DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Normal Style Promise 4+ suit .usually 5+ suit

1-level 8-15 2-level 10-17

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17HCP, (12-15 at reopening position)

System-on

Unusual 1NT

RESP New suit - F1

JUMP OVERCALLS (Style; Responses; Unusual NT)

Normal (weak) 6-11HCP.6+ suit

2NT – Two lowest unbid suits 5-5+

Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

MICHAELS CUE-BIDS 8-16 HCP

(1m)-2m:5-5+ both M,s

(1M)-2M:5-5+ M +m

VS. NT (vs. Strong/Weak; Reopening;PH)

Strong: DONT:

Doubles:6+ any. 2♣=♣+ M . 2♦=♦+ M . 2♥=♥+ ♠ . 2♠=♠:6+ suit

Weak: CAPP:

Doubles:15+ HCP **PEN.** 2♣= any . 2♦=♥+ ♠ . 2♥=♥+ m.2♠=♠+ m
2NT: ♣+♦

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

1M:Nat, 1NT:S+Any, 2C:D+H, 2D:D+H, 2M: Nat

OVER OPPONENTS' TAKEOUT DOUBLE

××=tend to PEN

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	01/4th	01/4th
NT	01/4th	01/4th
Subseq		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x), AK, Ax	AKQx, AKJx
King	KQx(x), Kx	KQJ(x), KQ10x, KQ109x
Queen	QJx(x), Qx	QJ10(x), AQJx
Jack	AJ10, KJ10, J10x, Jx	AJ10, KJ10, J10x, Jx
10	10x, A109x, K109x	109xx, 10x, 109x
9	9x, H9x	9xx, 9x
Hi-X	x,Xx,xXx,xxxX	x,Xx,xXx,xxxX
Lo-X	HxX, HxxX	HxX, HxxX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi- Encouraging	Hi-low-Even	Suit Preference
Suit 2			
3			
1	low- Encouraging		Suit Preference
NT 2			
3			

Signals (including Trumps):

High-Low even

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Take-out doubles＝11+ HCP. HCP Simple Call.10-12 HCP:Jump

13+ HCP＝QB

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Take-out doubles up to 4♥

Responsive Take-out doubles up to 2♠

W B F CONVENTION CARD

CATEGORY: green
NCBO: Chinese Taipei
PLAYERS: CHENG,YU-HAN CHAN,CHIH-LING
EVENT : U16

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

SAYC

1♣=11-21HCP 3+Cards

1♦=11-21HCP 3+Cards

1♥/♠=11-21HCP 5+Cards

1NT=15-17HCP,

2♣=22 HCP any Case or 17+ HCP with 8.5+ Playing Tricks

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♥/2♠/2♦ ：Weak 6-10HCP 6+ ♥/♠/♦Cards

Michaels Cue-bid

Bergen

3NT:Gambling with Solid 7+ minor suit

Unusual NT

SPECIAL FORCING PASS SEQUENCES

Double Jump=Splinter

IMPORTANT NOTES

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	2♠	12-21 HCP	1♦/1♥/1♠=6-16HCP；4+. 1NT=6-10HCP；2NT=11-12(；3NT=13+HCP； 2♣:GF； 3♣:0-5HCP.5+. 2♥/2♠/2♦=17HCP+；4+. 3♥/3♠/3♦=11+HCP...♥/♠/♦SPL	1♣-1♦: 1♥/1♠=12-18HCP；4+. 1NT/2NT=12-14/18-19 HCP； 2♣:12-15HCP.5+. 2♦/♥/2♠/3♦=15HCP+. 3♥/3♠:19-21 HCP. ♥/♠SPL. 4♣=19-21 HCP.6 +. 4♦=19-21.HCP；4+	
1♦		3	2♠	12-21 HCP	2♣:11P. 4+.Others are the same as 1♣	2♦:12-15 HCP. 4+	
1♥		5	3♦	12-21 HCP	1♠=6-16HCP；4+； 1NT=6-10HCP；2NT=13+ HCP.4+Fit；3NT=13-15HCP； 2♣.2♦+:11+HCP.. 4+. 3♣=6-8 HCP.4+.3♦=9-12 HCP.4+ 3♥=11-12HCP 3⁺ fit Inv 3♠/4♣/4♦=13+HCP .♠/ ♣/♦ SPL 4♥=0-5 HCP Pre.		
1♠		5	3♦	12-21 HCP	2♥/2♣/2♦=4+cards11+ .Others are the same as 1♥		
INT				15-17 HCP BAL	2♣=Stayman 2♦/2♥/2♠=Transfer;2♥/2♠/3♣ 2NT=8-9 HCP 3NT=10-14+HCP; 3♣/♦=♣/♦, Inv 4♣=Gerber; 4♦/4♥= Transfer;6⁺ cds;		
2♣	※			1.22 +HCP 2.8.5+winner.**17 +HCP**	2♦=0-7 HCP. 2♥/2♠=8+HCP. 5⁺ cds 2NT=8⁺HCP.;BAL 3♣/3♦8+HCP. 5+		
2♥/♠/♦		6+		Weak 2 in♥/♠/♦.6-10+ **HCP**	new suit= F 14+ **HCP; 2NT=ASK**		
2NT				20-21 HCP BAL	3♣= Stayman; 3♦/3♥/4♦/4♥= Transfer; 4♣=Gerber 4NT 11-12 **HCP** /. invite 6NT. / 5NT **15-16 HCP**. invite 7NT		
3♣/3♦		7+		Weak 3 in♣/♦.6-10+ **HCP**	new suit= F 14+ **HCP**		
3♥/3♠		7+		Weak in♥/♠.6-10+ **HCP**	new suit= F 14+ **HCP**		
3NT				Gambling little outside			
						HIGH LEVEL BIDDING	
						RKCB Ask A;：03/14/2.without Q/2.with Q	
						Gerber Ask A;；03/14/2	
						Cue bid=8-16 **HCP**	