

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 over 1 bidding : 6-15HCP, 5+(rarely 4 cards)
In bal pos: Dbl=9+HCP; 1NT=12-15
2 over 1 bidding : 11-17HCP, 5+
Responses: natural not forcing , Cue F1
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd: 15-18 balanced , System on
4th: 12-15 balanced, System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit : preemptive bid . Response new suit = F1
2-Suit : Unusual 2NT = 5-5 minors
Reopen: the same
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michael
1m-2m=Both M(5-5) , 8-12/16+HCP
1M-2M=OM+m(5-5) , 8-12/16+HCP
1X-3X=try 3NT , usually a strong suit
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
VS.Strong
2C=Majors 5-4 ; 2D=one suit 5 ; 2H=H+m 5-4 ; 2S=S+m 5-4
2NT=majors 5-5 ; Double=penalty
VS.Weak
2C=Majors 5-4, 2D/2H/2S=Natrual
Double=penalty
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takeout Double ; Michael ; NT bids=natural
Overcalls=natural 5+ , usually 12+HCP
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. 2C: Special NT , Natural Preemptive
Vs. 1C: 1H=4+4+same color, 1S=4+4+same rank
, 1NT=4+4+ different color and rank
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	0/1 , 3+5	0/1 , 3+5	
NT	0/1 , 2+4	0/1 , 2+4	
Subseq	The same		
Other: The same as lead			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+); AX(+)	AK (+) ; AX (+)	
King	AK(+); KQ(+)	AK(+); KQ(+)	
Queen	KQ(+); QJX(+); AQJX(+)	KQX(+); QJX(+); AQJX(+)	
Jack	J10; JTX(+); KJTX(+)	JTX(+); KJTX(+)	
10	T9; T9X(+); HT9X(+); Tx	T9X(+); HT9X(+)	
9	9X; 98X(+)	98X(+)	
Hi-X	SX; XSX	SX; SXX; XSXX	
Lo-X	HXS; HXXS(+); XXXS(+)	HXS; HXXS(+); XXXS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High=Enc.	Low=Odd	High=Enc
Suit 2	Low=Odd	Suit preference	Suit Preference
3	Suit preference		
1	Low=Enc.	Low=Odd	High=Enc
NT 2	Low=Odd	Suit preference	Suit Preference
3	Suit preference		
Signals (including Trumps): Big encourage vs. Suit			
Small encourage vs. NT ; Hi-Lo=even ; Trump: Smith Echo			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
12+HCP , Response natural ; Response 1NT: 8-10 HCP			
Balance=9+HCP			
Cue-bid response = GameForcing			
Reopening:10-12HCP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
SOS Redouble			
Invitation Double			
Cooperative Double			
Lighter Double			
Lead Directing Double			

W B F CONVENTION CARD
<b>CATEGORY: Red Natural</b>
<b>NCBO:</b>
<b>PLAYERS: Pengqiao Qu-Xiao Yang</b>
<b>EVENT</b>
<b>SYSTEM SUMMARY</b>
1♣/♦/♥/♠=14HCP+ with 5 cards suit.
1♣ could also be 15+ balanced. 1♦ could be 4441.
1♥/♠ could be 11-13 if with 4 cards other major.
1NT=12-14HCP any balanced, possibly with singleton
2♣/♦/♥/♠=10-13HCP with 5+ cards and unbalanced hand
In 3rd seat could be weaker and also balanced hand.
