

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Up to 18 HCP, Sound overalls at 2+ level	
New suit by Advancer is F1, except for 2/1	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2nd = 15-18 HCP, Sys On	
4th over m= 11-14 w/ stopper	
4th over M = 12-16 HCP w/stopper	
By PH = 2 lowest unbid suits	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
5-11 HCP , 6+ suit (5+ at 2-level)	
2NT = 2 lowest unbid suits	
Reopen: 11-16 HCP, 6+ suit	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michael's Cuebids	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Strong/Weak:	Reopening:
2♠ = 4+♥ & 4+♠, 10+ HCP	same
2♦ = 1 suit	Single Suit, >12 HCP
2♥ = 4+♥ & 4+m, 10+ HCP	6+♥, <12HCP
2♣ = 4+♣ & 4+m, 10+ HCP	6+♣, <12HCP
DBL vs strong = 4M, 5+m	same
DBL vs weak = penalty	same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
T/O thru 4♥, over 4♠ usually penalty	
Over 2M: 4m = 5+oM & 5+m, 3M = stopper ask	
Over 2♦: 4♣ = 5+♣ & 5+M, 4♦ = 5+♥ & 5+♠	
Over 3♣: 4♦ = 5+♦ & 5+M	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
1♣: DBL = MM, NT = mm	
2♣: DBL = ♣	
OVER OPPONENTS' TAKEOUT DOUBLE	
2NT = 10+ HCP, SUPP for partner	
1M-(DBL): transfers starting at 1NT	
1m-(DBL)-RDBL = 10+HCP, no fit	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / 5 th	3 rd / Low	
NT	2 nd / 4 th	2 nd / 4 th	
Subseq	3 rd / low	3 rd / Low	
Other: A/Q for ATT, K for CT/unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, AKQ+	AKQ+, AKxx	
King	AK, KQJ+, KQx+	AKJ+, KQJ+, KQT+	
Queen	QJ+, QJT+	AQJ+, QJT+	
Jack	KJT+, JT+	AJT+, KJT+, JT9+	
10	Tx, KT9+, QT9+, T9x	T98+, AT9+, QT9+	
9	9x	9x,9xx	
Hi-X	Sx	Sx	
Lo-X	HxxxS(+), HxS(x), xxS(x)	HxxS+, HHxS+, xxxS+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENC	Hi = odd	Low = ENC
Suit 2	Hi = odd	S/P	S/P
3	S/P		
1	Low = ENC	Hi = odd	Low = ENC
NT 2	Hi = odd	S/P	S/P
3	S/P		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Cue = F1			
New Suit = F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL thru 4♥			
Responsive DBL thru 3♣			
Support DBL & RDBL thru 2♣			
Maximal DBL thru 4♦			
Snapdragon DBL			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Canada
PLAYERS: Michael <u>WANG</u> – Candice <u>HUANG</u>
EVENT: Mixed
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF
1♠ = 2+ ♣
1♦ = 4+ ♦
5+M (1NT F1)
1NT=14-17 could have 5 card major, 6 card minor
NAT WK 2, 5+
Preempt: disciplined when VUL; aggressive when VUL is fav
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♠ could be 2 cards if 4=4=3=2
Transfers after 1M-(DBL), starting with 1NT
1♥-(1x/2x)-3♦, 1♠-(1x/2x)-3♥: mixed raise in M
Fit showing Jumps
