DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING L	EADS STYLE					
1-level or non VUL could be light.		Lead In Partner's Suit		's Suit	CATEGORY: Green		
2-level or VUL is sound	Suit HxS, HxxS, Sxx/xSx, x		, Sxx/xSx, xS	May lead honour		NCBO: USA	
	NT	Same as sui	t	Same as su	ıit	PLAYERS: Helena <u>Hsieh</u> and Jessie <u>Cai</u>	
	Subseq	ATT		ATT		EVENT: Under 26 Women's Online Team 2020	
	Other:					[]	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	r				SYSTEM SUMMARY	
2 nd /4 th Live are 15-18.	Lead	Vs. Suit		Vs. NT			
Reopening is 12-15.	Ace			Same		GENERAL APPROACH AND STYLE	
	King	KQx(x), Kx		Same		Openings are 5533.	
	Queen	QJx(x), Qx		QJx(x), K	Q109	3rd seat may be light.	
	Jack	J10x(x), Jx		Same		1NT 15-17, could be with a 5-card major.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, 109x(x	()	Same		Pre-empts may be light in 1st and 3rd seat or favourable VUL.	
When VUL, 6 tricks in 2-level, 7 tricks in 3-level, and so on.	9	98x(x)	98x(x)			4-level wide range.	
At least one trick less if non VUL.	9 98x(x) Same Hi-X xxx, xxxx Same						
	Lo-X	9x, Hxx(x)		Same			
Reopen:	SIGNALS IN	ORDER OF PRICE	ORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Le	ad Di	scarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
(1x) 2x = 5 + highest & one lower (5 + if VUL, 4 + if NV) unbid, any strength. ADV bids:	1	ATT (Lo=ENC)	ATT	A	ГТ	1m - 2♥ is 5+♠4+♥, usually 7-9.	
2NT = ask for unknown suit	Suit 2	S/P				1m - 2♣ is an asking bid, GF with m support.	
3♣ = INV in unknown suit	3 CT					Except uncontested 1st/2nd seat 1M opening	
3♦ = INV in anchor suit	1	1 ATT (Lo=ENC)		A.	ГТ	we play 1NT through 2M-1 as transfers in:	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	` ′	ATT			1) 1-level contested	
DBL = at least OPPT max		CT				2) PH 1M openings	
2 = 1 suit		ding Trumps):				3) 1M overcalls	
	Signais (inclu	ding Trumps).				<u> </u>	
2						2M-1 shows a constructive raise or better.	
2M = M + m						Transfer to a minor may be only a 4-card suit	
					nothing else suitable.		
2NT = mm	mm DOUBLES				After 1M-(2M/2oM), we play transfers.		
					Transfers after our T/O X of OPPT 1m openings		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)						
Could be off shape.							
	Transfer adva	ncing.					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES	
Same as VS NT Above.	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Double of OPPT transfer bid, cue bid, or artificial bid are "stolen: bid", i.e.						
			bid, or artificia	l bid are "sto	len: bid", i.e.		
	they bid what	we want to bid.					
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES	
						 	
	<u> </u>						
						PSYCHICS:	

OPENING TICK IF ARTIFICIAL MIN. NO. OF CARDS NEG.DBL THRU		.OF	7						
		NEG.DBI THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.*		3	4 ♥	NAT	$2 \spadesuit = \text{INV in } \clubsuit, 2 \heartsuit = 5 + \spadesuit 4 + \heartsuit,$				
					2♠ = ASK, GF in ♣				
1♦		3	4 💙	NAT, 3 only if 4432.	3♣ = INV in ♦, 2♥/2♣ = similar				
1♥]	5	4 🔷	NAT	$3\frac{4}{3} = 4$ SUPP, 7-9, $3 - 4$ SUPP, INV		Transfers		
					2NT = ASK, GF in ♥				
1 A		5	4 💙	NAT	Similar				
INT				15-17	2♠ = range ASK or long ♣				
					2NT = minor ASK or long ◆				
2.				ART, 22+	2♦ = GF waiting, 2♥ = bust,		X = bust, P = GF		
					2NT = ♥				
2♦		6		5-10	2NT = ASK	3♣ = min, bad suit			
						3♦ = min, good suit			
2♥		6		5-10	2NT = ASK	3♥= max, bad suit			
						3♠ = max, good suit			
2 🛦		6		5-10	2NT = ASK	, 3			
2NT				20-21					
3 .		6		5-10					
3♦		6 7		5-10					
3♥		7		5-10					
3♠		/		5-10					
3NT				25-27			+		
3111				2J-21	1				
4 .									
4♦									
4♥									
4♠									
4NT									
5 .						HIGH LEVEL BIDDING			
5♦						Cue style: first and second round controls up the line			
5 ♥						4NT = RKCB in M, $4m = RKCB$ in m, Exc	clusive KKCB		
5♠									