

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)
 (1C/1D)-2C=C suit ; (1C/1D)-2D=2 majors 5-5+
 (1C/1D) – 2NT (2 lowest suits H+D / H+C 5-5)
 (1X) 1Y (p) 1Z / 2Z: Forcing one round

INT OVERCALL (2nd/4th Live; Responses; Reopening)
 2nd: 15-18 HCP, response: same as INT opening
 4th: 12-14(11-15) HCP if opp m opening
 12-18 HCP if opp M opening (2C: asking)

JUMP OVERCALLS (Style; Responses; Unusual NT)
 Jump O/C: constructive hand except non vs. vul
 (2/3x): 4m=Leaping Michael
 (1x) 2N: 2 lowest suits

DIRECT and JUMP CUE BIDS (Styles; Responses; Reopen)
 Michael cue-bid
 Cuebid at 3 level = Ask stopper
 (1D precision) 2D: suit
 Western cuebid

VS. NT (vs. Strong / Weak; Reopen; PH)
 Vs strong 1NT(14-16/15-17/16-18) when vul
 X=5m+4M ; 2C=2Ms ; 2D=1M ; 2H/2S=5+H/S+m; 2N=2m
 Non-vul : X=penalty, 2M=4⁺M+5m, others are same
 Vs. weak NT(10-12/12-14/13-15)

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
 (3m)-?? 4m=2Ms ; 4om=5M+5om
 (3M)-?? 4m=5m+5om ; 4M=2m(better hand); 4N:2m(bad)

VS. ARTIFICIAL STRONG OPENINGS
 Vs. artificial 1C :
 X=2M ; 1N=2m , same as (1C)-(1D)-?
 2D/2H/2S: H or S+m / S or H+m / 2M or 2m

OVER OPPONENTS' TAKEOUT DOUBLE
 1M-X-2NT(better raise)
 1m/1M-X-3x/3M(preemptive)
 1m-X-XX(forcing to 2NT)
 1M-X-XX(forcing to 2M)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3 rd or 5 th /0-1	3 rd or 5 th /0-1
NT	4 th /0-2	4 th /0-2
SubSeq		

Others: after opening lead: 0/2

LEADSXXX

Lead	Vs. Suit	Vs. NT
Ace	Ⓐx, ⒶKx etc.	Ⓐx,ⒶKx etc.
King	Ⓚx, ⓀQx, etc.	Ⓚx, ⓀQx, etc.
Queen	Ⓚx, ⓀJx, etc.	Ⓚx, ⓀJx, KⓀ109,etc
Jack	KⓀ10, Ⓚ10x, etc.	KJ10, Ⓚ10x, etc.
10	K109, 109x, etc.	K109, 109x, etc.
9	9x, 98x, etc.	9x, 98x, etc.
Hi-x	Even	Even
Lo-x	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declare's Lead	Discarding
Suit	UDCA	UDCA	Odd/even
NT	UDCA	UDCA	Odd/even

Signals (including Trumps):
 UDCA: upside down counting & attitude
 Odd: encourage ; Smith Echo: Std

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
 TAKEOUT DBL thru 4H
 For 4S use 4N=T/O (2 or 3 suiters)

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES
 Support double
 Responsive double
 Honor double
 Lightner double
 Competitive double: if our suit is S
 6H-X(2 tricks penalty); 6H-PASS(0 or 1 trick)
 6H-P-P-P(2 tricks)/ X(1 trick) /6S(no trick)

**WORLD BRIDGE FEDERATION
 CONVENTION CARD**



CATEGORY: 2 over 1
NCBO : Chinese Taipei Mixed **EVENT :** _____
PLAYERS : Steven CHEN / PeiHua LIU

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
 Natural system with 3+ cards opening at minor and 5+ cardsng
 Cards opening at Major, new minor GF, 2 ways checkback
 1C: 3+cards
 1D: 3+cards
 1NT: 15-17 hcp, balanced hand, including 5M or 6m
 2NT: 20-21 hcp, balanced hand including 5M
 2C: 22+ hcp or GF hand

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2D: one Major suit, preemptive
 2H: 54+ Majors, preemptive
 2S: 5+S and 4+minor, preemptive
 3NT: one solid minor suit, gambling
 4NT: 2 minors

Keycard asking: C/D/H/S = 4D/4H/4S/4N
 5C: 1 or 4; 5D: 0 or 3; 5H: 2 or 5; 5S: 2 or 5+Q
5N(odd + void); 6x(void+even)
 Lowest bid after keycard asking: check trump Q
 Interference when keycard asking: D0P1 & DEPO
 D0P1: X(0 or 3); P(1 or 4); +1: 2; +2: 2+Q
 DEPO: X(even); P(odd)
 Asking 3rd control after RKCB: +1=xx; +2=Q except trump
 Gerber: 14/03/2 min./2max.

SPECIAL FORCING PASS SEQUENCES

1X (DBL) REDBL F to 2NT

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Light or shapes opening in all seats
 Wild Pre or Overcall at 3rd Seat or Favorite Vul,
 Frequent upgrade/downgrade bidding or false carding.

