

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
8-18 HCP, 4+suit
RESP New suit - F
Cue - Support or Strong
Jump raise - Pre-emptive
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18HCP, (12-15 at reopening position)
System-on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Normal (weak) pre-empt subject to vulnerability
RESP CUE - Fit, limit+ raise
Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE-BIDS (1♣ 2♦ = ♥+♠)
Jump CUE M asks stopper, Jump cue in m is natural
2NT - Two lowest unbid suits
VS. MULTI 2♥/2♥/2♠
X = Weak NT or strong hand
Suit = NAT NT = Strong NT
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs. Strong NT
Multi-Landy: X= Penalty; 2♠= ♥+♠; 2♦= major suit 2♥= ♥+ minor; 2♠= ♠+ minor; 2NT= ♠+♦
Vs. Weak NT
Multi-Landy: X= Penalty; 2♠= ♥+♠; 2♦= major suit 2♥= ♥+ minor; 2♠= ♠+ minor; 2NT= ♠+♦
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O double through 4♥. Double of 4♠ is optional
Jump to 4NT shows both minors
Jump new suit= strong, 16-19HCP, 6+ suit
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1x: Nat. 1NT:♣+Any 2♣: ♣+♥ 2♦:♦+♥ 2M:Nat.
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	01/4th	01/4th	
NT	01/4th	01/4th	
Subseq			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax, AJ10x	AKQx, AKJx, AKx(xx)	
King	KQx(x), AK, Kx	KQx, KQJx, KQ10x	
Queen	QJx(x), Qx	QJx, AQJx, QJ109x	
Jack	KJ10x, J10x, Jx	AJ10, KJ10, J10x, Jx	
10	10x, K109x	109x, 10x, A109x	
9	9x	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- Encourage	Hi -even #	Suit Preference
Suit 2	Hi- even #	Hi- Encourage	
3	Suit Preference		
1	Hi- Encourage	Hi -even #	Suit Preference
NT 2	Hi- even #	Hi- Encourage	
3	Suit Preference		
Signals (including Trumps):			
Lavinthal suit preference discard against NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Take-out doubles through 4♥			
4NT to opponent's 4♠ = take-out			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
LIGHTNER X against slams asks unusual lead			

W B F CONVENTION CARD	
隊名: 王牌昱祐院	
CATEGORY:	Green
NCBO:	Chinese Taipei
EVENT:	U16
PLAYERS:	PENG, YU JUI WANG, CHEN AN LIU, YU CHI WU, PING CHEN CHEN, SIN KAI CHU, CHIH WEI
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5533, Natural approach	
2/1 FG	
Inverted minor raise	
Jacoby 2NT / Bergen Raise over 1M opening	
Forcing 1NT	
Two-Way Checkback	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Gambling 3NT opening	
SPECIAL FORCING PASS SEQUENCES	
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, 1♣-2♣= GF 2♦= ♣ suit, inv 2♥= weak, at least 5-4 M 2♣= 2NT 2NT = 3NT	Two-Way Checkback	P/H: 2♣= single raise
1♦		3	3♣	-Ditto-	-Ditto- (2♦= GF, 3♣= ♦ suit, inv)	-Ditto-	P/H: 2♦= single raise
1♥		5	3♣	4-card possible at 3 rd	F/1NT, Jacoby 2NT, Splinter; 2/1 FG; Bergen raise 3♦>3♣		
1♠		5	3♣	-Ditto-	-Ditto-	-Ditto-	
1NT			3♣	15-17, BAL or semi-BAL 5-M/6-m/5-4 acceptable	Stayman; 2♦/♥= Transfer 2♣= minor inquiry	1NT-2♣; 3♣= L♥ 5 1NT-2♣; 3♦= L♠ 5 1NT-2♣; 3♥/♠= H 5♥/♠ 1NT-2♣; Tra ' m	
					3♣/♦= ♣/♦ suit, inv		
					4♦/♥= Transfer		
2♣	V	0		22+ or 16+HCP & 8.5+ playing trick	2♦= waiting		
2♦	V	0		11-15, 4♠5♥	2NT= ask 3♥/♠= INV	2♦-2NT; 3♣/♦= 3♣/♦, 3♥/♠= 4522 min/MAX,	
2♥		5		Weak 2 in ♥	2NT= ask COM, 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; 4♦/♥= Transfer		
3♣		6		Normal pre-empt			
3♦		6		-Ditto-			
3♥		6		-Ditto-			
3♠		6		-Ditto-			
3NT	V			Gambling : minor strong suit			
4♣		6/7		Normal pre-emptive			
4♦		6/7		Ditto			
4♥		6-7		Ditto			
4♠		6-7		Ditto			
4NT	V			6-6 minors			
5♣		7-8		Normal pre-emptive		HIGH LEVEL BIDDING	
						RKC= 14/30	