

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Natural going
RESP New suit - F1 when 1/1 and 3/3; NF when 2/2 Jump CUE - invitation with 4+ card fit Jump shift - natural, invitation
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, 12-15 at reopening position
System-on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Normal pre-empt (6+ usually)
Reopen: intermediate
(1♣)-2♦ = 55 majors
(1♣)-2♣ = 54 majors (if ♣ >= 3) / ♣ suit (if ♣ >= 1)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE-BIDS, good(15+)/bad(2-12)
Jump CUE M asks stopper, Jump cue in m is natural
VS. NT (vs. Strong/Weak; Reopening; PH)
CAPP: X= power; 2♣= any 1-suit(5+); 2♦= both majors(44+) 2♥/♠= ♥/♠(5)+m(4+); 3X= natural
PH: -ditto-
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O double through 4♥. Double of 4♠ is optional
Jump to 4NT shows both minors(55+)
Non-jump 4NT: vs. 4♥/♠ is T/O minors/2-suiters vs. 4♣/♦ is natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣: X= majors, NT= minors,
2♣: X= ♣
OVER OPPONENTS' TAKEOUT DOUBLE
1-level new suit = Forcing, 2-level new suit = NF
XX= power, F to 2 of opener's suit
1M (X) 1NT/2x= transfer; 2NT= INV raise
1m (X) 2NT= weak pre-emptive; 3m = limited raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	01/35	01/35	
NT	02/4th	02/4th	
Subseq	Attitude	Attitude	
Against 5+level, lead K request count			
LEADS			
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	J10x, Jx	
10	10x, A109x, K109x	109xx, 10x, AJ10x, KJ10	
9	9x,	A109x, K109x, 9xx, 9x	
Hi-X	ⓧx, xxⓧ, xxⓧx, xxxⓧ	ⓧx, ⓧⓧx, xⓧxx(x)	
Lo-X	Hxⓧ, Hxⓧx, Hxxxⓧ	Hxxⓧ, Hxxⓧx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (UDCA)	Count (UDCA)	UDCA
Suit 2	Count (UDCA)		
3	Suit Preference		
1	Attitude (UDCA)	Count (UDCA)	UDCA
NT 2	Count (UDCA)		
3	Suit Preference		
Signals (including Trumps): UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Low level reopening doubles are mostly for T/O			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X/XX up to two of responder's suit			
Responsive DBL up to 4♥			
LIGHTNER X against slams asks unusual lead			

W B F CONVENTION CARD	
CATEGORY:	Green
NCBO:	Chinese Taipei
PLAYERS:	<u>Jonky Chung / CM Lin</u>
EVENT:	Open
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5542, weak 2D/H/S	
2/1 F/G	
15-17 1NT, 4-way TRF	
Inverted minor raises	
Jacoby 2NT / Bergen Raise over 1M opening	
Forcing 1NT	
XYZ after one-level	
1♣/1♦ (1♥) 1♠ = less than 4-♠, X = 4+♠	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Wild pre-emptive at 3 rd seat possible	
Gambling 3NT opening and overcall	
2NT frequent mixed raise in competition	
PH: (P)-1M; 2♣= 8-12, 3 rd M support	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
Point ranges and losers referred	
1m-(1NT)-?? = CAPP	
PSYCHICS: rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	12+ bal. or 10+ unBAL	Inverted raise, 2NT= INV, 3NT= 16-17 2♥/♠= weak; 3♦/♥/♠= splinter (♣) 2♦= INV in ♣	XYZ after 1-rebid	P/H: 2♣= single raise 1m-(1♥)-1♠ = deny 4+♠ 1m-(1♥)- X = 4+♠
1♦		4	4♥	12+ bal. or 10+ unBAL	-Ditto- (3♣= INV in ♦)	-Ditto-	P/H: 2♦= single raise
1♥		5	4♦	4-card possible at 3 rd	Semi-F/1NT, 2/1 FG, Jacoby 2NT, Splinter, Bergen raise 3♦>3♣	2-way check back after 1NT rebid 4 th suit forcing	2NT in competition often shows raise in M
1♠		5	4♦	-Ditto-	-Ditto-	-Ditto-	-Ditto-
1NT			3♠	15-17, BAL or semi-BAL 5-M/6-m/5-4 acceptable	Stayman/4-way TRF 2NT(♣)3♣(♦)/Texas 3♥/3♠= splinter, short in ♥/♠ 3♦/4♣= 55 Majors, INV/ game only 4♠/NT= even#/odd# A, SI	1NT-2♣; 2♦-2♥= weak 1NT-2♣; 2X-2♠= INV SMOLEN, SPLINTER	RUBINSOHL-SLOW shows stoppers
2♣	V	0		22+/9+winners(any suit)	2♦= 4-7 or 8+ BAL; 2♥= 0-3; 2NT= 5+♥	2♣-2♦; 2♥= ♥ or BAL (2♠= relay)	
2♦		5		Weak 2 in ♦	2NT= ask short, new suit= NF	New suit after 2NT is forcing	
2♥		5		Weak 2 in ♥	-Ditto-	-Ditto-	
2♠		5		Weak 2 in ♠	-Ditto-	-Ditto-	
2NT		0		20-21, BAL or Semi-BAL 5-M/6-m/5-4 acceptable	3♣= puppet Stayman; 3♠= ask minors	2NT-3♣; 3♦-3♥= 4♠, 3♠= 4♥, 4♣/4♦= both M's, SI/G	
3♣		6		Normal pre-empt	4♦= RKC(♣)		
3♦		6		-Ditto-	4♠= RKC(♦)		
3♥		6		-Ditto-	4♣= RKC(♥)		
3♠		6		-Ditto-	4♠= RKC(♠)		
3NT	V			Gambling little outside			
4♣		6/7		Normal pre-emptive	4♦= RKC(♣); 4♥/♠= to play		
4♦		6/7		Ditto	4♥/♠= to play		
4♥		6-7		Ditto	New suit= 3-step control asking		
4♠		6-7		Ditto	New suit= 3-step control asking		
4NT							
5♣		7-8		Normal pre-emptive		HIGH LEVEL BIDDING	
						RKC= 14/30; next step asks for trump Q, 5NT for specific K	
						Jump to 5-level= ERKC 14/302	
						DOPI/DEPO (...4NT-(X)-??= D0P1)	
						Void to RKC: 5NT= odd # KC + void, 6-suit= even KC + void	
						5NT often requests to pick-a-slam, (then GSF)99-	