



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION  CONVENTION  CARD			
OVERCALLS (STYLE; RESPONSES; 1/2LEVEL; REOPENING)		OPENING LEADS STYLE						
1 level=4+cards, 8+HCP(light possible) 2 level=5+cards, 11+HCP(light possible)		LEAD		IN PARTNER'S SUIT				
		SUIT	3/5 - 01	3/5 - 01				
		NT	4 th - 01	4 th - 01				
NT OVERCALL (2ND/4TH LIVE; RESPONSES; REOPENING)		SUBSEQ	Reminder CT / ATT	Reminder CT / ATT				
1. 2 nd / 4 th 1NT overall=16-18 / 12-15HCP; 2. Reopen J2NT=19-21 3. 1A (P) 1B (1NT)=18-20		LEADS			CATEGORX: NATURAL(GREEN) NEBo: Chinese Taipei Senior EVENT: ALL PLAYERS: Cheng Young-Hong / Tsao Wei Wei			
JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)		LEAD	VS. SUIT	VS. NT				
1. Weak, 6+ cards (5 cards possible) 2.Unusual NT(PRE or Strong)=55+2 lower unbid suits(NV. 45+)		A	A, AX, AK+	A, AX,AK+				
		K	AK, KQ+, KQT+	AK, AK(+),AKJ(+), KQ+				
		Q	Q,Qx,QJ+,AQJ+ KQTxx	Q,Qx,QJ+,,KQTx(+)				
		J	J,Jx,Jx+,AJT+,KJT+	J,Jx,Jx+,AJT+,KJT+				
		10	T,Tx,HT9+,Txx	T,Tx,HT9+,Txx				
		9	9,9x	9,9x				
VS WK 1NT or Strong 1NT		HI-x	Sx, Sxx(+), xSxxx(+)	Sx, Sxx(+), xSxx(+)				
1. X/2C/D/H/S/NT=Power/H+S(44+)/D/H/S/C+D(54+) 2. 4 th (pass hand):X/2C/D/H/S/NT=H+S/C/D/H/S/C+D(55+)		LO-x	X ,HxS, HxxxS, xxS(+)	X, TxS, HxS, HxxS(+), xSxx(+)				
		SIGNALS IN ORDER OF PRIORITY			SYSTEM SUMMARY			
DIRECT CUE , JUMP CUE			PTNER'S LEAD	DECLARER'S	DISCARDING	GENERAL APPROACH AND STYLE		
1. 1A (2A)=Michael CUE, 55+ (NV. 45+) H&S or M'&m 2. 1A (3A)=Western CUE, Ask for stopper 3. 2H(H&S) (2S/3H/3S)= NAT 4. 2M(M or M&m') (3M) =Shifting Michael (45+ M'&m) 5. 2M (4m)= leaping Michael (55+ m&M') 6. 2H (4H) = 55+ S&m 7. 3m (4m) = 55+ S&H 8. 3H (4C/4D) = Shifting Michael 45+ or 55+ S&m 9. 3S (4C/4D) = Shifting Michael 45+or 55+ H&m 10. 3H (4H) = 55+ S&m 11. 2S/3S (4S)/(4N) = 55+ H&m / C&D 12. 4C (4D) = Shifting Michael, 45+ or 55+ S&H		SUIT	1 L/H=En/DisCRG	Low=Even	L/H=En/DisCRG	SPECIAL BIDS THAY MAY REQUIRE DEFENCE		
			2 L/H=Even/Odd	High=Odd	L/H=Even/Odd	1. J2NT [00] / KCA [01] / RKC [02]		
			3			2. 2/1 GF except rebid [03]		
		NT	1 L/H=En/DisCRG	Low=Even	L/H=En/DisCRG	3. IVM [04]		
			2	High=Odd		4. Bergen 4+cards raise(3C>3D) [05]		
			3			5. Check back 1NT (pass hand system off) [06]		
