

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light to sound 7-17, 4 card possible when good suit.
Transfers over their X
Cue or 2NT(sometimes)=fit
Direct jump=weak jump cue=mixed
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct seat=15+-18, system on
Bal NT 11-15 or 12-17(after 1M), 2C stayman or inq.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Unusual NT=2 lowest
Reopen: int
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Usually ask for stop
VS. NT (vs. Strong/Weak; Reopening;PH)
2C=majors, 2D=one major 2M=M+m, X=4M longer m
Bal: 2C=majors, rest nat
PH: X=majors, 2m=m=M, 2M=nat.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Cue=stop ask
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=majors, 1NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
transfers,

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3,5	3,5	
NT	att	3,5	
Subseq	2/4 through declarer	3,5	
Other:Russinow in NT when 4+			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK Ax	Ask for att	
King	AK, KQ	Ask for unblock	
Queen	QJ	KQ, Qjx(less than 4)	
Jack	J10,KJ10	QJxx, J10x	
10	109, K109, Q109	J10xx, 109x, HJ10x	
9	9x, H98	109xx, H109x, 9x	
Hi-X	even	same	
Lo-X	odd	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	L=E	L=2	O/E
Suit 2	L=2	SP	
3	SP		
1	L=E	L=E(smith)	O/E
NT 2	L=2	L=2	
3	SP	SP	
Signals (including Trumps):			
UDCA except A lead at trick one. Then standard, REV smith			
Trump echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light when good shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Sup x and xx.			
Inv x			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: Blue PLAYERS: Zhong Fu and Jack Zhao EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong C
1D=0+
2D=multi
2H=weak both majors
2S=weak S+m
Light style
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0	7h	16+ any or 17+Bal	1D=neg. 1NT=8-13 or 16+, 2H=any short except S 8+, 2S=14-15 NT, 2NT=short S	2C inq after 1NT, kokish 2H	X after high level pre-e implies fit
1♦	x	0	7h	0+, 11-13 Bal or 10-15 unbal	Inverted minors,2C=GF, 2NT=inv. 2H=majors NF	1D-1M-2M: 2+1 ask, transfers over intervention, start with xx.	
					2S=minors, inv.		
1♥		5	7h	10-15	2/1 GF except direct rebid of 3m, 3C=3 card inv.	Transfers after intervention	Rev drury, 2NT=fit with shotness
					3D=4+ inv. 2NT=jacoby, transfer spls.	2NT in comp is limit+ fit.	
1♠		5		10-15			
INT			4h	14-16 bal, 5M6m ok.	Stayman, transfers,	2 nd suit transfers when GF	
2♣			7h	10-15, 5C4M or 6+	2D=relay, 2M=NF, 2NT=pup to 3C, 3C=light inv.	X on overcall=t/o	
2♦	x	0		Weak 2 in a major	p/c, 3m=nat RF, 2NT=ask	X on M=p/c, X on 3m=pen.	Nat Weak 2D
2♥				Weak both majors	2NT=ask	X=pen.	Weak 2H,transfers on x
2♠				Weak S=m	2NT=ask, 3C=p/c, 3D=S fit, inv+.	X=pen except on 3C=p/c	Weak 2S,transfers on x.
2NT			7h	20-21 Bal, 5M 6m ok.	3c=modified pup stayman, transfers 4 level=2 lower transfers	Direct KC answer when fit.	
3♣		6		Normal pre-e, can be very light	4D=kc		
3♦		6		When favourable.	4c=KC after 3D/H/S opening		
3♥		6					
3♠		6					
3NT				Gambling	4c=p/c, 4d=ask for short		
4♣					4d=rkc		
4♦					4NT=rkc		
4♥							
4♠							
4NT				Good 5m opening			
5♣						HIGH LEVEL BIDDING	
5♦						Non serious 3NT, transfer spl.	
5♥							
5♠							