

DEFENSIVE AND COMPETITIVE			LEADS AND SIGNALS				WBF CONVENTION CARD			
Overcall: 7-16 HCP, Tend to 5 cards Note5	SUIT		4th		0/1		Chinese Taipei J.Y.Shih / C.K. Shen (H.L.Yang) System Category: Green SYSTEM SUMMARY Precision with 2/1 GF Aggrasive Approach & Style Strong Club opening SPECIAL OPENING THAT MAY REQUIRE DEFENSE			
Cue = Only F Jump-Cue = Fit Inv	NT		4th		0/2					
Jump-Raise = Pre.	OPENING LEADS VS NT/SUIT (/) A K K Q Q J J T T x x x A K x K Q x Q J x J T x T x x x x x A K J x K Q x x Q J T x J T 9 x T 9 x x x x x A K J T x K Q J x K Q T x K J T x 9 8 x x x x x x A Q J x K Q T 9 x A T 9 8 K T 9 x Q T 9 x x x x x x x A J x x K x x Q x x J x x J x x x x J x x x x x K J x x x K x x x Q x x x J x x x T x x x T x x x x									
Simple Jump Overcall= Mid. Value unless favorite Vul.										
Double Jump Overcall: Pre. style										
T/O X : 9 ⁺ HCP, 3 rd or 4 th Seat could be light										
Cue=Only F, Jump bid after Opp's XX=Pre.										
1NT Overcall :15-18 , 12-15 at Balance Seat Resp: Same as open 1NT										
Direct Cue: Michael 5-5 up. Strong or Weak			Signal : UDCA + O/E				1. 2D : Pre. in both Major			
Vs. 1C/D – 1H/S : Direct Bid 2H/S=Nature			(1/2/E/O/S= Odd/Even/Enc/Disc/SP)				2. 3NT : Gambling, solid minor			
Direct bid 2C/D= The other 2 suit			CARDS		High	Low	Odd	Even	3. 4NT : 6-5 ⁺ minors, 3-4 losers	
Vs. NT Opening: 2C=Landy, 2D=1 Major,			SU	Partner	D1	E2	SPECIAL COMPETITIVE BIDS			
2H/S=H/S+m(m□M)				IT	Declare	1				2
				Discard	D(S)	E(S)	E	D	1. Michael Cue bid(Note5)	
Vs. Pre. Jump Bid : T/O X up to 4S			NT	Partner	D1	E2	2. Unusual NT 3.Smolen(Note8)			
Vs. Art.1C Opening: X=Majors, 1N=Minors				Declare	1	2	4. Vs. 1C/D – 1N/2N/3N : Overcall C=Both M			
Vs. Multi : X = Weak NT or Strong hand			SIGNAL IN TRUMP SUIT			OTHER SIGNAL		Overcall D=Both M(equal length, 4-4 or 5-5)		
Bid Suit = Nature □ 2NT = STR. NT			Ability to ruff							
Against T/O X : XX = 10 ⁺ HCP, bid=NF			"NOTES" THAT DON'T FIT IN ELSEWHERE						SPECIAL ART' & COMP' DOUBLES	
1H/S X 2NT/2, 3M = LR/Pre			1. Light or shades opening in all seats						1. Neg X to 4S. 2. Resp. X to 4S	
1D X 2D/H= H/S suit Inv			2. Wild Pre or Overcall at 3rd Seat or Favorite Vul						3. Lighter X 4. Optional X to 4S	
Against 4S opening: 4NT=T/O with H suit			3. Frequent false carding						5.Support X(XX) Note1	
X=T/O and deny H suit			SPECIAL FORCING PASS SEQUENCES						Psychics: Maybe if Great-fit or Favorite Vul with fit	
1N is Doubled: Note3			(1Y X XX)/(1NT X 2Y X) tempo to 2N							

