

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light at 1-level, Sound at 2 or higher level. VUL dependent
RESP New suit – constructive but NF CUE = F1, shows fit by passed hand Jump CUE = Mixed Raise with 4+ card fit Jump shift = strong invitation, but fit showing by PH
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 at 2 nd position, 11-15 at reopening position
System-on Two lowest unbid suit by passed hand
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except VUL against NV, which is intermediate Reopen: intermediate (1M) 2NT (DBL) – RDBL = TRF to 3♣, 3♠ = TRF to 3♦
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct CUE is MICHAELS CUE-BIDS, overcall strength Jump CUE in M asks for stopper. Jump cue in m is natural
VS. NT (vs. Strong/Weak; Reopening; PH)
VS. strong, x= a minor and 1 4 card M, 2♣ : majors, 2NT = minors, 2♦ = 1 Major, 2H/2S=H/S + a minor
VS Weak, x= penalty, 2♣ : majors, 2NT = minors 2♦ = 1 Major, 2H/2S=H/S + a minor
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O double up to 4♥. Double of 4♠ is optional Jump to 4NT shows both minors Non-jump 4NT: vs. 4♥/4♠ is take-out for minors/two suiters vs. 4♣/4♦ is natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Crash against strong 1C
OVER OPPONENTS' TAKEOUT DOUBLE
1-level new suit = Forcing, 2-level new suit = NF
1M – (DBL) – 1NT/2♣/2♦ TRF, 2M+1: Mixed raise 1m – (DBL) – 3m L/R, 2NT (preemptive). Transfer rule applied too.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3+5/LOW	3+5/LOW	
NT	4th	4th	
Subseq	Attitude	Attitude	
Other: 9/10/J shows zero or 1 higher A for Attitude and K for Count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax, Axxxx	AKx, AKxx	
King	KQx(x) AK, Kx	KQx(x), AKJ10x	
Queen	QJx(x), Qx	QJx(x), AQJx, KQ109x, QJ98	
Jack	J10x(x), Jx	J10x(x), Jx	
10	109x(x), 10x, HJ10x(x)	109x, 10x, HJ10xx	
9	9x, H109(x)	9xx, 9x, H109(x)	
Hi-X	Xx, xxX, xxXx, xxxX	Xx, Xxx, xXxx(x)	
Lo-X	HxX, HxXx, HxxxX	HxxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (UDCA)	Count (UDCA)	UDCA
Suit 2	Count (UDCA)		UDCA
3	Suit Preference		
1	Attitude (UDCA)	Count (UDCA)	UDCA
NT 2	Count (UDCA)		UDCA
3	Suit Preference		
Signals (including Trumps):			
Trump echo shows odd number of card and possible ability to ruff.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shaped or too strong for other actions RESP - CUE is only force Most doubles in competition are for T/O, especially OBAR double Low level reopening doubles are mostly for T/O			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL up to two of responder's suit; Support RDBL in 1-level only Responsive DBL up to 4♥ SNAPDRAGON Double in XYZ sequence (1♦ 1♥ 1♠ X) Invitational (or Stop-asking) doubles (1♥ 2♦ 3♥ X) or (1♥ 1♠ 3♥ X) LIGHTNER Double against slams. Value-showing Double			

W B F CONVENTION CARD
CATEGORY: Green NCBO: Chinese Taipei PLAYERS: David Yang / Sidney Yang
EVENT (Open/Women/Senior/Transnational) Open
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors, ART weak 2-bids 2/1 F/G except in competition 15-17 INT, 4-way TRF (with size asking) Frequent use of non-penalty DBL Inverted raise in minors by unpassed hand JACOBY 2NT to 1M opening Forcing 1NT and Reverse Bergen to 1M opening Two way check back (XYZ) after 1m opening Gazzilli convention after 1♥-1♠/1NT-2♣ and 1♠-1NT-2♣
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer response after 1♣ opening MICHAELS CUE-BIDS vs. natural opening LEAPING MICHAELS vs. natural weak 2♥/2♠ Unusual against unusual Pre-emptive jump raises Unusual 2NT overcall
2♦ opening = weak 1M, VUL dependent 2♥/2♠ opening = weak with ♥/♠ plus a minor Light initial action possible (opening/responses/overcalls) Wild pre-emptive at 3 rd seat and favorable VUL possible Modified CAPP over opponent's INT overcall Woolsey vs. strong 1NT opening Transfer response after partner's major overcall doubled 2-way Reverse Drury for PH response to 1♥/1♠ opening
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Frequent upgrade/downgrade. Point ranges for reference only
PSYCHICS: rare and uncontrolled

