

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Normal Style Promise 4+ suit .usually 5+ suit
1-level 8-18 2-level 10-18
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17HCP, (13-15 at reopening position)
System-on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Normal (weak) 6-11HCP.6+ suit
2NT - Two lowest unbid suits 8-10HCP 4+-5+
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE-BIDS 8-16 HCP
(1m)-2m:4+-5+both M's
(1M)-2M:4+-5+both M and m
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong : DONT:Doubles:5+ any. 2♠=♣+other . 2♦=♦+M . 2♥=♥+♠ .
(4+ suit:str .usually 5+ suit) 2♠=♠:6+ suit
Weak:CAPP: Doubles:PEN. 2♠= any . 2♦=♥+♠ . 2♥=♥+m.
2♠=♠+ m2NT: ♣+♦
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michael
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1} or 2}
VS.1♣—1X--suit,1NT--♠+any,2♣—♣+♥,2♦—♦+♥
OVER OPPONENTS' TAKEOUT DOUBLE
xx=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	AKQx, AKJx	
King	KQx(x), Kx	KQJ(x), KQ10x	
Queen	QJx(x), Qx	QJ10(x), AQJx, KQ109x	
Jack	AJ10, KJ10, J10x, Jx	AJ10, KJ10, J10x, Jx	
10	10x, A 109x, K109x	109xx, 10x, A109x	
9	9x	9xx, 9x	
Hi-X	Hi-X	x, xx, xxx, xxxx	
Lo-X	Lo-X	Hx, Hxx, Hxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi-Encrg.	Hi-Even	Hi-Encrg.
Suit 2			
3			
1	Low-Encrg.	Hi-Even	Low-Encrg.
NT 2			
3			
Signals (including Trumps):			
High-Low even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take-out doubles = 9+ HCP .RES:0-8 HCP Simple Call.9-11 HCP:Jump			
12+ HCP=Cue bid			
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: Chen,Ding-Ting Lai,Zi-Ming	
EVENT: U16	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
SAYC	
1♣=12-21HCP 3+Cards	
1♦=12-21HCP 3+Cards	
1♥/♠=12-21HCP 5+Cards	
1NT=15-17HCP,	
2♣=22 HCP any Case	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♥/2♠ : Weak 6-10HCP 6♥/♠Cards	
2♦:11-15 4♠5♥	
3NT:Gambing with Solid 7+	
Bergen	
Michaece Cue-bid	
SPECIAL FORCING PASS SEQUENCES	
Two 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	3♠	12-21 HCP	1♦/1♥/1♠=6-16HCP ; 4+. 1NT=6-10HCP ; 2NT=11-12 ; 3NT=13+HCP ; 2♣=6-10HCP. 5+ ; 3♣=11-12HCP.5+. 2♥/2♠/2♦=17HCP+ ; 4+. 3♥/3♠/3♦=11+HCP...♥/♠/♦SPL	New minor forcing	
1♦		3	3♠	12-21 HCP	2♣=11P. 4+.Others are the same as 1♣	Ditto	
1♥		5	4♦	12-21 HCP	1♠=6-16HCP ; 4+ ; 1NT=6-10HCP ; 3NT=13+HCP ; 2♣.2♦+:11+HCP.. 4+. 3♣=6-8 HCP.4+.3♦=9-11 HCP.4+.2NT=12+ HCP.3+Ja 3♠/4♣/4♦=13+HCP .♠/♣/♦ SPL 4♥=0-5 HCP		
1♠		5	4♦	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 ; 4♣=AskA; 4♦/4♥= Transfer;5+; 3♠/3♦:5+ inv.	1NT-2♣-2♦ no M4+ 1NT-2♣-2♥-♥4+ 1NT-2♣-2♠-♠4+ 1NT-2♣-2NT-M4+4+ 1NT-2♣-3♣/3♥♥/♠5+,15-16-HCP 1NT-2♣-3♦/3♠:♥/♠5+16+-17HCP	
2♣	※			1.22 +HCP 2.8.5+winner.	2♦=waiting. 2♥/2♠=8+HCP. 5+ 2NT=8+HCP.;BAL 3♣/3♦8+HCP. 5+		
2♦	※			11-15 4♠5♥	2NT=ask 3♥/3♠=inv		
2♥/♠		6+		Weak 2 in♥/♠.6-11+ HCP	new suit= F 14+ HCP		
2NT				20-21 HCP BAL	3♣= Stayman; 3♦/3♥/3♠/4♦/4♥/4♠= Transfer; 4♣=AskA; 3NT to play/4NT invite 6NT. /5NT. invite 7NT		
3♣/3♦		7+		Weak 3 in♣/♦.6-11+ HCP	new suit= F 14+ HCP		
3♥/3♠		7+		Weak in♥/♠.6-11+ HCP	new suit= F 14+ HCP		
3NT				Gambling little outside			
						HIGH LEVEL BIDDING	
						RKCB AskA; ; 03/14/2.withoutQ/2.withQ	
						Gerber AskA; ; 03/14/2	
						Cuebit=8-16 HCP	