Chinese Taipei Mixed: Steven CHEN / PeiHua LIU							
OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	3S	11+ hcp 3 rd seat may light open	2C: inverted GF 2D: C suit, GT(game try) 2H/2S: weak, 2N: Inv.3N 3C/3D/3H/3S: preemptive 3N: 13-15 hcp	1C-2C-2M: max.(15hcp+) or shape;1C-2C-2N: /11-12 or18-19hcp 1C-2C-3D/3H/3S: splinter 13-15hcp 1C-1M-2N-3C(asking Major): 3D(3M+4oM) 3oM(2M+4oM) 1C-1M-2N-3D/3H/3S: Tran.3H/3S/4M+5+m	
1♦		3	3S	11+ hcp 3 rd seat may light open	2D: inverted GF 3C: D suit, GT(game try) 2H/2S: weak 3D/3H/3S: preemptive 3N: 13-15 hcp	1D-2C: F1(rebid 3C is NF); 1D-2C-2D/2H/2S: 5+D/4441/5D+4S Others: same as 1C opening	
1♥		5	3S	11+ hcp and 5+cards 3 rd seat may light open Or only 4-cards of M	2H: 6-10hcp, 2NT: Jacoby , 13+hcp 3C: 6-9 4+H ; 2S:10-12 or 16+ void or sp. 3D: 10-12 ; 3S: 13-15 with void(3N ask) 3N/4C/4D: 13-15hcp splinter	1H-2H-X: need supporting suit 1H-2NT: 5 steps asking 1H-3S 13-15 4+H with one void then 3N asking	2C: Drury with 3 cards M 2D: Drury with 4 cards M 2N: 10-12 with singleton 3m: fit showing, 4m:spl with 5M
1♠		5	3S	11+hcp and 5+cards 3 rd seat may light open	2S: 6-10hcp, 2N: 10-12 or 16+with void or singleton: 3C ask 3C: Jacoby; 3D: 6-9hcp(3H: invite) 3H: 10-12 4+H, 3N:13-15 with void 4C/4D/4H: 13-15hcp splinter	➢ 1S-2N-3C-3D/3H/3S(10-12 singleton)/3N(16+ void) ➢ 4C/4D/4H(16+ splinter) ➢ Nebulous 2C Same as 1H opening	
1NT				15-17 hcp balanced hand 5M or 6m is allowed	2C:puppet stayman,2D/2H/2N/3C:transH/S/C/D 2S:one m inv. or 2m; 3D: 2245 or 2254 GF 3H/3S: 3145/1345; 4C: Gerbert(14/03/2min/2) 4S/4NT: even/odd ST; 5H: choose one slam 5S/5NT: even/odd grand ST	1NT-2C-2D-2H/2S/2N relay/4H/44 M GT+ 1NT-2C-2D-3H/3S 5S+4H/5H+4S smolen GF. 1NT-2C-2D-3H/3S-3NT-4H/4D(tran.4S/4H, 6-4) 1NT-(X)-2NT/3C/3D/3H tran.3C/3D/3H/3S GT+ 1NT-(2H)-3D: 4S GT+; 1NT-(2S)-3H 4H GT+	12-14 hcp at balanced position
2♣	V			22+hcp or GF hand Or 8.5 tricks (15+ hcp)	2D: relay 2H/2S/3C/3D: positive 2N: 8-10 bal., GF 3H/3S: short H/S with 2 minors	2C-2D-2H-2S-2N(22-24): same as 2N opening 2C-2D-2N/3C: tran. 3C/3D 2C-2D-3D: 22+4441/4414/4144/1444, 3H relay 2C-2D-3H/3S: short H/S, 3154, 2155/ 1354, 1255 2C-2D-2H-3C/3D/3H/3S: bad 7+ suit	
2♦	V			One Major preemptive	2NT: asking; 4C:ask transfer, 4D:bid own suit	3C/3D/3H/3S: wkH/wkS/goodS/goodH	4 th seat:Good 6+D(2 honors) 13-15
2♥	V	4		2 majors, usually any 5-4+	2NT: tran.3C, 3C: GF relay, 3D: suit F1	2H-2N-3C-3D(3-3/4-4M,GT); 2H-3C-3D/3H/3S/3N(45/54/55/65)	4 th seat:Good 6+H(2 honors) 13-15
2♠	V	5		S+minor, 5-4+	2NT: asking	3C/3D/3H/3S: wk5-4+C/wk5-4+D/5-5C/5-5D	4 th seat:Good 6+S(2 honors) 13-15
2NT				20-21 balanced hand 5M or 6m is allowed	3S: relay to 3N ; 3N:5S+4H 3C: Puppet stayman 4C: Gerber, 4S: 2m	2N-3S-3N-4C/4D: C/D slam try 2N-3S-3N-4H/4S: short H/S with 2 minors(54 or 55)	
3♣/♦		6		Preemptive	3C-3D: asking, new suit F1	HIGH LEVEL BIDDING	
3♥/♠		6		Preemptive			
3NT	V			Gambling To play at 3 rd /4 th Seat	3N-4C: P/C		
4♣		6		Preemptive	4D=ask kc ; 4H/4S=To Play		
4♦		6		Preemptive	4H/4S=To play ; 4N=RKCB		
4♥/♠		6		Preemptive	4H-4S=To play ; 4N=RKCB		