

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 = invitation with 4+ card fit Jump shift = strong invitation, but fit showing by PH Rubin Resp. for 1-Major overcall
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 at 2 nd position, 12-15 at reopening position
System-on Two lowest unbid suits by passed hand
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except VUL against NV, which is intermediate Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct CUE is MICHAELS CUE-BIDS, overall strength Jump CUE in M asks for stopper. Jump cue in m is natural
VS. NT (vs. Strong/Weak; Reopening; PH)
: X = power; 2♣ = both Majors; 2♦ = one major 2♥ = ♥ + m; 2♠ = ♠ + m; 2NT = both minors; 3♣/3♦ = natural
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♣
1♣: X = majors, NT = minors 2♣: X = asking to lead
OVER OPPONENTS' TAKEOUT DOUBLE
1-level new suit = Forcing, 2-level new suit = NF RDBL = power, normally 10+ and forcing to 2 of opener's suit Jump to 2NT: 1M (X) 2NT = Mixed raise; 3M = pre-emptive
1M (X) Rubin Resp.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3+5/LOW	3+5/LOW	
NT	4th	4th	
Subseq	Attitude	Attitude	
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, HJ10x(x)	J10x(x), Jx, HJ10xx	
10	10x, H109(x)	10x, H109(x),	
9	9x, 109x(x)	9x, 109x(x)	
Hi-X	Xx, xXx, xXxx, xXxxx	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)	Suit Preference
Suit 2	Count (UDCA)		UDCA
3	Suit Preference		
1	Attitude (UDCA)	Count (UDCA)	Suit Preference
NT 2	Count (UDCA)		UDCA
3	Suit Preference		
Signals (including Trumps): Trump echo shows odd number of card and possible ability to ruff. LAVINTHAL for 1 st discard, frequent false signals or not giving true signals			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shaped or too strong for other actions RESP - CUE is the 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♥ Invitational doubles (1♥ 2♦ 3♥ X) or (1♥ 1♠ 3♥ X) LIGHTNER Double against slams.			

W B F CONVENTION CARD
CATEGORY: Green NCBO: Chinese Taipei / 阿爾法隊 PLAYERS: 郭鐘海 / 吳彥斌
EVENT: 2018 中曾盃 / 橋士組
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors, ART weak 2-bids 1♥/1♠-2♣/2♦ F/G except rebid or in competition 15-17 1NT, 4-way TRF Frequent use of non-penalty DBL Inverted raise in minors Jacoby and Bergen to 1M opening XYZ
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
MICHAELS CUE-BIDS vs. natural opening Unusual against unusual 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 favourable VUL possible Conventional bids over opponent's 1NT overcall Gambling 3NT opening and overcall 2NT Mixed Raise for major overcall or opening vs. competition 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				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	12+ bal. or 11+ unbal.	Inverted raise, 2NT = Invitational, 3NT = 13-15 INV jump shift Walsh 1♦: INV+ or No 4-major	Walsh LEBENSÖHL after reverse XYZ	Single raise
1♦		3	4♥	3-card only if 4-4-3-2	1♦ - 2♣: forcing to 2NT	XYZ	Ditto
1♥		5	4♦	4-card possible at 3 rd seat	NF1NT, Jacoby 2♠, 3♠ = singleton on ♣ or ♦ or ♠, 3NT/4♣/4♦ = Void with singleton on ♠/♣/♦ 2/1 FG except rebid, Bergen raise 2NT	XYZ Gazilli	
1♠		5	4♦	Ditto	NF1NT, Jacoby 2NT; 3NT = singleton on ♦ or ♥ or ♣, 4♣/4♦/4♥ = void on ♣/♦/♥	Ditto	
INT			3♠	15-17, bal. or semi-bal.	4-way transfer with super accept. 3♣ = weak with m's. 3♦ = asking 5 cards Major 3♥/3♠ = 5-5 Majors Slam try/ Game valve	After minor transfer, 3-level is natural, 4-level is short SMOLEN, SPLINTER	LEBENSÖHL-SLOW shows stoppers
2♣	V	0		22+ or 9+ winners	2♦ = FG, 2♥ = NEG, 2NT = 5+♥	Puppet Stayman applied	
2♦	V	0		Weak 2 in Major	2NT = asking; 2♥/2♠/3♥/3♠ = P/C 3♣/3♦ = natural and forcing; 4♣ for TRF, 4♦ ask to bid suit	RESP to 2NT: 3♣/3♦ = with ♥/♠ 3♥/3♠ = min with ♥/♠	
2♥		5		Weak with ♥ and m	2NT = asking minor, 3m = natural NF	New suit after 2NT is forcing	
2♠		5		Weak with ♠ and m	2NT = asking minor, 3m = natural NF	New suit after 2NT is forcing	
2NT				20-21, BAL or S-BAL	3♣ = Romex, 3♦/3♥/4♦/4♥ = TRF		
3♣		6+		VUL dependent	New suit F		
3♦		6+		Ditto	5♣ = 3-step control asking bid		
3♥		6+		Ditto	5♣/5♦ = 3-step control asking		
3♠		6+		Ditto	Ditto		
3NT				Gambling with solid minor	4♣/4♦/5♣ = P/C, 4NT = ask for trump solidity		
4♣		6/7		Normal pre-emptive			
4♦		6/7		Ditto			
4♥		6-7		Ditto	5♣/5♦ = 3-step control asking		
4♠		6-7		Ditto	Ditto		
4NT	V			Both minors with 3-4 losers	5♥ asks for major suit Aces		
5♣		7-8		Normal pre-emptive		HIGH LEVEL BIDDING	
5♦		7-8		Ditto		RKC with 14/30 response, next step asks for trump Q, 5NT for specific K	
5♥						Jump to 5-level for EXCL-RKC 0/3, 1/4, 2 without, 2 with;	
5♠						DOPI for interference below 5-level trump; DEPO for beyond 5-level trump	
						When 4NT gets doubled, all responses ignore the double but RDBL = to play, pass = extremely poor hand. 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 = odd KC + void in higher suit)	
						Jump to 5NT = pick a slam when no suit firmly agreed, or GSF with trump agreed	