


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
OVERCALLS 1 over 1 : 8-16, usually 5+ card suit ; 2 over 1 : 10-17, 5+ card suit ;
Responses
Same level NT = 9-12
Jump 2NT = 12-13
New suits = FI, Cue bid = inv ⁺
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18 · response same INT opening
4 th : 14-16 · response same INT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue-bid: (1m)- 2m = both majors(55+) (1M)-2M: 5-5+ oM and m
Jump cue bid is want to play 3NT, inquiry for stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
CAPP: X = power
2♣ = any one 6 card suit (cheapest response is p/c)
2♦ = both majors(54+)
2♥ = ♥ + m(54+) ; 2♠ = ♠ + m(54+)
2NT = both minors(55)
3♣/3♦/3♥/3♠ = 7+ suit
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double below 4H (include 4H) is T/O, Double 4S is options
Jump to 4NT is both minors
Lebensohl
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 1♣ VS 2♣
X = majors X = ♣ suit
NT = minors NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
1-level new suit = Forcing, 2-level new suit = GF
XX = power, normally 10+ and forcing to 2 of opener's
Jump to 2NT = limited raise or better (instead Bergen)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	0/2,4th	0/2,4th	
NT	0/2,4th	0/2,4th	
Subseq	0/2,4th	0/2,4th	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK (+); Ax (+)	AK (+); Ax	
King	KQ (+); AK(+)	AKJ10 (+); KQ(+);	
Queen	QJ (+); Qx	QJ (+); KQ109(+); AQJxx	
Jack	J10 (+); Jx	Jx; J10 (+); AJ10xx	
10	HJ109(+); 109 (+); 10x	HJ109x; 109 (+)	
9	H109(+); 9x; 98(+)	H109(+); 9x; 98(+)	
Hi-X	Xx; xXx; xXxx; xXxxx	Xx; XXx; xXXx; xXxXx (+)	
Lo-X	HxX; HxxX; HxxXx (+);	HxX; HxxX(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo =encourage	Lo - Hi =even	2/3(=encourage)
Suit 2	Lo - Hi =even		4/5(=other lower)
3			6/7(=other higher)
1	Lo - Hi =encourage	Lo - Hi =even	23/45/67
NT 2	Lo - Hi =even		23/45/67
3			23/45/67
Signals (including Trumps): A for count; K for Attitude; Trump:hi-lo= ruffing intention			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11-16 with classic shape; 16+ strong hand			
Cue bid promise rebid			
Reopening maybe lighter			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Native Double to 4♦			
Support Double to 2♥			
Response Double to 3♥			
SOS Redouble			

WBF CONVENTION CARD
CATEGORY: Natural (Red)

