

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Normally 6-15HCP with 5-card suit; 4-card possible;
RESP: Jump cue=4 Card Raise; Jump raise=PRE;
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2nd/live 4th=15(+)-18(-)HCP; Reopen=11-16(-)HCP;
RESP: System on;
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Weak;
2-Suits: (1x)-2NT=the lowest two suits;
(1x)-p-(p)-2NT=19-21;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels: (1m)-2m=♠+♥; (1M)-2M=OM+m;
Jump cue=ask stopper;
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Weak: DBL=penalty; 2♣=Majors, 54(+); 2♦=1 Major;
2♥/2♠=♥/♠+m, 54(+); 2NT=Minors;
Vs Strong: DBL=5m+4M; Others=same as Vs Weak NT;
Reopen: 2♣=Majors,2♦=bad one M;2♥/♠=good ♥/♠;
Passed hand: X=5m+4M;
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2M(3M)=ask for stopper; (2♥)-3♠=14-16 good hand;
Jump to 4m=leaping michaels; (3♦)-4♣=NAT; (3m)-4m=Majors;
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1♣)-DBL=Majors44+; 1NT=minors54+; 1♦=♥; 1♥=♠; 1♠=♣;
2♣=♦; 2♦=Majors55+; 2♥/♠=NAT; (1♣)-p-(1♦)-DBL=Majors;
(2♣)-DBL; (2♣)-p-(2♦)-DBL=Majors; 2NT=minors;
OVER OPPONENTS' TAKEOUT DOUBLE
1 over 1=F1; RDBL=points; 1M-(DBL)-from 1NT=transfers;
2M-1=normal raise; 2NT=limited raise;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4,MUD,01	3/5,Attitude,02	
NT	2/4,MUD	3/5,Attitude,02	
Subseq	2/4,Attitude,MUD,01	3/5,Attitude,02	
Other: Against NT lead Rusinow when 4 or more, lead 01 when 3 or less			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+);Ax(+);	AKx(+);	
King	KQ;AK;KQ(+);	Unblock/Count	
Queen	QJ;QJx(+);Qx;	KQx(+);QJx;Qx;	
Jack	Jx;J10X(+);(A/K)J10x(+);	Jx;J10x;KQJx;QJxx(+);AQJx(+);	
10	10x;109X(+);H109x(+);	10x;109x;HJ10x(+);J10xx(+);	
9	9x;H98(+);	9x;109xx(+);H109x(+);	
Hi-X	Sx;xSxx;xSx;	Sx;xSx;xSxx;	
Lo-X	HxS;HxxS(+);	HxS;HxxS(+);xxxS(+);	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=ENC	Hi/Low=Even	O/E
Suit 2	Hi/Low=Even	S/P	Count
3			
1	Hi=ENC	Hi/Low=Even	O/E
NT 2	Hi/Low=Even	S/P	Count
3			
Signals (including Trumps): Regular Smith VS NT;			
Trump suit Hi/Low=Ruff tendency;			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening Values; Off-Shape possible;			
May be light(10+HCP) with classic shape; RESP: Cuebid=F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative Double to 4♥; Lead-Direct Double;			
Support Double to 2♥; Support Redouble;			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: China
PLAYERS: FU Bo –CHEN Yichao
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 2 over 1
Bidding Style: Aggressive
5 Card Majors; Semi-Forcing 1NT;
1NT Openings: 15-17
2 Over 1 GF
1♠=could be two, may have 4♦; All 18-19BAL open 1♣
1♦=4+♦, but still can be BAL
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣=Art. Strong;
2♦=Majors weak;
3NT: Gambling, solid 7+ minor, no side A/K/void;