Open	Art	No	Neg X	DESCRIPTION	RESPONSES	SUBSEQUENCE AUCTION	MODIFICATION OVER COMP. & WITH PASSED PARTNER
Pass				Below opening value(11)	Light opening possible		
1C	Y		7S	16 ⁺ HCP or good hand, F	1D = 0-7 HCP, 1H/1S/2C/2D=5 ⁺ Card 1NT = 8-13 or 17 ⁺ Bal 2H/2N/3C/3D= 4441 short in S/C/D/H 2S=14-16 HCP Bal, then 2N=ask suit.	1C – 1D – opener rebid 1H/S= 4 ⁺ card 1C – 1D – 1N/2N=17-19/20-21 1C – 1M – Opener raise to 2M: Note4 1C – 1D – Opener rebid 2C/2D: Note7	1C X P/1D/xx= 0-3/4-7/8 ⁺ 1C 1A P/X/2A=0-4/5-8 or 9,10/11 ⁺
1D			4S	11-15 HCP, Could be short D Could be 4414,4405,4315, 3415	1H/1S=Nature rarely be 3, 1NT=8-12 2C=GF, 2D=GF and ask, 2H/2S=Na Inv	1D X xx/1H/1S/1N= Note2 1D 1H X/1S/1N= Note6	1D X 2D/H/S=H inv/S inv/inv bal or 1m 1D X 1NT=2m Inv, 1D 1H 1NT=2m
1H		5	4S	11-15 HCP, 5+ cards	1S: rarely be 3 if no better bid, 1N=F1 2C/D:GF 4card is ok, 2H=6-11 HCP 2S=H fit Bal, 2N=H fit, Void in a side suit 3C=Trump 6-step asking 3D=LR, 3H=Pre.	2/1: 100% GF Splinter raise 4th suit GF	1H – 2H – 2S=Relay Game Try 2N/3C/3D=S/C/D suit Game Try
1S		5	4H	11-15 HCP, 5+ cards.	1N=F1, 2C/D:GF 4 card is ok 2S=6-11 HCP, 2N=S fit Bal 3C=S fit, Void in a side suit 3D= Trump 6-step asking 3H=LR, 3S=Pre	2/1: 100% GF Splinter raise 4th suit GF	1S – 2S – 2N=Realy Game Try 3C/3D/3H=Suit Game try
1NT				14-16 HCP, Bal or semi-Bal	Stayman.Gerber. 2D/2H:Transfer 2H/2S 2S=Inv 3N, Bal or 1m 2N/3C=Transfer 3C/3D 3D=5-5 ⁺ in Major, Inv ⁺ 3H/3S=1 or both m, short in S/H	1N – 2C – 2D – 2S=Ask minor 1N – 2D – 2H – 2S=4441 shape 2N – 3C/3D/3H/3S=Short in D/H/S/C	Transfer then jump New Suit=Splinter Transfer then bid 4N=Inv 1N – 2N – 3C – 3D/3H/3S= Short in D/H/S 1N – 3C – 3D – 3H/3S/3N=Short in H/S/C
2C		5		11-15 HCP, 6 ⁺ card or 5 card with 4 card Major.	2D = ask Inv ⁺ Value 2H/2S=Nature NF 2N=Inv, 3C/4C=Pre. 3D/3H/3S=Nature Inv	2C 2X X/2N=Negative/Ask 2C -- 2D – 2N/3C/3D/3H/3S=Bal/Unbal/short	Open 2C usually have 6 card at 1 st /2 nd Seat If only 5 card with 4 card Major, Should promise good Value and Suit
2D	Y	0		Pre in Both Major 4-4 is ok	2N:ask, 2H/S=Sign off, 3H/3S=Pre. 3N/4H/4S=Sign off	2D – 2N – Opener rebid: 3C=min 5-4 ⁺ , 3D=4-4 min, 3H/3S=Max 4-5/5-4,3N=4-4 Max 4C/4D=5-5 Max short in C/D	
2H		5		Weak 2	2S=Ask short, New suit=F1 3H/3S=Pre. 3N/4H/4S=Sign off		
2S		5		Weak 2	2NT=Ask short , New suit=F1 3H/3S=Pre. 3N/4H/4S=Sign off		
2NT				22-24HCP,BALor semi-BAL	3C:Stayman with Smolen 3D/3H/4D/4H=Transfer.,	3S=1 minor or both minor, GF	
3C-S		6		Normal Pre.	new suit=F. 3NT=Sign off 3D – 4C/3C -- 4D=TAB, 3M -- 4m=CAB	TAB =1/(1+J)/2/AK/AKQ CAB =no/singleton/void/K/A	
3NT	Y			7-card solid minor	4m/5m=P/C.	SLAM APPROACH AND CONVENTION AND ABBREVIATIONS	
4C-S	Y	7+		Normal PRE	new suit = CAB, 4m – 4M = Sign off		
4N	Y			D+C 6-5 ⁺ or 5-6 ⁺	Just pick a contract		

Note 1

1D -- 1H/1S 1S/2H
 X: Support X, 3 card fit
 1D -- 1H/1S 2C/2D
 X: Penalty

Note 2

1D X ?
 XX: Response H (opener rebid 1H=3)
 1H: Response S (opener rebid 1S=3)
 1S: Deny Major, usually Bal
 1N: Both minor, Inv[□]
 2D/2H: H/S suit 5⁺, Inv
 2S Inv 3N, Bal or 1 minor suit
 2N: Both minor

Note 3.1

1N X ?
 XX/2C/2D/2H: Transfer 2C/2D/2H/2S
 2C: C suit + 1 higher suit 4-4⁺
 2D: D suit + 1 higher suit 4-4⁺
 2H: Both Major 4-4⁺

Note 3.2

1N X XX --
 2C -- ?
 2D: D suit + 1 Major 4-4⁺
 2H: Both Major 4-4⁺

Note 4.1

1C -- 1H --
 ?
 2H: 3 card fit with short
 3H: 3 card fit with void
 Splinter: 4 card fit, 16-18

Note 4.2

1C -- 1H --
 2H -- 2S=Ask
 ?
 2NT: 16-18 with S short
 3C/3D: 16-18 with C/D short
 3S/4C/4D: 19-21 with S/C/D short

Note 4.3

1C -- 1S --
 2S -- 2N=Ask
 ?
 3C/3D/3H: 16-18 with C/D/H short
 4C/4D/4H: 19-21 with C/D/H short

Note 5

1C/1D -- 1H/1S ?
 2C/2D: Another 2 suit 5-5⁺
 2H/2S: Nature, good hand
 2N Both Minor 6-5⁺

Note 6

1D	1H	?
X:	Response S (opener rebid 1S=3)	
1S:	Deny S	
1N:	Both minor	

Note 7

1C	--	1D	--
2C/2D:	--	?	
2D/2H:	Bid next step=Relay, then opener can rebid 3 card Major		
2H/2S:	5-7 HCP, 6 card or 5 card good		
2N:	Inv		

Note 8

1N	--	2C	--
2D	--	?	
2H:	Both Major, weak		
2S:	Minor Stayman		
3C/3D:	5 ⁺ card, GF		
3H/3S	5-4/4-5 in Major, GF		