl

3NT – 12 HCP+, H spl

4C/D-spl

2NT-ave fg

After 1♥ opening:

3♣ – 10-12 HCP, 3-card support

3♦ – 10-12 HCP, 4-card support

3S – 10-12HCP, random spl

-3NT-ask

-4C/D/H=C/D/H spl

3NT – 12 HCP+, s spl

4C/D-spl

2NT-ave fg

NOTE15: RKCB 14 30

After fit found, 5 Key Cards (KC) are the 4 Aces and K of trump

After 4NT:

5♣ – 1 or 4 KC

5♦ – 3 or 0 KC

5♥ – 2 or 5 KC

5♠ – 2 or 5 KC + Q or trump 5NT – 2 KC and side suit void

5NT – 2 KC + random single

6X – 1 or 3 KC + random single + Xking

NOTE 16: Rubinsohl over Weak 2

(2♦/♥/♠)-X-P-

2M – 0-7 HCP

2NT – relay to 3♣

3D/H/S-inv

3C/D/H-to D/H/S (weak or fg)

NOTE 17: D0P1 – Double 0 Pass 1
Over interference over 4NT ace ask,
Double shows the first step and Pass shows second step of 1430.

E.g.

4NT – (5X) – Double – 1 or 4 KC
Pass – 3 or 0 KC

NOTE 18: after 2s(S+m 5/4+)opening
2S – 2NT – ask

3C/D - C/D min

3H/S - C/D max

3C - P/C

3D - s raise fg

3NT - toplay

NOTE 19: after 1NT opening

1NT - 3NT - 2245or2254

3H-1444

3S-4144

NOTE 20:

1m - 1M

2NT – 3X transfer

NOTE 21: after 1C opening

1C – 1D/H-4+cards H/S

1S - wait:to int or D suit

1NT - C raise 6-9hcp

2C - C raise 10-12hcp

2D - H/S 6cards weak

2H - 2M weak

2S - C preeminent raise fg

NOTE 22: after STR 1C

1C – X - H+C

1NT - S+D

1D/H/S – 5+H/S/C

2C – H+D

2D – MM

2H – S+C

2S/3C/3D/3H – 6+C/D/H/S PRE

NOTE 23: Desheng Zhang

1H X P 1NT – 2m

2S – 4S inv

2/3m – 5m+4s inv

1S X P 1NT – 2m

2H – 4H inv

2/3m – 5m+4H inv

NOTE 24:

1D-2C-2D/H – 5+H/S

2S – 2M

2NT - ask

NOTE 25:

1M-P-1NT-X – 5+C

2C – 5+D

2D – 5+OM

2M – T/O 16+HCP

2OM - T/O 10-15