

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Style: Sound, 8-16 HCP
Response: Jump raise = weak; Cue bid = inv+; New suit = F1
<b>INT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
Direct: 15-18 HCP, system on
Balancing: 10-14 HCP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Style: weak
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue bid: Michaels
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
CAPP vs Strong/Weak
X = penalty
2C = single suit
2D = both majors
2H = H and minor
2S = S and minor
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double = take out
2NT = 15-18
3NT = to play
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=10+, usually no fit to opener's suit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> best		
NT	4 <sup>th</sup> best		
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKX	AKJX	
King	KQX, KQT9	KQJX	
Queen	QJX	AQJX, QJTX	
Jack	JT9, KJTX	AJT9, JT9X	
10	T9X, KT9X, QT9X	AT9X, QT9X, T9XX	
9			
Hi-X	XX	XX, XXX, XXXX	
Lo-X	XXXX, XXX		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Suit Preference
Suit 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Attitude
1	Attitude	Count	Suit Preference
NT 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Attitude
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Could be light with good shape			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b>
<b>PLAYERS:</b> Arthur Gong & Eric Xiao
EVENT (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
2/1
Sound openings in 1 <sup>st</sup> and 2 <sup>nd</sup> seats
May open light in the 3 <sup>rd</sup> and 4 <sup>th</sup> seats
Sound preempts
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	3+C, 12-21 HCP	1H/1S F1, 2C = inv+		
1♦		3	4H	3+D, 12-21 HCP	1H/1S F1, 2C = GF, 2D = inv+		
1♥		5	4H	5+H, 12-21 HCP	1NT F1, 2NT Jacoby, Reverse Bergen		
1♠		5	4H	5+S, 12-21 HCP	1NT F1, 2NT Jacoby, Reverse Bergen		
INT				15-17 Balanced	4-way transfer, Texas transfer		
					3C = Puppet Stayman		
2♣				19+ with 8.5tricks or 22+ bal	2D = waiting, 2H = bust		
2♦				6D, 6-11 HCP	2NT = inv+, asking bid		
2♥				6H, 6-11 HCP	2NT = inv+, asking bid		
2♠				6S, 6-11 HCP	2NT = inv+, asking bid		
2NT				20-21 Balanced	4-way transfer, Texas transfer 3C = Puppet Stayman		
3♣				7C, 6-11 HCP	New suit = Forcing		
3♦				7D, 6-11 HCP	New suit = Forcing		
3♥				7H, 6-11 HCP	New suit = Forcing		
3♠				7S, 6-11 HCP	New suit = Forcing		
3NT				Gambling	4C = pass or correct		
4♣				8 tricks in H			
4♦				8 tricks in S			
4♥				To play			
4♠				To play			
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKC 1430, DOPI, ROPI	
5♥							
5♠							