NCBO: Chinese Taipei ,
PLAYERS: Shunwei Lee 李舜偉 , Wei Ho 何為
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5-5-4-2
1NT opening : 15-17, may 5-major ,Jacoby / Texas transfers
Two way check back after 1X rebid (xyz)
Forcing 1NT and Bergen to 1M opening,
2 over 1 Response : Almost GF except rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = Multi ,(1.Weak Major 2. 25-26, bal 3. 22+, 4441, 5440)
2♥ = 15-17, 5-♥ + 4-♠
2♠/3♣/3♦/3♥ opening = WK or Strong 3♣/3♦/3♥/3♠
3♠ = Gambling 3NT (Solid minor)
Drury (Like) Lebensohl (use on 2H/S X)
Check Back (xyz) Walsh (use on 1C 1D)
Bergen Raise (use on open 1H/S)
Puppet Stayman (use on 1/2NT/2C-2NT)
CAPP Vs. 1NT opening
Michael cue bid Vs. natural opening (weak or strong)
Transfer after overcall
Preemptive jump raises
Unusual 2NT overcall (weak or strong)
Wild pre-emptive in 3rd seat and favourable Vul. possible
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Wild pre-emptive in 3rd seat and favourable Vul. possible
Probably light opening at 3 rd position
May not open 1M if suit worse than J9xxx (open 1C/D instead)
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	11-21,3-3minors open 1♣ 12+ bal. or 11+ unbal.	1♦/1♥/1♠=natural;1NT=8-10; 2♣=10+,inv, 5+♣; 2♦=5+♣,GF; 2♥=4♥+5♠,not inv; 2♠=7+♦,preem; 2NT=BAL inv;3♣/♦/♥/♠=preem;3NT=3334,13-14;	After 1♣-1♦ use walsh ; 1♣-1x; 1NT-2♣/♦=xyz, 1♣-1M;2NT-(3♣=relay asking, 3♦= both majors, 3♥=4M+5-♦,3♠=6M,3NT=play);	2♣=simple raise (8-10) 2♦=5+♣,inv
1♦		4	4♣	4+card,12+ bal. or 11+ unbal.	1♥/1♠/2♣=Natural Forcing; 1NT=6-10 ; 2♦=GF 2♥=11-12,BAL;2♠=7+♣,preem; 2NT=BAL inv; 3♣=Fit ♦,inv	1♦-1M; 1X-2♣/♦=xyz, 1♦-1M;2NT-(3♣=relay asking 3♦= both majors,3♥=4-M+5-♦,3♠=6+M,3NT=play);	2♦=simple raise (8-10)
1♥		5	4♦	11-21,5+	1♠=NAT ; 1NT=F1;2NT=13-15,4trump,bal ; 2/1 GF except rebid; 3♣=Bergen raise ;3♦=3♥,inv 2♠=4♥+♥,7-13,have short ; 3♥= preem 3♠=10-11, 4♥,have void ; 3NT/4♣/4♦=.12-13, 4♥,♣/♦/♠void	1♥-2♠; 2NT=relay asking;(3♣/♦/♥=7-9, ♣/♦/♠short, 3♠=10-11, 4♣/♦/♥=12-13, ♣/♦/♠short) 1♥-3♠; 3NT=relay asking;(4♣/♦/♥= ♣/♦/♠void	2♣= 8-12 3+♥, or 11- 12,inv,next bid must 2NT (like Drury)
1♠		5	4♦	11-21,5+	1NT= F1, 2♣=(1)GF,BAL;(2)GF, 4+♣;(3) 6+♣,inv; 2/1 GF except rebid , 2NT=4+♠,7-13,have short 3♣=13-15,4trump,bal ; 3♦=Bergen raise ;3♥=3♠,inv 3♠= preem ; 3NT=10-11, 4+♥,have void ; 4♣/4♦/4♥=.12-13, 4+♠,♣/♦/♥ void	1♠-2NT; 3♣=relay asking;(3♦/♥/♠=7-9, ♣/♦/♥short, 3NT=10-11, 4♣/♦/♥=12-13, ♣/♦/♥short) 1♠-2♣; 2♥/2♠/2NT=4+♥/6+♠/5332,6322, 2-♣, 2♦=ELSE	2♣= 9-12 3+♠, or 11 12,inv,next bid must 2NT (like Drury)
INT				15-17, bal. or semi-bal	2♣=puppet stayman; 2♦/♥,4♦/♥=transfer 2♥/♠,4♥/♠;2♠=(1)5-5minors(2)bal,inv 6 ; 3NT=play ; 2NT/3♣= transfer 3♣/♦ ; 3♦=5-5 majors,slam try; 3♥/♠=3145,3046/1345,0364 ; 4♣=5-5 majors,GF	1NT-2♣;2♦-(2♥=4♠,2♠=4♥,2NT=both majors44, 3♣=5332,6322,minor suit,3♦=2245 or 2254, 3♥/♠=3154,3064/1354,0364,)	Lebensohl after overcall
2♣	√	0		22+	2♦= negative or bal; 2♥/♠= NAT 2NT = 54minors ; 3♣/♦=NAT; 3♥/♠=3145,3154/1345,1354	2♣-2♦;(2♥/♠/3♣/♦=NAT; 3♥=1345,1354;3♠=3145,3154)	Cheap minor=second Negative
2♦	√	multi		Multi,(1) 6-11, Weak 2 in Major (2) 25-26,bal (3) 22+4441,4405,4450	2♥/♠=P/C ; 2NT=F1,relay asking 3♣/♦= NF; 4♣=asks for transfer, 4♦=asks to bid suit	Resp to 2♥/♠:2NT = 25-26,bal, 3♣/♦=22+,4441,major/minor single;3♥/♠=22+,4450/4405 Resp to 2NT: 3♣= min ; 3♦/♥=max ♥/♠ 3♠= solid major	New suit NF
2♥	√	5		Flannery,15-17	2♥/♠= to play; 2NT=FG,relay asking 3♣/♦= NF ; 3♥/♠= inv ; 4♦/♥=transfer 4♥/♠	Resp to 2NT: 3♣=4531 or 4513,3♦=4504 or 4540, 3♥= 4522,min,3♠=4522,max,3NT=5422,minors stop	
2♠	√	6(♣)		Multi =weak ♣ or winner=9+ winners , strong ♣	2NT = GF; 3♣= to play	2♠-3♣; 3♦/♥/♠=7+3+, at least 9 winners	
2NT				20-21,bal or semi-bal	3♣= puppet; 3♦/♥= transfer 3♥/♠ 3♠= transfer 3NT ; 3NT= 5♠+4♥ just game 4♣= 5-5 majors,slam try; 4♦/♥=transfer 4♥/♠ 4♠=65minors,slam try ; 4NT=play 5♣/♦;	2NT-3♣;3♦=NO 5 card major, 3NT=4-4 minors	
3♣	√	6(♦)		Multi, =weak ♦ or winner=9+, strong ♦	3♦/3NT/4♦/5♦= to play ; others = GF	Ditto (same as 2♠)	
3♦	√	7(♥)		Multi, =weak ♥ or winner=9+, strong ♥	Ditto	ditto (same as 2♠)	
3♥	√	7(♠)		Ditto	Ditto	ditto (same as 2♠)	
3♠	√	7(minor)		Solid minors ; gambling 3NT	3NT= to play ; 4♣/♦= to play		
3NT	√			6-5minors,8-12			
4♣/♦		7		Normal preemptive		HIGH LEVEL BIDDING	
4♥/♠		7		Normal preemptive		RKC with 14/30 response, next step asks for trump Q,	
4NT	√			6-6minors,8-12		5NT for specific K, Jump to 5-level is exclusion RKC	
5♣/♦		8		Normal preemptive		DOPI for interference below 5-level trump; DEPO for beyond 5-level trump	
5♥/♠		8		At least 10 ¹ / ₂ winners			