		Gerber/Blackwood : RSP: 14 / 30 / 2 bad / 2 good 4NT RKC : RSP: 14 / 30 / 25 / 25+Q / 5NT : 1 or 3 KC+ Void, Jump 6A : 24 kc+ A void, Jump 6 agreed trump, 24 kc+ higher color void 1. Bid 5 level agreed trump: signoff. 2. Add 1 rank: ASK trump Q 3. Bid 5S(not agreed trump): relay to 5NT 4. Bid 5NT: ASK K, RSP K location when trump is S, otherwise RSP count 6C/D/H/S=0/1/2/3 K KCA / RKC : RSP: 14 / 30 / 25 / 25+Q After RKC/KCA RSP: +1 = 2nd relay; +2 =ASK Trump Q ; others =ASK Suit P14/(X/XX)/PODE: RSP vs Opp's Interference bid						6. 1m-1M-2NT (pass hand system on) [07]
OVER OPPONENT'S TAKEOUT DOUBLE		SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES				7. Relay & help suit game/slam try [08]		
1. 1m/1M X XX= 10+HCP 2. 1m X 1A/2C/ J new suit / JJ new suit=NF/NF/PRE/ PRE 3. 1m X 2NT/3m/4m=PRE /mix raise/ PRE 4. 1M X 2S(to 1H)/3C/3D/3H(to 1S)= 6+ cards WK jump 5. 1M X 3S(to 1H)/4C/4D/4H(to 1S)=Splinter 6. 1M X 1S(NF)/1NT(6+C) / 2C(6+D) / 2D(to 1S,6+H) 7. 1M X 2(M-1)/2M/2NT=8-10/5-7/11-15 Inv+ 8. 1M X 3M = PRE(NV) or mix raise(V)		NEG X thru 4H; RSP X thru 4H; MAX X; Direct X to 2-3 level raise is T/O Support X & XX thru 2H (X 2S or higher, promise extra power) 1C (P) 1D (1A/X) (X/XX= 3+ cards D))				8. Lebensohl [09]		
						9. 1M-1NT-2NT (pass hand system on) [10]		
						10. Against Michael CUE / unusual 2NT [11]		
						11. Against 1NT/2NT interference [12]		
						12. Jump 3rd or 4th suit [13]		
						SPECIAL COMPETITIVE BIDS		
						1A (1B/2B) J2M/J3m/J3M = 6+/7+ cards suit, weak		
						1A (1B/2B/3B) Jump 4N = A suit RKC		
						1M (1B/2B) Jsuit (over 3N) = no control in B, M suit strong fit		
						1m (1NT) 2m' = S&H, 2m/2H/2S= Suit, NAT		
						1m (P) 1 / 2 / 3NT (2/3/4m) =S&H, 2/3/4 m'=NAT		

OPEN	ART	MIN	NEG X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / NOTES
1C		3	4H	11-21 HCP, 3+ cards	1C-1D=3+cards D, 5+HCP	<u>1m-1M-3rev</u> =Splinter, 3+M,19-21GF.	-- 1C/D - J2D/H/S/3C= WK jump
1D		3	4H	11-21 HCP, 3+ cards (3 card only when holding 4432)	1C/1D -1NT = 8-10/6-10 HCP, BAL 2NT = 10-12 HCP, Inv., deny 4+M 3NT = 13-15 HCP, 3-4 cards m, BAL 2M/3M= WK 6/7+ cards suit, 3-7 HCP 1C-2C ,1D-2D=4+ cards raise, IVM 1C-2D ,1D-3C=Limit raise, deny 4+M, INV 1C-3D ,INV. AKQXXX	1m-1M-1NT-2C/2D=Check Back 1NT 1m-1M-2NT-3C/3D=GF, ASK M / SIT,4+m <u>1m-1M-4m</u> =6+ good m & 4+M,slam try 1m-2m-2NT/3NT=12-14/18-19,no 5+cards m 1D-2C-2NT/3NT=12-14/18-19, no 5+cards D 1m-2/3N-4m/4m'/H/S=RKC/m+m'/H/S KCA	
1H		5	4D	11-21 HCP, 5+ cards	1NT=3-13 pts, Semi-F, 2M=8-11 pts, 3+cards M 1H-2S WK jump, 1S-3H=6+cards H, inv to 4H, 3C/3D=4+M(C>D)	Relay & help suit game/slam try Rebid 2/3NT aft 2ov1=14+/18-19HCP 1M-2NT-3A/J4A=KCA / excluded KCA 1M-2NT-4M/3N/3M=Min/Med/Med+SGL 1M-1NT-2NT= 19+,GF, wz 2 nd suit or 6+M 1M-1NT-3NT= 18-19 Balanced 1M-3N-4C/4D/4M'=M+C/M+D/M+M' KCA	-- 1M -1N (NF) -- 1M - 2C/2D =3/4+cards M, 11+pts -- 1M - 2S/3C/3D = WK -- 1M - 3M= 5+cards M, inv. -- 1M - 3S/4C/4D/4H=Void Splinter -- 1H/S - 1N (NF) - 2NT(System On)