SPECIAL FORCING PASS SEQUENCES
2♣-(2x/3x)-P
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-21 HCP, 2+♣	2♣ = 10+ HCP, 5+♣ SUPP; 2♦ = 6-9 HCP, 5+♣ SUPP 2♥ = 6-9HCP, 5+♣ & 4♥; 2♠ = 10-11HCP, 5+♣ & 4♥ 2NT = 10-12 HCP BAL; 3NT = 12-15 HCP BAL	XYZ, Wolff Signoff, Lebensohl over Reverses	Wolff Signoff, Lebensohl over Reverses, Unusual vs. Unusual
1♦		4	4♥	11-21 HCP, 4+♦	2♣ = 5+♣, GF 2♦ = 10+ HCP, 4+♦ SUPP; 3♣ = 6-9 HCP, 4+♦ SUPP 2♥ = 6-9HCP, 5+♣ & 4♥; 2♠ = 10-11HCP, 5+♣ & 4♥ 2NT = 10-12 HCP BAL; 3NT = 12-15 HCP BAL	XYZ, Wolff Signoff, Lebensohl over Reverses	XYZ, Wolff Signoff, Lebensohl over Reverses, Unusual vs. Unusual
1♥		5	4♥	11-21 HCP, 5+♥	1NT = F1; 2♣ = 2+♣ ART GF; 2♥ = 6-9 HCP, 3♥ SUPP; 3♥ = 0-5 HCP, 4♥ SUPP 2♠ = 9-12 HCP, SPL in any suit; 2NT = GF, 4+♥ SUPP 3♣ = 10-11 HCP, 4+♥ SUPP; 3♦ = 6-9 HCP, 4+♥ SUPP 3♣/4♣/4♦ = SPL; 3NT = 4333 12-15 HCP	2♦ waiting after 2♣ XYZ, Wolff Signoff, Lebensohl over Reverses	XYZ, TFR over DBL Fit showing jump shifts Unusual vs. Unusual
1♠		5	4♥	11-21 HCP, 5+♠	1NT = F1; 2♣ = 2+♣ ART GF; 2♠ = 6-9 HCP, 3♠ SUPP; 3♣ = 0-5 HCP, 4♠ SUPP 3♥ = 9-12 HCP, SPL in any suit; 2NT = GF, 4+♠ SUPP 3♣ = 10-11 HCP, 4+♠ SUPP; 3♦ = 6-9 HCP, 4+♠ SUPP 4♣/4♦/4♥ = SPL; 3NT = 4333 12-15 HCP	New Minor Forcing, Wolff Signoff, Lebensohl over Reverses	New Minor Forcing TFR over DBL Fit showing jump shifts Unusual vs. Unusual
1NT			4♥	15-17 HCP, BAL, may have 5M or 6m	2♣ = Stayman; 2♦/2♥ = TRF to 2♥/2♠; 2♠ = Size Ask/Clubs 2NT = Puppet Stayman 3♣ = TRF to 3♦; 3♦ = mm GF; 3♥ = 4144 GF; 3♠ = 1444 GF		
2♣	✓	0		22+ or 8.5+ tricks	2♦ = waiting	2♣-2♦-2♥: Kokish, force 2♣ 2♣-2♦-2♥-2NT/3♣/3♦/3♥: TRF	Over DBL: Pass = GF, RDBL = Weak
2♦	✓	0		Weak in one Major	2NT = strong and artificial; 3♦ = relay to 3♥; 4♣ = TFR me to your suit; 4♦ = bid your suit	2♦-2NT-3♣: very bad weak 2 2♦-2NT-3♦/♥: medium in ♥/♠ 2♦-2NT-3♣/3NT: max in ♥/♠	
2♥/2♠	✓	5		5-11 HCP 5+♥/♠ & 4+minor	2NT = ASK		
2NT				20-21 HCP, BAL, may have 5M or 6m	3♣ = Modified Puppet Stayman 3♦/3♥ = TRF to 3♥/3♠; 3♠ = Relay to 3NT; 3NT = 5♠ + 4♥ 4♣ = 5♠ + 5♥ slam interest	HIGH LEVEL BIDDING	
3♣		6		5-11 HCP, 6+♣	4♦ = PKCB	Kickback, 1430	
3♦/3♥/3♠		6		5-11 HCP	4♣ = PKCB	1430 Gerber (4♣ Ace ASK)	
3NT				Gambling (7+ SOL m), no O/S A/K	4♣ = P/C; 4♦ = Shortness ask; 4NT = Q ASK	Exclusion Blackwood (3014)	
4♣		7			4♦ = PKCB	PKCB; 0,1 w/o Q, 1 w/ Q, 2 w/o Q, 2 w/ Q)	
4♦/4♥/4♠		7			4NT = PKCB	Interference below trump suit: DBL/RDBL = 1/4, P = 3/0, 1st step = 2 w/o Q, 2nd step = 2 w/ Q	
4NT						Interference above trump suit: DBL = even, P = odd	
5♣/5♦		7		To play		Cue style: 1st & 2nd round CTRL up the line	