

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
6-18 HCP, 4+suit
RESP New suit - F1 Cue - Fit, limit raise+ Jump CUE - 4+ fit, short in cue suit, INV+ Jump raise - pre-emptive
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18HCP, (12-15 at reopening position)
System-on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Normal (weak) pre-empt subject to vulnerability
RESP CUE - Fit, limit+ raise
Unusual 2NT - Two lowest unbid suits 5-4+ 4NT - Two lowest unbid suits 6-5+
Reopen: intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS CUE-BIDS
Jump CUE M asks stopper, Jump cue in m is natural
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Strong->DONT: X= 1-suit; 2♣= ♣+ other suit; 2♦= ♦+ major 2♥= ♥+♠; 2♠= ♠; 3X= natural
Weak->CAPP: X=15+; 2♣=1-suit; 2♦=♥+♠; 2♥=♥+minor; 2♠=♠+minor ; 3X= natural
PH: -ditto-
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O double through 4♥. Double of 4♠ is optional
Jump to 4NT shows both minors
Jump new suit= strong, 16-19HCP, 6+ suit
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣</b>
1x: Nat. 1NT:♣+Any 2♣: ♣+♥ 2♦:♦+♥ 2M:Nat.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	01/4th	01/4th	
NT	01/4th	01/4th	
Subseq			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax	AKx, AKxx	
King	KQx(x), AK, Kx	KQx(x), AKJ10x	
Queen	QJx(x), Qx	QJx(x), AQJx, KQ109x	
Jack	AJ10, KJ10, J10x, Jx	AJ10, KJ10, J10x, Jx	
10	10x, A109x, K109x	109xx, 10x, A109x	
9	9x,	9xx, 9x	
Hi-X	x, xx, xxx, xxxx	x, xx, xxx, xxxx	
Lo-X	Hx, Hxx, Hxxx	Hx, Hxx, Hxxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi- Discourage	Hi - Odd #	Suit Preference
Suit 2	Hi- Odd #	Hi- Discourage	
3	Suit Preference		Suit Preference
	Hi- Discourage	Hi - Odd #	
3	Suit Preference		
Signals (including Trumps):			
UDCA			
Lavinthal suit preference discard against NT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Take-out doubles through 4♥			
4NT to opponent's 4♠ = take-out			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X/XX up to two of responder's suit			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	Green
<b>NCBO:</b>	Chinese Taipei I
<b>EVENT:</b>	U16
<b>PLAYERS:</b>	Peng, Che-Hsing Lu, Chun-Po
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
5533, Natural approach	
2/1 FG	
Inverted minor raise	
Jacoby 2NT / Bergen Raise over 1M opening	
Forcing 1NT	
New minor Forcing	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Flannery 2D	
<b>SPECIAL FORCING PASS SEQUENCES</b>	


Responsive DBL up to 4♥
LIGHTNER X against slams asks unusual lead
Maximal double for inviting hand

IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♣	12+ bal. or 11+ unBAL 3♦+3♠= open 1♣	Inverted raise, 2NT= INV, 1♣-2♣= 4+♣GF 2♥/♠= weak	New minor forcing	P/H: 2♠= single raise
1♦		3	3♣	-Ditto-	-Ditto- (2♦= GF)	-Ditto-	P/H: 2♦= single raise
1♥		5	4♦	4-card possible at 3 <sup>rd</sup>	Semi-F/1NT, Jacoby 2NT, Splinter; 2/1 FG; Bergen raise 3♦>3♣	1♥-2♥; 2NT= inv+, any 1♥-2♥; new suit= help suit	
1♠		5	4♦	-Ditto-	-Ditto-	-Ditto-	
1NT			3♣	15-17, BAL or semi-BAL 5-M/6-m/5-4 acceptable	Stayman; 2♦/♥= Transfer 2♠= minor inquiry  3♣/♦= ♣/♦ suit, inv 4♦/♥= Transfer	1NT-2♣; 3♣= ♣>♦ 1NT-2♣; 3♦= ♦>♣	
2♣	V	0		22+ or 8.5+ winners	2♦= 0-7 HCP 2♥/♠3♣/♦=8+HCP 5+cards 2NT=8+HCP BAL		
2♦	V	0		11-15, 4♠+5♥	2NT= ask 3♥/♠= INV	2♦-2NT; 3♣/♦= 3♣/♦, 3♥/♠= 4522 min/MAX, 4♣/♦= 4♣/♦	
2♥		5		Weak 2 in ♥	2NT= ask short, new suit= F	New suit after 2NT is forcing	
2♠		5		Weak 2 in ♠	-Ditto-	-Ditto-	
2NT		0		20-21, BAL or Semi-BAL 5-M/6-m/5-4 acceptable	3♣= Stayman; 3♠= ask minors 3♦/♥/4♦/♥= Transfer		
3♣/3♦		6		Normal pre-empt			
3♥/3♠		6		-Ditto-			
3♠		6		-Ditto-			
3NT				Gambling little outside			
4♣/4♦		6/7		Normal pre-emptive			
4♥/4♠		6-7		Ditto			
4NT				6-6 minors		HIGH LEVEL BIDDING	
5♣/5♦		7-8		Normal pre-emptive		RKC= 14/30	