

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level: 7-17, 5+ suit
2-level: 10-17, 5+ suit
Responses: Nat., New suit=NF Const, JS Nat. GF
Cuebid shows 10+ support
Jump cuebid shows mixed raise
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 Bal, w/ stopper
Responses: 2♣=Stayman, 2♦/♥=Transfer to ♥/♠, 2♠=Range Ask, 2NT= Transfer to ♦, 3♣= Puppet Stayman, 3♦=5-5 Minor GF, 3♥=31(54) GF, 3♠=13(54) GF
JUMP OVERCALLS (Style; Responses; Unusual NT)
5-9, 6+ suit Responses: New suit=F and 2NT if available is feature ask, 3C if available is OGUST
2N = 55+ both lowest unbid
Reopen: Intermediate, 13-16 and 6+ suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's Cuebid
(1M)-3M asks partner to bid 3NT with a stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
If weak, Dbl = 15+. If strong, Dbl = 4M, 5+m
2♣=Both Majors 10+ HCP,
2♦=One Major, 10+ HCP
2♥=5-4 Heart + Minor, 10+ HCP,
2♠= 5-4 Spade + Minor, 10+ HCP
2NT=5-5 minors, 10+ HCP
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O up to 4♥, (4♠)-4NT T/O
(2M)-3M asks partner to bid 3NT with a stopper
Leaping Michaels, Cappelletti over 3X preempt
VS. ARTIFICIAL STRONG OPENINGS
Suction over all strong clubs and neg diamond responses and strong 2NT
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = Limit+ in partner's suit, New Suit Forcing
Nonvul 1M - (X) - 2♣ shows const. raise, 2M shows bad raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd or 5 th	Same	
NT	4 th Best	Same	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ+, AKJ+, AKx+, AK	AKQ+, AKJ+, AK	
King	KQJ+, KQT+, KQ+	KQJ/T+, KQ+	
Queen	QJT+, QJ9+, QJ+	KQT9+, QJT+, QJ9+	
Jack	AJT+, KJT+, JT9+, Jx	AJT+, KJT+, JT9+, Jx	
10	HT9+, T98+, Tx	HT9+, T98+, Tx	
9	9x	9x	
xxx	Xx, xxX, xxXx, xxxX	Xx, xxX, xxxX, xxxXx	
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Count, low = even	Low = enc
Suit 2			
3			
1	Low = enc	Count, low = even	Low = enc
NT 2			
3			
Signals (including Trumps):			
Reverse Smith Echo (Low = likes lead)			
Trump Suit Preference (Lo = lo suit; Hi = hi suit)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Maybe down to 8 hcp with nice distribution.			
Offshape ok if 18+.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBLs and RDLs to 2♠			
Maximal DBLs to 3♥			
Negative DBLs to 3♠			
Responsive DBLs to 2♠			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: CANADA
PLAYERS: John Dong
Bo Han Zhu
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣/1♦/1♥/1♠ = NAT 5-c Majors "better minor" (5533)
1NT= 10+-14 1 st 2 nd 3 rd Nonvul otherwise 15-17,
2NT=20-21, 3NT=Gambling
2♣=22+ or 19+ w/ 8.5 tricks or 18+ 9 tricks
2♦/2♥/2♠= 6-c suit, weak
2/1 = GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Special Runout of 1NT (See Notes)
SPECIAL FORCING PASS SEQUENCES
Over interference during GF auction
Over opp. X of Stayman, transfers
Over opp. X of 2♣ opening
IMPORTANT NOTES
Light 3 rd Seat Openings and Pre-empt
1X - 1Y - 1NT could have 4 card major if 4333 (weak) or 4333/4432 (strong)
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♠	Natural, 11 ~ 21	2♣=11+ hcp, 4+ support, 2♦=6-9 hcp 5+ support, 2♥/♠= 6+ ♥/♠ Weak, 2NT=10-12 hcp, 3NT=13-15 hcp	2-Way NMF, FSF	NMF, FSF 1 round