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU				
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	3♠	11-21 HCP; 12+ if BAL	1♦ = 4+♥; 1♥ = 4+♠; 1♠ = ♦ suit, ♣ suit or balanced hand 2♣ = GF; 3♣ = PRE, NO game opposite 18-19; 1NT = 8-10; 2♦ = inv with ♦; 2♥ = 5-9, 5+♠ and 4+♥; 2♠ = mixed, 2NT = 11-12; 3D/3H/3S= splinter; 3NT = 16-17; 4♦ = RKCB;	XYZ, 1N=18-19 after 1D/1H 2N=2-M & 6+C (16-18) 3C=3M & 6+C (16-18) 1m-2m: inverted minors 1m-2♠/2NT: opener bids the short suit if accept G	JUMPS: 2-level in new suit = 4 card FIT
1♦		4	3♠	11-21 HCP; 12+ if BAL	2♦ = F1 9+ HCP; 3♦ = PRE, NO game opposite 18-19; 1NT = 6-10; 2♥ = 5-9, 5+♠ and 4+♥; 2♠ = mixed, 2NT = 11-12; 3NT = 13-15; 4♣/3H/3S= splinter;		
1♥/1♠		5	3♠	11-21 HCP; 4-cards in 3 rd /4 th possible	Forcing 1NT (6-12); 2-level = FG; 3♣/3♦: Bergen, 2NT = FG Jacoby, 3H over 1♠ = inv with H, 3N=good raise to 4 1♥ - 3♠/4♣/4♦ Splinter; 1♠ - 4♣/4♦/4♥ Splinter Gazzilli convention after 1♥-1♠/1NT-2♣ and 1♠-1NT-2♣	1M-2M; 2M+1=xfer to show short 1M-2M; new suit = help suit	2♣ = 3M Raise, Reverse Drury 2♦ = 4M Raise, Reverse Drury Fit showing
1NT			3♠	15-17 HCP	JACOBY (4-suits-2♠=♣ or Size Asking, 2NT = ♦ or weak ♦+♣); TEXAS 3♣ = Puppet Stayman, 3♦ = 55 minors, FG; 3♥/3♠ = Short ♥/♠, 5-4 minors normally, FG; 4♣ = Gerber (04123) Stayman 4C=bal slam inv and 4D=RKC, Jacoc jump=spl	2-level TRF: new suit = NAT, almost GF; STAY: RESP 2♥ = WK; both majors; 2♠=INV; 3M=INV if riase or SMOLEN; 3OM=SPL some suit (3N= ask)	
2♣	✓			ART, STR	2♦ = FG, not enough good suit for positive suit response 2♥ = 0-4, no Aces or Kings. 2♠/2NT/3♣/3♦ = ♠/♥/♣/♦ good suit 3♥/3♠/4♣/4♦: 7+ weak suit 3NT: 6+ semi-solid or solid suit (then 4♣ = asks)		
2♦	✓	6		Weak 6-cards Major normally	2N= ask; 3♣/3♦/3♥/3♠ =min ♥/♠/max ♥/♠, 2/3M= P/C 4♣/4♦ = Asking to trf/Bid to play		
2♥		5+4		Weak ♥ + minor	2NT = ask; 3♣/3♦/3♥/3♠ =min ♣/♦/max ♣/♦		
2♠		5+4		Weak ♠ + minor	2NT = ask; 3♣/3♦/3♥/3♠ =min ♣/♦/max ♣/♦		
2NT/	✓			19+ to 22-	Stayman, 3♦/3♥/4♦/4♥ = transfer; 3♠/3N/4♣ = transfer Regular Stayman,	Smolen	
3♣/3♦	✓	6		Preemptive	3♦-4♣= RKC 01122 (same to 2H/2S/3H/3S-4♣) or 3♣-4♦		
3♥/3♠	✓	6		Preemptive			
3NT	✓			Gambling 1st and 2nd	4♣/4♦ = P/C, 4♥/4♠ = to play		
4♣/♦	✓			Preemptive			
						HIGH LEVEL BIDDING	
						Kickback with 14/30 response, next step asks for trump Q, 5NT for specific K	
						Jump to 5-level for EXCL-RKC 0/3, 1/4, 2; any 4♦ jump after 2♣/3♣=RKC for ♣	
						DOPI for interference below 5-level trump; DEPO for beyond 5-level trump	
						When RKC-asking bid gets doubled, pass = no control. Asker can RDBL to continue asking.	
						Void showing resp to RKC: 5NT = even number of KC + void, 6-level new suit = odd KC + void in bid suit (6 trump suit = even KC +void in higher suit)	
						Jump to 5NT = pick a slam when no suit firmly agreed, or GSF with trump agreed	