DEFENSIVE AND COMPETITIVE BIDDING	G
OVERCALLS (Style: Responses: 1/2 Level; Reopenin	ıg)
General Style = Light for 1 level, Sound for 2 level	
eponses: Jump Raise = Preemptive	
Gue-Bid = Forcing raise	
New Suit = Forcing - jump shift = fit	
n Balancing Position: Same	_
	_
NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	_
nd Position = 15 - 17	_
desponses: Bid as 1NT opening (system on)	_
Jatural	
th Position = 11-14	
Lesponses: Systems on	
UMP OVERCALLS (Style; Responses; Unusual NT)	
-Suit : Natural; Weak	
lesponses - New suit = forcing	
NT = Unusual 2NT, lowest 2 unbid suits	
IRECT & JUMP CUE BIDS (Style; Response; Reope	n)
Direct Cue Bid = Michaels	
IC NIT ( Characa Nationally December 2011) *	_
/S. NT (vs. Strong/Weak; Reopening;PH) *	_
Jatural	_
enalty Double	
	_
S.PREEMTPS (Doubles; Cue-bids; Jumps; NT Bids)	_
ake out doubles thru 4H	_
ake out doubles thru 4H	
S. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	_
After 2C double shows both M	_
NT = both m	
OVER OPPONENTS' TAKEOUT DOUBLE	_
Tew suit forcing at 1-level	_
ump Shift non-forcing	
Oouble Jump = Splinter	
ouoic sump – spimici	
NT = Jacoby 2NT only for majors, invitational for minors	s
	S

LEADS AND SIGNALS									
OPENIN	G LEA	DS STYLE*		-					
	Lead			In Parti	ner's Suit				
Suit	Suit 3rd / 5th		3rd /		ih				
NT		4th		4th					
Subseq		attitude		Τ					
Other:									
LEADS*									
Lead		Vs. Suit		Vs. NT					
Ace		AKx:Axxx(+	AK; AKQ(+)		KQ(+);AKxxxx(+)				
King		KQ;AK;KQ1	09x	KQ; K0	QJ(+); KQ109(+);				
		<u> </u>		KQxxx					
Queen		QJ;QJx(x)			)Jx(+);KQx(+);				
Jack		J10;J10x(+);F		J10; QJ	Jx(+); KJ10x(+)				
10			H109x(+);10x	109					
9		9x;98x(+)		109x(+	)				
Hi-X		Sx;xxS	Sx						
Lo-X		HxS;HxSx(+)		HxxS(+	+); xxxS				
SIGNAL	S IN OF	RDER OF PR							
	Partner	's Lead	Declarer's Lead	d	Discarding				
1	low = E	3	Same		same				
	<u> </u>								
	Count		same		Same				
	S/P		same		same				
	low = E	3	Same		Same				
	Count		Same		Same				
	S/P		Same		Same				
Signals (i	ncludin	g Trumps):							
			DOUBLES						
			; Responses; R	eopenir	ıg)				
Is sound v	with clas	ssic shape							
Cuebid = 1	Forcing	1							
<u> </u>									
SPECIAI	_, ARTI	FICIAL & C	COMPETITIVI	E DBLS	RDLS				
L									
l									
ı									

## W B F CONVENTION CARD CATEGORY: Green NCBO: Canada PLAYERS: Aydan Jia and Honwell Xing EVENT: 19 World Youth Championship SYSTEM SUMMARY GENERAL APPROACH AND STYLE 2/1 GAME FORCE Natural, 5-card Majors Longer Minor - 1C if 3-3 1NT response = forcing over 1M on hand passed hand

## SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2C Opening = strong, near Game Force (22+) - any suit,(s) any shape
2D Opening = Weak diamonds 6+ (6-10 HCP)

2H Opening = Weak diamonds 0+ (0-10 HCP)

2S Opening = Weak spades 6+ (6-10 HCP)

2NT Opening = 20-21 balanced

Michaels Cue-bids

1NT Opening: 15 - 17

2 over 1 response: Game Forcing

Negative Doubles to 4H

4 way transfer after 1NT

## SPECIAL FORCING PASS SEQUENCES

## IMPORTANT NOTES

4th suit forcing, 1430 RKC, Splinter, Two-Way New Minor Forcing

PSYCHICS: Rare

	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NE C.P.					
OPEN ING			G.D BL TH RU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	4♥	12-21 HCP	Single raise weaker than double raise  Jump shifts are weak	4th suit forcing: game forcing; Reverses by opener are forcing By responder = Game forcing, Third suit = 1 Round Force Two-Way New Minor Forcing	Cue bid = Support in partners suit and 10+ points	
1♦		3	4♥	12+ HCP, 3+ D	Single raise weaker than double raise  Jump shifts are weak	As above	As above	
1♥		5	4♥	12-21 HCP, 5+ H	1NT forcing, 5+ points Raises = constructive raise. 2NT = FG with 4+ H support (Jacoby 2NT) Standard Bergen Raises	Raises = constructive. Re-raise = Pre-emptive General principles as above Two-Way New Minor Forcing	Cue bid over Comp = Limit raise	
1♠		5	4♥	12-21 HCP, 5+ S	As for 1♥	As for 1♥; 1S - 2C; 2S - 3S = limit		
INT			4♥	15-17 HCP, bal	Stayman, 4 Way Transfers, Puppet Stayman, Texas Transfers	Smolen	Double at 3 level shows values. Double at 2 level is Takeout	
2♣			4♥	Artificial, strong - near Game Force with any suit(s) and any shape	Natural, positive requires good suit; 2D = waiting	Cheaper minor = second negative thru 3D	Natural	
2♦		6	4♥	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum (Ogust)	3NT = AKQxxx	Natural	
2♥		6		6 - 10 HCP	New suit forcing 2NT asks for feature if maximum (Ogust)	3NT = AKQxxx	Natural	
2♠		6		6 - 10 HCP	New suit forcing 2NT asks for feature if maximum (Ogust)	3NT = AKQxxx	Natural	
2NT				20-21 HCP, bal	3C: Puppet Stayman 3D: Transfer 3H: Transfer		Natural Double = Penalties	
3♣		6		Pre-emptive	New suit forcing			
3♦		6		Pre-emptive	New suit forcing			
3♥		6		Pre-emptive	3S Natural. Minors = Cue-bid			
3♠		6		Pre-emptive	4H Natural. Minors Cue-bid			
4♣		7		Pre-emptive	Natural			
4♦		7		Pre-emptive	Natural			
4♥		7		Pre-emptive	Natural			
4♠		7		Pre-emptive	Natural			
4NT								
5♣		8		Pre-emptive	Natural	HIGH LEVEL BIDDING		
<b>5</b> ♦		8		Pre-emptive	Natural	Splinter bids		
5♥		8		Pre-emptive	Natural	1430 RKC		
5 <b>♠</b>		8		Pre-emptive	Natural	Cue bids		
1		<u> </u>				Gerber		