1♦		3	3♠	Natural, 11 ~ 21	2♦=11+ hcp, 4+ support, 2♣=4+ ♣ GF, 2♥= 6+ ♥ Weak, 2♠= 10-11 hcp 6+♣, 2NT=10-12 hcp, 3♣=6-9 hcp 5+ support, 3NT=13-15 hcp	2-Way NMF, FSF	NMF, FSF 1 round
1♥		5	3♠	Natural, 11 ~ 21	1NT=4-12, 2♣/♦=4+♣/♦ GF, 2♥=3+ support 7-10, 2♠= 6+ ♠ weak, 2NT=13+ hcp 4+ support, 3♣= 10-12 4+ support, 3♦=6-9 4+ support, 3♥=4 support 0-5, 3♠/4♣/♦=spl, 3NT=4333, 3 cards support, 4♥= 5+ support 0-5	2-Way NMF, FSF	NMF, 3-Way Drury, FSF 1 Round
1♠		5	3♥	Natural, 11 ~ 21	1NT=4-12, 2♣/♦=4+♣/♦ GF, 2♥=5+♥ GF, 2♠=3+ support 7-10, 2NT=13+ hcp 4+ support, 3♣= 10-12 4+ support, 3♦=6-9 4+ support, 3♥=6+ ♥ inv., 3♠=4 support 0-5, 3NT=4333, 3 cards support, 4♣/♦/♥=spl, 4♠= 5+ support 0-5	FSF	3-Way Drury, FSF 1 Round
1NT				May have 5M or 6m 10+-14 HCP 1 st 2 nd 3 rd Nonvul 15-17 HCP all other times	2♣=Stayman, 2♦/♥=Transfer to ♥/♠, 2♠=Range Ask, 2NT=Transfer to 3♦ or 5-5 ♣/♦ weak, 3♣=Puppet Stayman, 3♦=5-5 ♣/♦ GF, 3♥=31(54) GF, 3♠=13(54) GF	3♦, 4♣ Weissberger Delayed Transfers	
2♣	✓	0		22+ or 19+ w/ 8.5 tricks or 18+ w/ 9 tricks	2♦= Waiting, 2♥/2♠/3♣/3♦= 5+ suit, 2 of AKQ, Kokish, Cheapest minor negative		
2♦		6		5-9, 6+ ♦	2♥/♠, 3♣=5+ Suit, Forcing, 2NT = OGUST		
2♥		6		5-9, 6+ ♥	2♠, 3♦=5+ Suit, Forcing, 2NT = Feature Ask, 3♣ OGUST		
2♠		6		5-9, 6+ ♠	2NT = Feature Ask, 3♣ OGUST, 3♦/♥=5+ Suit, Forcing,		
2NT				20-21 may have 5M	3♣=Mod. Romex , 3♦/♥=Transfer to ♥/♠, 3♠=Relay to 3NT, 3NT=Relay to 4♣		
3♣		6		5-9, 6+ ♣	New suit = Nat. GF, 4♦ = PKCB		
3♦		7		5-9, 7+ ♦	New suit = Nat. GF, 4♣ = PKCB		
3♥		7		5-9, 7+ ♥	New suit = Nat. GF, 4♣ = PKCB		
3♠		7		5-9, 7+ ♠	New suit = Nat. GF, 4♣ = PKCB		
3NT	✓			Gambling, no side A or K in first or second seat; must have at least two outside controls in fourth.	4♣ P/C, 4♦ shortness ask, 4♥/♠ Nat, 4NT Queen Ask, 5♣ Stronger or preemptive P/C		
4♣		8		0-11, 8+ ♣	4NT = RKC 1430		
4♦		8		0-11, 8+ ♦	4NT = RKC 1430		
4♥		8		0-11, 8+ ♥	4NT = RKC 1430		
4♠		8		0-11, 8+ ♠	4NT = RKC 1430		
4NT				5+-5+ m, GF or preemptive			
5♣		8		0-11, 8+ ♣		HIGH LEVEL BIDDING	
5♦		8		0-11, 8+ ♦		4NT RKC 1430 then 5NT Specific King Ask	
5♥						D1P2 Below, DEPO At or Above, R1P2	
5♠						Minorwood, Exclusion 01122	

Notes:

Runout of 1NT - (Penalty X) - and 1NT - (P) - P - (Penalty X) - P - (P) - :

*Opener is not required to completely follow the runout if he has his own suit to run

Pass = fine with playing 1NTx

XX = forces 2♣ from opener, then:

Pass = hand with clubs (5+) or any suit other than clubs (min. 443 dist. in other suits)

2♦ = hand with diamonds (5+) or any suit other than diamonds (min. 443 dist. in other suits)

2♥ = hand with hearts (5+) or any suit other than hearts (min. 444 dist. in other suits)

2♠ = hand with spades (5+) or any suit other than spades (min. 444 dist. in other suits)

*Anytime after opponents X again, responder's XX shows the hand with "any suit other than the suit bid"

*Opener is not allowed to correct responder's bid until responder XX

2♣ = clubs and a higher suit (min. 44 dist.)

2♦ = diamonds and a higher suit (min. 44 dist.)

2♥ = hearts and spades (min. 44 dist.)