



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION  CONVENTION  CARD
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)		OPENING LEADS STYLE			
Light at 1-level, 6-16, may be a 4 card suit		LEAD		IN PARTNER'S SUIT	
Sound at 2-level; New suit = NF CONST	SUIT	3rd / 5th	3rd from even, low from odd		
Jump new suit = INV; Jump raise = PRE; 1NT=8-11	NT	4th , top or 2 nd from bad	Attitude if raised		
Jump CUE = inv w/ 4 ⁺ card fit	SUBSEQ	Attitude.	Attitude		
	OTHERS: Lead directing DBL: no suit to 3/4NT asks shorter M			CATEGORY : Green	
1NT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING)	LEADS			NCBO : CHINESE TAIPEI Mixed EVENT : All event	
15-18 HCP at 2 nd position	LEAD	VS. SUIT	VS. NT		
12-15 HCP at reopening	A	AKx(+), Ax(+), AKJT(+)	Ax(+), AKx(x)		
RESP : systems on	K	AK;KQx(+)	KQx(+), AKJT(+) ask UB		
	Q	QJ, QJx(+)	AQJ(+), QJx(+), KQT(+)		
JUMP OVERCALLS (STYLE;RESPONSES;UNUSUAL NT)	J	JT, JTx(+),KJT(+),Jx	KJTx, JTx(+), Jx		
1-suiter: Preemptive	T	Tx, T9x(+), HT9(+)	Tx, T9x(+), HT9(+)		
2-suiter: 2NT = 2 lowest unbid suit	9	9x	9xx, 9x		
Reopening: jump O/C = 6 ⁺ cards, 14-16	HI-x	Sx, xxS, xxSx, xxxxS	Sx, Sxx, xSx, xSxx		
2NT = 19-20 BAL	LO-x	HxS, HxSx, HxxxS	HxxS(x), TxxS, xSxx		
DIRECT AND JUMP CUE BIDS (STYLE;RESPONSES;REOPEN)	SIGNALS IN ORDER OF PRIORITY				
(1m)-P-(Y)-2m/Y nat		PARTNER'S LEAD	DECLARER'S	DISCARDING	
(1m)-2♦ = ♥ + ♠, (1M) -2M = OM+m; RESP 2NT=Relay	SUIT	1 ATT : lo = ENC	CT : hi/lo = odd	ATT	
Jump cue in M asks for stopper		2 CT : hi/lo = odd	S/P	count	
(2x)-3x= ask for stopper		3 S/P (dummy short)		S/P	
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	NT	1 ATT : lo = ENC	U/D CT	ATT	
DBL = 4M+5m(vs STR NT) or STR hand / power (vs WK NT)		2 CT : hi/lo = odd	S/P	count	
2♣ = ♥ + ♠		3 S/P (dummy short)		S/P	
2♦ = one suit	SIGNALS(INCLUDING TRUMPS): S/P			4NT opening = ♣+♦ good hand, 5/6 3-4 losers	
2M = 5 ⁺ M + 4 ⁺ m	5-level up: A ask for ATT, K for CT			Multi Landy vs. 1NT opening	
2NT = ♣ + ♦				Michaels cue bid	
VS.PREEMPTS (Doubles , Cue-bids ,Jumps ,NT bids)	DOUBLES				
LEB-SLOW asfter (WK2x)-DBL	Leaping michaels				
T/O DBL up to 4♥, DBL of 4♠ is optional	Unusual 2NT overcall				
Jump to 4NT shows both minors	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)				
Leaping michaels vs Preempts	Style : Distributional or any strong hand			SPECIAL FORCING PASS SEQUENCES	
	Responses : cuebid forcing 1 round			Pass pull to play direct = slam try in clear Forcing pass situaiton	
VS. ARTIFICIAL STRONG OPENINGS	Reopening : same			When we have shown limit riase or better and both OPP are PH	
Vs 1♣ : DBL = ♥ + ♠, NT = ♣ + ♦	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES				
Vs 2♣ : DBL = ♣, 2♦ = ♥ + ♠	Neg DBL thru 4♥; 1♣-(1♦)-DBL: 4 ⁺ each M			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKEOUT DOUBLE	1m-(1♥)-DBL:4+♠/1♠=0-3 ♠			Frequent upgrades of point count	