Lot of transfers in competitive bidding auctions
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS
Seldom

	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-14 HCP BAL	1♦=2+; 1♥/♠=4+; 1NT=8-10; 2♣=GF raise;	1♣-1X-1NT-2♣=transfer to 2♦ and invite;	
1♣				18-19 HCP BAL,can have 5♦	2♦=1M weak; 2♥=minors; 6-9; 2♠=6+♣, INV;	1♣-1X-1NT-from 2♦=transfers, weak or GF;	
1♣				5+♣,11-21HCP	2NT=INV; 3m=weak; 3M=Constructive;	1♣-1X-2NT=any 18-19 BAL can have 4 card M SUPP;	
1♣						1♣/♦-1♥-1♠=-two way checkback;	
1♦		4	4♥	4+♦, 11-21 HCP	1♥/♠=4+; 1NT=6-10; 2♣=3+♣GF; 2♦=5+♦GF;	1♦-1M-1NT-2♣=transfer to 2♦ and invite;	1♦-2♣=T/P;
1♦				When 11-14 can be BAL	2♥=5♠4+♥ T/P; 2♠=4+♦ INV; 3♣=INV;	1♦-1M-1NT-from 2♦=transfers, weak or GF;	
1♦					3♦=weak;	1♦-1M-2NT=6♦3M, 14HCP+;	
1♥		5	4♦	5+, 11-21	2♣=GF relay; 2♦=5+GF; 1NT=semi-forcing;	1♥-1♠-1NT-2♣=transfer to 2♦ and invite;	1♥-2♣=3♥ rev. drury
1♥					2/3♠=NAT NF; 3♣=6-9, 4♥; 3♦=limited raise;	1♥-1♠-1NT-from 2♦=transfers, weak or GF;	1♥-2♦=4♥ drury
1♥					2NT=GF 4♥; 3♥=weak; 3NT/4♣/♦=Splinter;	1♥-1♠/1NT-2♣=♣ or any 16+;	
1♠		5	4♥	5+, 11-21	Same as 1♥; 3♥=NAT CONST;	Same as 1♥	Same as 1♥
1NT			4♥	15-17HCP,BAL; 5M/6m OK;	2♣=STM; 2♦/♥/4♦/♥=transfers; 2♠=range or ♣;	1NT-2♣-2♦-3♥/♠=4M5oM GF;	
1NT				Singleton possible;	2NT=minors weak or ♦; 3♣=puppet;	1NT-2♦/♥-2♥/♠-then second transfers;	
1NT					3♦=minors, SI; 3♥/♠=minors short in M, COG;		
2♣	√	0	4♥	22+BAL or very strong hand;	2♦=waiting; 2♥/♠/3♣/♦=6+HCP, good 5+card;	2♣-2♦-3♥/♠=4♥/♠5+♦; 2♣-2♦-2♥=♥ or 24+ BAL;	
2♣					2NT=5+m4M, 5-7; 3♥/♠=7♥/♠, 0-5;		
2♦	√	0		Both Majors weak, 54+	2NT=ask; 3♣/♦=NAT F1, White NF;	2♦-2NT-3♣=min 54, 3♦=min 55,	5♥4♠, 10-13 in 4th;
2♦						3♥/♠=Max 5oM4M, 3NT= max 55, 4♣/♦=65;	
2♥		6(5)		3-9 weak, Freq 5cards in white;	2NT=ask;2♠/3♣/♦= NAT F1, White NF;4♣/♦=fit;	White 2♥-2NT-3♣/♦=5 min/max, 3♥/♠=6 min/max;	10-13 in 4th
2♥						Red 2♥-2NT-3♣=max, 3♦=med, 3♥=min, 3♠=4♠;	
2♠		6(5)		3-9 weak, Freq 5cards in white;	Same as 2♥	Same as 2♥	10-13 in 4th
2NT				20-21HCP,BAL; 5M/6m OK;	3♣=STM; 3♦/♥=transfers; 3♠=minors;	2NT-3♣-3♦-3♥/♠=Smolen;	3rd/4th can have long
2NT				Singleton possible;	4♣/♦/♥/♠=♥/♠/♣/♦ slam try;		minor suit less points
3♣		6		3-9 weak;	3♦=PUP to 3♥; 3♥/♠=F1; 4♦=RKC;	3♣-3♦-3♥-3♠=NF, 3NT=have doubt, 4♣=Majors;	
3♦		6		3-9 weak;	New Suit=F1, 4♣=INV 5♦ or answer KC;		
3♥		6		3-9 weak;	New Suit=F1, 4♣=RKC;		
3♠		6		3-9 weak;	New Suit=F1, 4♣=RKC;		
3NT	√			1st/2nd 7+solid minor, no side	4♣=P/C; 4♦=ask shortness; 4♥/♠=to play;		
3NT				A/K/void, 3rd/4th to play;		HIGH LEVEL BIDDING	
4♣		7(6)		3-9 weak;	4♦=RKC; 4NT=NAT;	RKCB 1403; Exclusive; Mixed Cuebids; Last train; PID2; PODE;	
4♦		7(6)		3-9 weak;	4NT=NAT; 5♦=slam try;		
4♥/♠		6		To Play, 3rd/4th can be strong;			
4NT	√			Solid one minor 8+cards;	5♣=P/C; 5♦= ask shortness;		