

Opening	Art. tick	No. of card	Negative Dbl. Through	Description	Responses	Subsequence Action	Modification Over Comp. with Passed Partner
PASS				Nothing to say			
1♣		3	3♠	10~21 HCP , 3+card	Single raise=GF, Weak jump shift 1NT=6~10HCP , 2D/3C=INV 2NT=Request to bid 3♣ 3NT=16~18HCP	Splinter raise, 4th suit F Long game try after major direct raise only 1♣/♦ 1 Major 4♣/♦ Conc. 6~4 with fit	2NT after T/O X = PRE. 3♣/3♦ after T/O X = Limit raise 2NT after comp. = INV
1♦		3	10~21 HCP , 3+card (3-card only when holding 4-4-3-2)				
1♥		5	3♠	10~21 HCP , 5+card *3 rd position maybe 4cards	Limit raise, Weak jump shift 1NT=F, 2NT=13~15HCP 、♥/♠fit 3♣/3♦=10~12/7~9HCP 、♥/♠fit & bal-hand	Splinter raise, 4th suit F Long game try Opener re-bid 3NT after 2 over 1 19~21 pts	Drury (re-bid suit = min.) 2NT after T/O X = Invitation Jump raise after T/O X or Comp=PRE CUE bid = INV or better
1♠		5	3♠				
1NT				15~17 HCP,BAL. or semi-balance 5-card major or 6-card minor are possible	Puppet Stayman , Jacob / Tex TR 2♠= INV 2NT/3♣=TR 3♣/3♦ 3♦=5-5majors 、6~8HCP 3♥/♠=5-4 minor 、9~13HCP & ♠/♥=1 4♣= Gerber 4♠=Sign off , 4NT=INV	New suit after TR = GF Splinter bid after TR 3♥/♠ after 2NT/3♣ TR =♠/♥suit(4card)	Lebensohl after NAT overcall X = *Penalty(2 level) **Take/out(3 level)
2♣	√	0		22 HCP up or equivalent valued hand	2♦=0~5HCP or waiting 2♥~3♦=6+HCP , 5+card 2NT/3NT=6~8/9~11HCP 3♥~4♦=Semi-solid suit	Stayman after 2NT/3NT response TR after 2♣ -2♦ -2NT Opener jump = Solid suit	2♣ 3Y - = negative X = positive 2♣ 4Y - = positive X = negative
2♦	√	6		2♦=Weak ♥ or ♠	New suit=F1 2NT = Inquiry usually GF 3NT = To play Opening strength depend on vul.		
2♥/2♠		5		2♥= Weak ♥ and other 5-5 2♠= Weak ♠ and minor 5-5			
2NT				20~21HCP , BAL. or Semi-BAL. 6-card minor is possible	Stayman , 3♦/3♥/4♦/4♥=TR 4♣/4NT = Gerber/INV		After 4♣ Gerber : Use lower 4NT / 5♣ to ask King
3♣~3♠		6+		Normal PRE. usually 7-card	New suit = F 3NT = To play		
3NT	√			Gambling , 7-card solid minor	4♣/4♦/5♠ =Pass or correct 4NT= Blackwood	Slam Approach and Convention and Abbreviation	
4♣/4♦	√	0		Good 4♥/4♠ opening		Geber J = Jump TR = Transfer Max. = maximum GSF = Grand slam forcing T/O = take out F = forcing PRE = preemptive CAB = control asking bid M = major m = minor GF = game forcing COMP. = competitive DOPI / DEPO Lebensohl Drury min. = minimum	
4♥/4♠		7+	Normal 4♥/4♠ opening				
4NT	√			At least 6-5 minor , 3~4 losers			