2 over 1 responses usually forcing to the game (some sequence are not forcing if opener has 11-13 with 5+4+ Majors)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Fourth suit Forcing
Jacoby Transfer
Stayman Convention
Gerber Convention
2-way Checkback stayman
Gazilli
Unusual 2NT ; Unusual 1NT
Michael Cue-bid
Lebensol
Leaping Michaels
<b>SPECIAL FORCING PASS SEQUENCES</b>
1NT-(X)-Pass=Forcing to XX
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:Seldom</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	√	1	3S	14+(good 12/13)4+C or 15+balanced	1D/1H=4+H/S, 1S=no 4M, 1NT=10+ bal 2C/D/H/S=10HCP+, 5+C/D/H/S 2NT=10+ 5M332, 3C=55 C+any 3D/H/S=55 HS/DS/DH	1C-1D/H/S-1NT=15-18HCP balanced no 4 cards supp 1C-1NT-2C=balanced		
1♦		4	3S	14HCP+(good 12/13)4+D	1H/S=0-9 4+H/S, 1NT=no 4M 2C=FG, C or D supp or balanced 2H/S=FG 5+H/S, 2NT=FG 5M332 2D=0-5 5+S 4+H 3C/H/S=55 HS/CS/CH, 3D=0-5 supp	1D-1H/S-1NT=18+unbalanced hand F1 1D-1NT-2C= Gazzilli ( nat or 18+ F1 ) 1D-1H/S/NT-2NT=FG		
1♥		5	3S	14HCP+(good 12/13)5+H or 11HCP+ 5+Hand4+S	1S=0-9 4+S, 1NT=0-9 2C=F1 with C or bal or H/S supp 2H=3-6HCP Hsupp, 2NT=5-10 HCP Hsupp 2D=F1 5+D; 2S=FG 5+S 3C/D/S=55 CS/DS/CD	1H-1S/1NT-2C=Gazzilli ( nat or 18+ F1 ) 1H-1S/1NT-2NT=FG		
1♠		5	3H	14HCP+(good 12/13)5+S or 11HCP+ 5+Sand4+H	1NT=0-9, 2C=F1 with C or bal or H/S supp 2S=3-6HCP Ssupp, 2NT=5-10 HCP Ssupp 2D=F1 5+D; 2H=FG 5+H 3C/D/H=55 CH/DH/CD	1S-1NT-2C= Gazzilli ( nat or 18+ F1 ) 1S-1NT-2NT=FG		
1NT				12-14HCP Possibly with singleton	2C=Stayman; 2D/2H/2S/2NT=transfer 3C/3D=Nat, inv. 3H/3S=5+/4+minors, singleton H/s 3NT= To play ;4C=ask Aces;4D/4H=transfer			
2♣		5	3S	10-13 5+C unbal hand In 3 <sup>rd</sup> seat could be weaker and balanced hand	2D= relais , 2H/2S=5+H/S not forcing 2NT= inv. 3C=preemptive 3D/H/S= nat inv			
2♦		5	3S	10-135+D unbal hand In 3 <sup>rd</sup> seat could be weaker and balanced hand	2H=relais, 2S=5+/4+Majors2NT=inv 3NT 3C/H/S nat inv, 3D= preemptive			
2♥		5	3S	10-13 5+H unbal hand In 3 <sup>rd</sup> seat could be weaker and balanced hand	2S= relais 2NT=5+S inv+, F1, 3C/3D=nat, F1 3H= preemptive, 3S=Splinter			
2♠		5	3H	10-135+S unbal hand In 3 <sup>rd</sup> seat could be weaker and balanced hand	2NT=relais, 3C=5+H inv+, 3D=nat, F1 3H=5+C F1, 3S= preemptive			
2NT	√			6-13HCP, 5+/5+ minors	3C/3D/3NT=To Play, 4C/4D=nat, F1 3H/3S=nat, F1 4H/4S=To play			
3X		6		X weak	New suit =Natural F1			
3NT	√			Gambling , Running minors	4C=P/C 4D=Ask singleton or void 4H/S=Natura			
4X		7						
							<b>HIGH LEVEL BIDDING</b>	
							<b>Roman Keycard Blackwood:</b>	
							<b>Splinter</b>	
							<b>Cue Bid</b>	
							<b>Turbo 4NT</b>	
							<b>DOP1-R0P1</b>	