

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		W B F CONVENTION CARD	
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b> Light at 1-level, Sound at 2 or higher level, VUL dependent RESP New suit - constructive but NF CUE = FI, shows fit by passed hand Jump CUE = invitation with 4+ card fit Jump shift = strong invitation, but fit showing by PH		<b>OPENING LEADS STYLE</b> Suit Lead In Partner's Suit NT 3+5/LOW 3+5/LOW NT 4th 4th Subseq Attitude Attitude Other: 9/10 shows zero or 2 higher, Jack denies higher		<b>CATEGORY:</b> Green <b>NCBO:</b> Chinese Taipei / 中華台北 <b>PLAYERS:</b> 黃光輝 (副總統) 蔡啟芳 <b>EVENT:</b> 2017 中華盃 / 男子組	
<b>INT OVERCALL (2nd/4th Live; Responses; Reopening)</b> 15-18 at 2nd position, 12-15 at reopening position System-on Two lowest unbid suits by passed hand		<b>LEADS</b> Lead Vs. Suit Vs. NT Ace AKx(x), Ax, Axxxx AKx, AKxx King KQx(x) AK, Kx KQx(x), AKJ10x Queen QJx(x), Qx QJx(x), AQJx, KQJ109x, QJ98 Jack J10x(x), Jx J10x(x), Jx 10 109x(x), 10x, HJ10x(x) 109x, 10x, HJ10xx 9 9x, H109(x) 9xx, 9x, H109(x) Hi-X Kx, xxx, xxXx, xxxX Xx, Xxx, xXxx(x) Lo-X HxX, HxXx, HxxxX HxxX, HxxXx		<b>SYSTEM SUMMARY</b> <b>GENERAL APPROACH AND STYLE</b> 5-card majors, ART weak 2-bids 2/1 FG except rebid or in competition 15-17 INT, 4-way TRF Frequent use of non-penalty DBL Inverted raise in minors by unpassed hand JACOBY 2NT to 1M opening, 1m - 3NT is balance raise but NF Forcing INT and Bergen to 1M opening Two way check back after INT rebid 1♣/1♦ (1♥) 1♠ = less than 4-card ♠, X = 4 or more ♠ <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b> CAPPELLI / modified DONT vs. INT opening MICHAELS CUE-BIDS vs. natural opening LEAPING MICHAELS vs. natural weak 2♥/2♠ Unusual against unusual Pre-emptive jump raises Unusual 2NT overall 2♣ opening = weak 1M, VUL dependent 2♥/2♠ opening = weak with ♥/♠ plus a minor Light initial action possible (opening/responses/overcalls) Wild pre-emptive at 3rd seat and favorable VUL possible Conventional bids over opponent's 1NT overall Gambling 3NT opening and overall 2NT Mixed Raise for major overall or opening vs. competition Reverse Drury for PH response to 1♥/1♠ opening <b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> Weak except VUL against NV, which is intermediate Reopen: Intermediate (1M) 2NT (DBL) - RDBL = TRF to 3♣, 3♠ = TRF to 3♦		<b>SIGNALS IN ORDER OF PRIORITY</b> Partner's Lead Declarer's Lead Discarding 1 Attitude (UDCA) Count (UDCA) Suit Preference 2 Count (UDCA) Count (UDCA) UDCA 3 Suit Preference 1 Attitude (UDCA) Count (UDCA) Suit Preference 2 Count (UDCA) Count (UDCA) UDCA 3 Suit Preference		<b>IMPORTANT NOTES</b> Frequent upgrade/downgrade. Point ranges for reference only <b>PSY CHICS:</b> rare and uncontrolled	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b> Direct CUE is MICHAELS CUE-BIDS, overall strength Jump CUE in M asks for stopper. Jump cue in m is natural		<b>DOUBLETS</b> <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b> Shaped or too strong for other actions RESP - CUE is the only force Most doubles in competition are for T/O, especially OBAR double Low level reopening doubles are mostly for T/O <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLs/RDLs</b> Support DBL up to two of responder's suit; Support RDBL in 1-level only Responsive DBL up to 4♥ SNAPDRAGON Double in XYZ sequence (1♦ 1♥ 1♠ X) Invitational doubles (1♥ 2♦ 3♥ X) or (1♥ 1♠ 3♥ X) LIGHTNER Double against slams.			