DEFENSIVE AND COMPETITIVE BIDDING

LEAD AND SIGNALS

WBF PAIRS AND TEAMS CONVENTION CARD

OVERCALL : 7~16 HCP , tend 5 cards RESP. : CUE = Only F J-CUE = INV J-raise = PRE	SUIT 3rd - 5th 4th Attitudes	<p style="text-align: center;"><u>宏儒</u></p> <p style="text-align: center;">(TEAM)</p> <p style="text-align: center;"><u>顏世紋</u> <u>吳樹榮</u></p> <p style="text-align: center;">NAME OF PLAYER NAME OF PLAYER</p>																
TAKE OUT DOUBLE : 11 HCP up RESP. : CUE = Only F Jump after XX = PRE 4th seat could be light	NT 3rd - 5th 4th Attitudes																	
1NT OVERCALL : 15~18 / 12~15 at 2 / 4 seat RESP. : Stayman & 2 level=N.F(To play) 3 level =INV CUE=Only F	SUB-LEADS : Top from sequence lead		SYSTEM SUMMARY															
Jump OVERCALL : Weak , 2NT ask shortness	OPENING LEADS VS NT / SUIT (mark / -)		GENERAL APPROACH & STYLE Nature with 5 card major opening 5-5-3-3															
Jump 2NT OVERCALL : 2 Lowest un-bid suit	AK KQ QJ JT Ix xx	AKx KQx QJx JTx Txx xxx																
Direct CUE = Michaels 5-5 up , strength depend on V. RESP. : 2NT ask second suit	AKJx KQxx QJTx JT9x T9x xxx	A(K)JTx KQJx K(Q)Tx KJT_Ix 98_x xxx_{xx}	SPECIAL OPENING THAT MAY REQUIRE DEFENCE															
Vs. Strong NT : DONT RESP. : pass or correct for 2♣~2♠ overcall	A(Q)J_x K(Q)T₉x AT₉8 KT₉x QT₉x xxx_{xxx}	AJ_x K_x Q_x J_{xx} J_{xxx} J_{xxx}	1. 2♦ : Weak ♥ or ♠ 2. 2♥ : Weak ♥ and other 5-5 3. 2♠ : Weak ♠ and minor 5-5 4. 3NT : To play(solid minor) 5. 4♣/4♦ : Good hand. in ♥ / ♠															
	KJ_{xx} K_{xxx} Q_{xxx} J_{xxx} T_{xxx} T_{xxx}	SIGNAL WHEN FOLLOWING SUIT OR DISCARD																
	(1 / 2 / E / D / S = ODD / EVEN / Enc / Disc / Suit P.)																	
Vs. Weak NT : CAPP																		
Vs. Preemptive : take out up to 4♥																		
Vs. Artificial 1♣ : Nature	CARDS HIGH LOW ODD EVEN		SPECIAL COMPETITIVE BIDS															
	<table border="1"> <tr> <td rowspan="3">SUIT</td> <td>Partner</td> <td>D1</td> <td>E2</td> <td></td> <td></td> </tr> <tr> <td>Declarer</td> <td>D1</td> <td>E2</td> <td></td> <td></td> </tr> <tr> <td>Discard</td> <td></td> <td></td> <td>E</td> <td>S</td> </tr> </table>	SUIT		Partner	D1	E2			Declarer	D1	E2			Discard			E	S
SUIT	Partner		D1	E2														
	Declarer		D1	E2														
	Discard			E	S													
Vs. Multi : X = Weak NT or strong hand Suit = NAT NT = Strong NT	<table border="1"> <tr> <td rowspan="3">NT</td> <td>Partner</td> <td>D1</td> <td>E2</td> <td></td> <td></td> </tr> <tr> <td>Declarer</td> <td>D1</td> <td>E2</td> <td></td> <td></td> </tr> <tr> <td>Discard</td> <td></td> <td></td> <td>E</td> <td>S</td> </tr> </table>	NT	Partner	D1	E2			Declarer	D1	E2			Discard			E	S	
NT	Partner		D1	E2														
	Declarer		D1	E2														
	Discard			E	S													
Vs. Take out double : XX = 10 HCP up RESP.: 1 / 2 - level suit = F 1 round / NF 1M X 2NT / 3M = Limit raise / PRE 1m X 2NT / 3m = PRE / limit raise	SIGNAL IN TRUMP SUIT OTHER SIGNAL		SPECIAL ARTIFICIAL & COMPETITIVE DOUBLES															
	Ability to ruff SWITCH IN TIMES																	
	"NOTES" THAT DO NOT FIT IN ELSEWHERE		1. Negative double to 3♠ 2. Responsible double to 3♠															
	1. Light or shapes opening in all seat(maybe under 10HCP)		3. Lightner double 4. Support double															
	2. Wild PRE. or overcall in 3rd seat or NV.		5. Competitive double for all direct raise up 2♠															
3. Frequent false card		6. Maximum double																
		7.RKCB (0314)																