DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		W B F CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

New suit forcing.

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses; Reopening)

Direct 16-19. Balancing 10-14. Systems on. Sandwich 5/5.

JUMP OVERCALLS (Style; Responses; Unusual NT)

Unusual NT: direct jump to 2NT = 5-5 lowest suits

Reopen: 2NT = 19-21

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Michaels: direct cue = 5-5 highest suits, good hand if vul.

VS. NT (vs. Strong/Weak; Reopening;PH)

Vs. Strong (14-16 or better): X = 5M/4+ other, 2C = 5C+5M; 2D = 5D+5M; 2M/3C = nat,

Vs. weak: X = penalty, 2C = D or 5/4 M/m, 2D = 5/4M, 2M/3C = nat, 2NT = minors

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Takeout X => 3S; optional above.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Defense vs 2D with strong and weak meanings: X 2D = 13-15 bal or strong; (2D)P(2M)X or (2D)P(2M)P(P)X = support in other suits.

OVER OPPONENTS' TAKEOUT DOUBLE

XX = limit +. 2M/m = F1. Jumps weak.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Count	
NT	Upside-down attitude	
Subseq	Low from 3+ with Q+, otherwise high	Count/
Other: leads from xxx sometimes middle		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Asks for attitude	Asks for attitude
King	Asks for count	Asks for an unblock or count
Queen	KQ	KQ or Qx
Jack	QJ or JT or Jx	QJ or JT or Jx
10	Even #	Asks for an unblock.
9	Even #	Better suit in hand
Hi-X	Even #	Better suit in hand
Lo-X	Odd #	No better suit in hand

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Attitude [1]	Suit Preference	Suit Preference
	2	Suit Preference	Count	Count
	3	Count		
NT	1	Attitude	Suit Preference	Suit Preference
	2	Suit Preference	Count	Count
	3	Count		

Signals (including Trumps):

Upside-down attitude. Standard count. Upside-down count in trumps (but frequently false). Smith echo vs. NT. Suit preference (Lavinthal) discards.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Light style. Quality of support may decrease with increasing strength. At 17 HCP or equivalent can X with any shape except 1NT overcall.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support => 3H; Negative => 3S; Takeout => 3S; Responsive => 3S; Maximal.

XX shows preponderance of strength

W B F CONVENTION CARD

CATEGORY: GREEN

NCBO: CANADA 🍁

PLAYERS: Kaiti JIANG / Xiang Chen ZHU

SYSTEM SUMMARY

5 card majors, strong NT. Forcing opening 2C.

Two over one GF: 1S-2m/H, 1H-2m, 1D-2C. 1M-1NT F1.

Probably the soundest style you will see in this event. ZHU tends to open 12-counts. JIANG tends to pass them.

2-level openings weak except 2C.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

SPECIAL FORCING PASS SEQUENCES

Any GF auction. After any XX. After 1x-(two-suited bid) – X.

After a 2C opening.

Pass/double inversion.

IMPORTANT NOTES

We take time to think about the whole hand at trick 1

PSYCHICS: Neither of us has ever made one.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	12-21	1x = 4+, 2C = F1 limit+, 3C = weak 0-5. 1NT = 6-9 4+C, 2NT = 10-11 4+C, 3NT = (4333) 12-15	Bid stoppers after 1m-2m unless slam interest or minimum.	
1♦		3	3S	12-21	1M = 4+, 1NT = 4+ C 6-9, 2D = F1 limit+, 3D = weak 0-5, 2NT = 10-11 4+C, 3NT = (4333) 12-15		
1♥		5	3S	12-21	1S = 4+, 1NT F1. 2m GF. 2H 6-9. 3C= mixed, 3D= limit with 4. 2NT = GF with 4. 3S, 4m = shortness with 4, 9-14. 3H = weak 0-5	After 2NT:3m=sgleton, 3H=14-17 no sgleton, 4H = minimum, 3NT = 18+ no sgleton, 4m = 4+, 3S = sgleton	1M-2C=rev Drury: shows limit+ Responses: 2M = poor hand, 2D = good 12-bad 14, 4M = no slam interest
1♠		5	4H	12-21	1NT F1. 2m,2H GF. 2S 6-9. 3C=mixed, 3D = limit with 4. 2NT = GF with 4. 3S = weak 0-5. 4m,4H = shortness with 4, 9-14.	After 2NT:3S=14-17 no sgleton, 3x = sgleton 4S = minimum, 3NT = 18+ no sgleton, 4x=4+	
INT				15-17 balanced. Often 5M, 6m, rarely sgleton high honour	2C = STAY, 2D = H, 2H = S, 2S = range ask or C, 2NT = D, 3m = 2 of top 3, 6 card suit; 3M = sgleton; 4C = Gerber, 4D = H, 4H = S.	After 4C: 4D = 0/4 aces, 4H = 1, 4S = 2, 4NT = 3	
2♣	x			1) game is OK opposite a small sgleton and a K; or 2) 20-21 bal	2D waiting. Others natural GF	After 2D, 2H forces 2S; 2C 2D 2H 2S 2N = 20-21 bal. otherwise natural H. 2C 2D 2S nat.	
2♦		6		Weak 3-11, usually 5-11 vul.	2NT asks for further description. New suit F1.	Responses to 2NT:3C = garbage, 3D = Suit	
2♥		6		Quality QJxxxx+		KQJxxx or better, 3H=worse than KQJxxx	
2♠		6				but with outside honour, 3S = good.	
2NT				22-24 balanced	3C = Puppet STAY, 3D = H, 3H = S, 3S = ask for 4m, 4C = Gerber, 4D = H, 4H = S.	After 3C: 3D = 4M, 3M = 5M, 3NT = no 4M After 4C: 4D = 0/4 aces, 4H = 1, 4S = 2, 4NT = 3	
3♣		6/7		Weak 3-11, usually 5-11 vul. Quality KQJxxx+	New suit F1		
3♦		7		Weak 3-11, usually 5-11 vul.			
3♥		7		Quality QJxxxxx+			
3♠		7					
3NT	x	8		Weak minor.	Usually will be pulled to 4m.		
4♣	X	7/8		Good hand for hearts	Between shows		
4♦	x	7/8		Good hand for spades	Between shows		
4♥		7/8		3-13. No future in any other strain.			
4♠		7/8					
5♣		9		Weak 3-10.		**HIGH LEVEL BIDDING**	
5♦		9				"Keycards" are aces and the K of trumps. RKCB:4NT asks for keycards; 5C = 1/4, 5D = 3/0, 5H = 2 w/o Q of trumps, 5S = 2 with Q of trumps.	
5♥		6		Asks partner to bid 6M with A or K of trumps; 7M with both.		Minorwood: A jump to 4m after agreeing on m, or bidding 4m after m being bid twice prior, asks for keycards. Step 1 = 1/4, 2 = 3/0, 3 = 2 w/o Qm, 4 = 2 with Qm Over interference: X = 0/3, P=1/4 keycards.	
5♠		6					