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b> CAPP: X = power; 2♣ = any one suit; 2♦ = both majors 2♥ = ♥ + m; 2♠ = ♠ + m; 2NT = both minors; 3♣/3♦ = natural PH: X = a minor or both majors; 2♣/2♦ = suit + a major 2♥/2♠ = natural; 2NT = a 6-card minor + 4♥ 3♣/3♦ = 6-card suit + 4♠		<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b> T/O double up to 4♥. Double of 4♠ is optional Jump to 4NT shows both minors Non-jump 4NT: vs. 4♥/4♠ is take-out for minors/two suiters vs. 4♣/4♦ is natural			
<b>VS. ARTIFICIAL STRONG OPENINGS- Lc: 1♣ or 2♣</b> 1♣: X = majors, NT = minors 2♣: X = asking to lead		<b>OVER OPPONENTS' TAKEOUT DOUBLE</b> 1-level new suit = Forcing, 2-level new suit = NF RDBL = power, normally 10+ and forcing to 2 of opener's suit Jump to 2NT: 1M (X) 2NT = JACOBY raise; 3M = pre-emptive 1m (X) 2NT = pre-emptive; 3m = limited raise 1M (X) 3♣/3♦ = BERGEN raise while PH RESP = Fit Showing			

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	12+ bal. or 11+ unbal.	Inverted raise, 2NT = Invitational, 3NT = 13-15 Weak jump shift (6-9), 2♥ = 5♠ + 4♥ PH: 2♦ = 5♠ + 3♥; 2♥ = 4♠ + 6♥; 2♠ = 6♠ + 4♥	Two way check back after 1NT rebid LEBENSORHL after reverse	Single raise 1m (1♥) 1♠ = less than 4-♠, DBL = 4+♠
1♦		3	4♥	3-card only if 4-4-3-2	Ditto (PH: 2♦ = single raise)	Ditto	Ditto
1♥		5	4♦	4-card possible at 3rd seat	FINT, J2NT, 3♠ = Splinter with void on ♣ or ♠ or ♣, 3NT/4♣/4♦ = Splinter with singleton on ♠/♣/♦ 2/1 FG except rebid, Bergen raise 3♠-5♦	Two-way check back after 1NT rebid 4th suit forcing	Ditto
1♠		5	4♦	Ditto	Ditto; 3NT = Splinter with void on ♠ or ♣ or ♣, 4♣/4♦/4♥ = Splinter with singleton on ♠/♣/♥	Ditto	Ditto
INT			3♠	15-17, bal. or semi-bal.	4-way transfer with super accept. 3♥/3♠ = short 3♣ = weak with m's. 3♦ = asking 5 cards Major 3♥/3♠ = 4-4-1 singleton in bid M	After minor transfer, 3-level is natural, 4-level is short SMOLEN, SPLINTER	LEBENSORHL-SLOW shows stoppers
2♣	V	0		22+ or 9+ winners	2♦ = FG, 2♥ = NEG, 2NT = 5+♥	Puppet Stayman applied	
2♦	V	0		Weak 2 in Major	2NT = asking; 2♥/2♠/3♥/3♠ = P/C 3♣/3♦ = natural and forcing; 4♣ for TRF, 4♦ ask to bid suit	RESP to 2NT: 3♣/3♦ = MAX with ♥/♠ 3♥/3♠ = min with ♥/♠	
2♥		5		Weak with ♥ and m	2NT = asking minor, 3m = natural NF	New suit after 2NT is forcing	
2♠		5		Weak with ♠ and m	2NT = asking minor, 3m = natural NF	New suit after 2NT is forcing	
2NT				20-21, BAL or S-BAL	3♣ = puppet, 3♥/3♠/4♥/4♠ = TRF, 3♠ = 5♠/4♥	2NT 3♣, 3♦ 3♥ = 4-♠, 3♠ = 4-♥, 4♦ = both M's	
3♣		6		VUL dependent	New suit F, 4♦ = RKC for ♠		
3♦		6+		Ditto	5♣ = 3-step control asking bid		
3♥		6+		Ditto	5♠/5♦ = 3-step control asking		
3♠		6+		Ditto	Ditto		
3NT				Gambling with solid minor	4♣/4♦/5♣ = P/C, 4NT = ask for trump solidity		
4♣		6/7		Normal pre-emptive	4♦ = RKC for ♠		
4♦		6/7		Ditto			
4♥		6-7		Ditto	5♠/5♦ = 3-step control asking		
4♠		6-7		Ditto	Ditto		
4NT	V			Both minors with 3-4 losers	5♥ asks for major suit Aces		
5♣		7-8		Normal pre-emptive			
5♦		7-8		Ditto			
5♥							
5♠							
<b>HIGH LEVEL BIDDING</b>							
RKC with 14/30 response, next step asks for trump Q, 5NT for specific K Jump to 5-level for EXCL-RKC 0/3, 1/4, 2; any 4♦ jump after 2♣-3♣-RKC for ♠ DOP1 for interference below 5-level trump; DEPO for beyond 5-level trump When 4NT gets doubled, all responses ignore the double but RDBL = to play, pass = extremely poor hand. Asker can RDBL to continue asking. Void showing resp to RKC: 5NT = odd number of KC + void, 6-level new suit = even KC + void in bid suit (6 trump suit = even KC + void in higher suit) Jump to 5NT = pick a slam when no suit firmly agreed, or GSF with trump agreed							