1S		5	4H	11-21 HCP, 5+ cards.	JJ shift=Splinter,12-15 HCP, 2NT=14+ pts, M STR raise, 3NT=13-15 HCP, 3 cards M, BAL 3M/4M=PRE, 4+ cards M		
1NT [14]				15-17 HCP, BAL or semi-BAL 5M,6m,(5422)(4441) possible	2C=St not necessary with 4 cards M 2D/2H/2NT/3C = TR 2H/2S/3C/3D 2S: 6+cards m inv or 55+minors signoff/inv/GF 3D: ASK 5 cards M 3H/S:3145/1345 INV+, 4C=Gerber. 4NT=INV 4D/4H/4S/5C = TR 4H/4S/5C/5D	3C/D after 2C St = GF, Jump new suit after TR=splinter 1NT-2C-2D-3M =4M+5M'. 1NT-2C-2M-3M'= 44+ M+M' slam try 1NT-2S-2N/3C=D>C/C>D 1NT-2N-3C-3D/3H/3S/3N=4414/4144/..INV+ 1NT-3C-3D-3H/3S/3N=3154/1354/ 55+Majors	
2C [15]	Y	0		22+ HCP or 8.5+ tricks	2D=1A or 5+HCP, GF, 2H=0-4 HCP,1K at most. 2S/2N/3C/3D=6+cards good S/H/C/D, 8+HCP 3H/3S/3N/4C=6+cards solid S/H/C/D, 5-7 HCP	Pup St 2C-2D/2H-2NT 2C- 2D-2H-2S=ASK 2C-2D-2H-2N/3C/D/H=6+C/D/H/S 5-7 HCP 2C-2H-3N=to play 2C-2H-2N=22-24 HCP, NF	2C (DBL) ? Rdbl=suggest to stand Pass = 0-4, 2D=1A or 5+ others=NAT 2C (2A-4B) Dbl=0-4 ,Others=5+HCP
2D	Y	0		5+ cards M, WK [16]	2M/3H/4H = P/C, 2NT=ASK; 3C/3D=NAT F1 <u>3S</u> = inv 4S, 4C/4D=ASK M (TRS/RSP M),4S=to play	2D-2N-3C/D/H/S/N=min H/S, max S/H/H+S 2D-4C-4D/H= H/S; 2D-4D-4H/S= H/S	2D (X) PASS Suggest to Stand XX TRS 2H, 2NT = system on
2H	Y	4		54+ 45+ majors WK [17]	2S/3H/3S/4H/4S=To play; 2NT=TRS 3C, 3C/3D= ASK M/m, GF; 4C/4D=H/S RKC	2H-3C-3D/H/S/N/C/D=S4/H4/C1/D1/C0/D0/11 2H-3D-3H/3S/3NT=3+ C/ 3+ D/ no 3 cads m	2H (DBL) ? XX=suggest to stand 2NT/Others = system on
2S	Y	5		S + m, 54+ WK [18]	3C/4m/5m = P/C, 2NT=ASK m <u>3D</u> = inv 4S; <u>3H</u> = good 6+ cards H, inv 4H	2S - 2N - 3m - 3S/4m = ASK Shortness 2S - 2N - 3C - 4D/4H = C/S RKC 2S - 2N - 3D - 4H/4N = D/S RKC	2S (DBL) XX/2NT = to play / ASK m 2S (DBL) 3C/3D/3H = to play (not P/C)
2NT [19]				20-21 HCP, BAL or semi-BAL	3C = Puppet St, 4NT=INV. 3D/3H/3S/4C/4D/4H/4S/5C=TR 3H/.../5C/5D	2NT-3C-3M-3M'/4M'=M fit, SIT, nothing to do wz M'	PH: system on
3X		6		PRE	3A=NAT, F1, 3D-4C=D RKC ,3C-4D=C RKC 3M-4C/4D=M+C / M+D KCA, 3S-4H=to play		
3NT	Y			Gambling (1/2) / to play 3NT(3/4)	4m/5m=Pass or correct.		
4X		7		PRE	4C-4D = C RKC; 4D-5C = D RKC; 4M-4N =M RKC 4C/4D - 4H/4S/4NT = to play		
4NT	Y			65+ minors,3-4 losers	4N - 5H/S = C RKC / D RKC;		
5X				PRE	5C - 5D = C RKC; 5D - 5H = D RKC		

