

DEFENSIVE AND COMPETITIVE BIDDING

LEAD AND SIGNALS

WBF PAIRS AND TEAMS CONVENTION CARD

OVERCALL:7~16HCP, tend 5 cards RESPONSE:CUE = Only F J-CUE = INV J-raise = PRE	SUIT	3rd -5th 4th Attitudes	宏 儒 (TEAM) 吳清亮 蘇柏諺
	NT	3rd -5th 4th Attitudes	
TAKE OUT DOUBLE : 11 HCP up RESPONSE : CUE = Only F Jump after XX = PRE 4th seat could be light	SUB-LEADS : Top from sequence lead		NAME OF PLAYER NAME OF PLAYER
	OPENING LEADS LEADS VS NT / SUIT ( O / - )		SYSTEM SUMMARY
INT OVERCALL : 15~18 / 12~15 at 2 / 4 seat RESP : Stayman & 2 level = N.F 3 level = INV. CUE = Only F	AK KQ QJ JT Tx xx		GENERAL APPROACH & STYLE Nature with 5 card major and multi two opening
	AKx KQx QJx JTx Txx xxx		SPECIAL OPENING THAT MAY REQUIRE DEFENCE
Jump OVERCALL : Weak, 2NT ask shortness	AKJx KQxx QJTx JT9x T9x xxxx		1.2♦: Weak
Jump 2NT OVERCALL : 2unbid suits	AKJTx KQJx KQTx KJTx 98x xxxxx		2.2♥: Weak
Direct CUE = Michaels 5-5 up, strength depend on V 2NT ask second suit	AQJX KQT9x AT98 KT9x QT9x xxxxxx		3.2♠: Weak
Vs. Strong NT : CAPP 2♣= one suit, 2♦= 2 Majors s 2♥=♥+ one Minor , 2♠ = ♠ + one Minor X=Strong	AJxx Kxx Qxx Jxx Txxxx Jxxxx		4.3NT : Gambling, solid minor
	KJxx Kxxx Qxxx Jxxx Txxx Txxxx		5.
	SIGNAL WHEN FOLLOWING SUIT OR DISCARD		
Vs. Weak NT : CAPP	( 1 / 2 E / D / S = ODD EVEN / Enc / Disc / Suit P. )		SPECIAL COMPETITIVE BIDS
Vs. Preemptive : take out up to 4♥ Vs. Artificial 1♣: (1)1♦/1♥/1♠ 4CARDS↑ 1NT = one suit 2♣= 2Minors, 2♦= 2 Majors s 2♥=♥+ one Minor , 2♠ = ♠+one Minor X=Strong No lower limit on strength	CARDS HIGH LOW ODD EVEN		
	SUIT	Partner D1 E2 Declarer D1 E2 Discard E S	1. Michaels CUE 2. Unusual NT
Vs. Multi : X = Weak NT or strong hand , Suit = NAT. NT = Strong NT	NT	Partner D1 E2 Declarer D1 E2 Discard E S	SPECIAL COMPETITIVE DOUBLES
	SIGNAL IN TRUMP SUIT		
Vs. Take out double : XX = 10 HCP up 1/2 – level suit = F 1 round / NF 1M X 2 NT / 3M = limit raise / PRE 1m X 2 NT / 3m =PRE. / limit raise	Ability to ruff		OTHER SIGNAL
	‘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 10 pts)		3.Lightner double 4.Support double/redouble
	2.Wild PRE. Or overcall in all seat or NV.		5.Competitive double for all direct raise up 2♠
	3.Frequent false card		6.Maximum double

Opening	Art. tick	No. of card	Negative Dbl. Through	Description	Responses	Subsequence Auction	Modification Over Comp. with Passed Partner
PASS				Nothing to say			

1♣		3	3♠	12~21HCP , 3+card	Jump limit raise, Weak jump shift 1NT = 6~10 pts 2D = INV.C SUIT 2NT = INV 3C = INV D SUIT 3NT = 15~17 PTS BAL Reverse minor	Splinter raise, 4th suit F Long game try after major direct raise only 1♣/♦ 1Major 4♣/♦ Conc.6~4 with fit	2NT after T/O X = PRE. 3♣/♦ after T/O X = Limited raise 2NT after comp. = Invitation
1♦		3	3♠	12~21HCP , 3+card (3-card only when holding 4-4-3-2)			
1♥		5	3♠	12~21HCP , 5+card	Bergen raise, 3♣/♦ =10-12/8-10pts Jump raise=PRE 1NT = Forcing 2NT = Jacoby 13-15 pts 4C/D/H=12~15splinter	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 = Invitation
1♠		5	3♥				
1NT				15~17HCP, BAL. or semi-balance	Stayman, Jacoby / Texas TR 2♠ = Invitation 2NT/3♣=TR to 3♣/♦ 4♣= Gerber 4NT= Inv.	New suit after TR = F Splinter bid after TR	Lebensohl after overcall X = Penalty v.s 3-level overcall X is negative TR after 2nd seat X & Nat Bid After 4th seat X
2♣	~	0		22HCP up or equivalent valent hand	2♦= NOTHING TO BID 2♥~3♦= 6+HCP , 5+card 2/3NT = 6~8/9~11 pts BAL 3♥~4♦= Semi – solid suit	Stayman after 2/3NT response TR after 2♣ -2♦ -2NT Opener jump = Solid suit	2♣ 4X – = positive X = negative
2♦	~	0		2♦ = Weak 2♥ = Weak 2♠ = Weak	Suit = Play or correct 2NT = Inquiry 3NT = To play Opening strength depend on vulnerable	After 2NT inquiry opener bid SHORT suit	
2♥	~	0					
2♠	~	0					
2NT				20~21HCP , BAL. or Semi- BAL.	Stayman 3♦/♥/4♦/♥= TR 4♣/ NT = GERBER / INV 3♠= 5-4 Minors 6+pts with one singleton at Major	After Stayman 4♣= minton ask Resp. : 4♦ = 4-card ♣ 4♥ = 4-card ♦ 4♠ = Both or none	After 4♣Gerber : Use lower 4NT /5♣ to ask King
3♣~♠		6		Normal PRE. Usually 7-card	New suit = F , 3NT = To play	3 step CAB = no / 2nd / 1st	
3NT	~			solid minor	4♣/♦/5♣= Play or correct 4♥/♠ = 3step CAB 4NT = Blackwood	Slam Approach and Convention and Abbreviation	
						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 D0p1/DEPO Lebensohl Drury min. = minimum	
4♣/♦	~	7+		♣/♦ PRE			
4♥/♠		7+		Normal 4♥/♠ opening			
4NT	~			At least 6-5 minor, 3~4 losers			