1-level new suit = forcing, 2-level new suit = NF, RDBL = 10 ⁺	RESP DBL THRU 4♥: Interest in other suits (higher DBLs values)			Can open lighter NV than V or 3rd place	
1M-(DBL)-1NT~2M-1/2NT = transfer/GT+	Support DBL & RDBL up to 2♥			PSYCHICS	
1m-(DBL)-2m/2NT/3m = 4 ⁺ m single raise/ 5 ⁺ m PRE / 5 ⁺ m 6-10	Lightner DBL against slams			Rare and uncontrolled	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DGL THRU	March 12, 2026			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	11-21 HCP, 12+ if BAL	1X= nat 4+, F1; 1/2/3NT = 8-10/GT/33(43) 13-15 HCP 2♣= F1 11+ 5+♣, 2M = 6+M PRE, 3♣ = 5+♣ 6-8 3♦/♥/♠ = PRE	1M : may have long ♦ 1♣-1♥-3♦ mini SPL 1♣-1♠-3♥ mini SPL	1♣-2♣ = 10+ 4+♣ 1♣-2X = PRE 1♣-3♣ = PRE 5+♣
1♦		4	4♥	11-21 HCP, 12+ if BAL 4♦/5♣ or 4♠/4♦ min ok	1X= nat 4+, F1; 1/2/3NT = 8-10/GT/33(43) 13-15 HCP 2♦ = F1 11+ 4+♦, 2M = 6+M PRE, 3♦ = 5+♦ 6-8 3♣/♥/♠/4♣ = PRE	1♦-1♠-3♥ mini SPL	1♦-2♦ = 10+ 4+♦ 1♦-2X = PRE 1♦-3♦ = PRE 5+♦
1♥/♠		5(4)	4♥	11-21 HCP (3rd seat may only 4-card)	Semi-F1NT(6-12); 2x FG except rebid; 1M-2M=CONST; 2NT=Jacoby 2NT STR raise; 3♣/3♦/3M =10-12/6-9/0-5 4+M; 1♠-3♥ = 6+♥ INV 1M-3M+1=void SPL 10-12; 1M-3M+2=SPL 10-12	1M-2M-2M+1= strength ask 1M-2M-3M = to play 1M-1NT-4X = self-SPL	1M-2♣ = reverse Drury 1M-2NT = 4M raise w/ single
1NT			4♥	14+-17 HCP (5M/6m/singleton/ 5422 OK)	2♣ = STAY; 2♦/♥ = TRF ♥/♠; 2♠ = INV or ♣; 3♣ = ♦ 2NT= ask 5M, 3♦ = 55m GF, 3♥ = 31(54), 3♠ = 13(54) 4♣ = Gerber(04/1/2/3), 4♦/♥ = TRF, 4♠/4NT = INV		
2♣	✓		4♥	22+ any ,or 8.5 winners	2♦ = neural, weak or not right for NT or suit Others = NAT POS, good suit, 2NT = 8-10, 3♣ = STAY 3♥ = 31(54), 3♠ = 13(54); 3NT = 11-12, 4♣ = Baron		
2♦	✓			PRE, 6+♥ or ♠	2/3M/4♥ = P/C, 2NT = ASK, 3m = NAT F1 4♣ = ask to transfer, 4♦ = bid your suit	2♦-2NT-3♣/♦/♥/♠=♥ min/♠ min/ ♠ max/♥ max	4th seat opening = 11-13 6+♦
2♥	✓	4		PRE, both majors	2NT = ASK; 3m = nat NF 3M/3NT/4M = to play	-2NT:3♣/♦=54/55 min; 3♥/♠=54 max 3NT=55 max; 4♣=6♥4♠;4♦=6♠4♥	4th seat opening = 11-13 6+♥
2♠	✓	5		PRE, 5+♠+4+m	2NT=ASK; 3♣/4♠/4♦=P/C, 3♦=INV 4♠, 3♥=INV 4♥	2♠-2NT-3m= min; 3♥/♠=5♣/5♦ max	4th seat opening = 11-13 6+♠
2NT			4♥	20-21 HCP, (5M/6m/singleton/ 5422 OK)	3♣ = STAY; 3♦/♥ = TRF ♥/♠; 3♠ = minor STAY; 4♣ = Gerber(04/1/2/3), 4♦/♥ = TRF, 4♠/4NT = INV	Smolen after 3♣-3♦ 3♠ = ask 4-card minor	
3X		6		Nat, PRE	3/4♣-4♦ mini RKCB, 3♦/3M/4♦/4M-4♣ mini RKCB New suit forcing 1 round	HIGH LEVEL BIDDING RKCB(1430), miniRKCB(0/1/1.5/2/2.5), EXCRKCB(03/14/2/2),	
3NT	✓	7		Solid minor	4♣=P/C; 4♦=ask short	DOP1,DEPO, 5NT=specific King or pick a slam, Splinter bid,	
4X		7		Nat, PRE	4NT=mini RKCB	Void showing resp to RKC: 5NT=odd num of KC + void, 6-level new	
4NT	✓			Both minors 3-4 losers	5/6m = to play; 5M=ask	Suit = even num of KC + void in bid suit	