



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			制度卡 CONVENTION CARD  			
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)		OPENING LEADS STYLE			CATEGORY: GREEN NEBO: CHINESE TAIPEI EVENT: PLAYERS: 范綱維 蔡博雅			
			LEAD	IN PARTNER'S SUIT				
8-18 value, promise 4+ suit, usually 5+ suit		SUIT	4 th ; MUD	Same as left				
(1x)-1M-(P/X)- ? Xfer RESP		NT	4 th ; MUD	Same as left	SYSTEM SUMMARY			
2M-1=Good sup inv, 2M=Bad sup (7-10)		SUBSEQ	Low = E, Hi =D	Same as left				
1NTOVERCALL(2ND/4THLIVE RESPONSES ;REOPENING)		Partner's suit: supported: Xxx (att), unsupported: xxX (count)						
2 nd /4 th live = 15-18 value, R/O = (12)13-15 value		LEADS			GENERAL APPROACH AND STYLE			
RESP: The same as Opening 1NT		LEAD	VS. SUIT	VS. NT				
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		A	Ace for attitude					
JUMP O/C : weak		K	King for count		5533, 2/1 (GF unless rebid) 1N= (14)15-17 value, Sometimes opening NT with a singleton Normal style Bergen raise: 1M-2M+1=Jacoby ; 2M+2= Inv with splinter ; 1M-2M+3= Inv Bal ; 2M+4= mixed-raise ; 3M= Pre			
UNT: 2N = 11-15 value, 5-5+ two-lowest unbid suits		Q	QJ(+), KQT9(+), Qx	AQJ(+), QJ(+), KQT9(+)				
DIRECTAND JUMP CUE BIDS (STYLE;RESPONSES;REOPEN)		J	JT(+), KJT(+), QJ98(+), Jx	JT(+), KJT(+), QJ98(+), Jx				
Direct Cue = Michaels 11-15 value; RESP 2N = ask		10	T9(+), HT9(+), Tx	T9(+), HT9(+), Tx	SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
Jump Cue = w/ a running suit, ask for stopper		9	J98(+), Q98x(+), K98x(+), 9x	J98(+), Q98x(+), K98x(+), J9x				
(2M)3M=as for stopper ;(2M)4m=m+oM		HI-x	Xx, xXx, xXx(+)	Xx, xXx, xXxx				
RESP = m is P/C, R/O: The same		LO-x	HxX, HxxX(+)	HHxX(+), HxxX(+), HxX	SIGNALS IN ORDER OF PRIORITY AK lead A =attitude ;AK lead K =carding			
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		AK lead A =attitude ;AK lead K =carding						
			PARTNER'S LEAD	DECLARER'S	DISCARDING	SPECIAL FORCING PASS SEQUENCES		
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		SUIT	1	U/D ATT	U/D CT			O/E
VS Strong NT:			2	U/D CT	S/P			U/D CT
We are non-vul:X=1m or 2M; 2♣=♣+♥/♠; 2♦=♦+♥/♠; 2♥=♥+2♠=♠			3	S/P			Michaels	
We are vul: X=pen; 2♣=2M; 2♦=1M; 2♥=♥+m; 2♠=♠+m; 2N=2m		NT	1	U/D ATT	U/D CT	O/E	Unusual 2N	
VS Weak NT: X=pen; 2♣=2M; 2♦=1M; 2♥=♥+m; 2♠=♠+m; 2N=2m			2	U/D CT	S/P	U/D CT	(1m)-p-(1M)-1NT = 5om+5oM	
R/O =SAME. PH = X=1m or 2M; 2♣=♣+♥/♠; 2♦=♦+♥/♠; 2♥/2♠=NAT			3	S/P			Two-way-puppet-checkback	
VS.PREEMPTS (Doubles, Cue-bids ,Jumps ,NT bids)		SIGNALS(INCLUDING TRUMPS): UDCA+O/E			LEBENSOHL 1D-(p)-1M = maybe 3cd			
T/O DBL up to 4♥		Trumps: Hi-Low = Intend to Ruff						
(4♠)-X = PEN; (4♠)-4N = T/O		DOUBLES						
Leaping Michaels: (2M)-4m = m + oM, 5-5+, almost GF		TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
VS. ARTIFICIAL STRONG OPENGINGS		11+Value, could be light with classic shape						
VS Strong 1♣: 1♦=Ms, 1♥/1♠ = NAT, 1NT=ms, 2NT=♥+♣/♦+♠		17+ value strong						
1M overcall maybe very light in NV		R/O : 8+Value			PSYCHICS: seldom, 3rd-seat or response of weak opening			
VS Strong 2♣: X=♣or♦+♥; 2♦=♦or♥+♠; 2♥=♥or♠+♣; 2♠=♠or♣+♦		RESP: CUE = F1, promise rebid						
		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES						
		NEG DBL up to 4♥			OVER OPPONENT'S TAKEOUT DOUBLE			
		SUPP DBL/REDBL up to 2♠						
		RESP DBL up to 3♠						
New suit= F at 1-level only; after 1N = Xfer RESP		MAX DBL up to 3♥			OVER OPPONENT'S TAKEOUT DOUBLE			
JUMP raise=PRE; Double jump in new suit=SPL		LIGHTNER DBL against slam						
1♠-(X)-2NT=4cd♠ fit inv ,1♥-(X)-2♠=4cd♥ fit inv								

OPENING		MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	3	4♥	11-21 HCP May lighter with shape	1♣-2♣= inv+ 1♣-2♦/2M= weak, 3-6/5-8 1♣-2N =11-12 Bal inv 1♣-1♦=4cd♦ (walsh style)	1m-1X-3N = solid 7 minor suit or semi-solid 18+ 1♣-1♦;1N = 12-14, could have 4cdM 1♣-1♠;3♥= 18-19 Bal with 4cd♠ 1m-1M;1N-2♣=puppet to 2♦ 1m-1M;1N-2♦=GF 1m-1M;1N-2M=inv 1m-1M;1N-2N=puppet 3♣	Same
1♦	*	3	4♥	11-21 HCP May lighter with shape	1♦-2♦ =inv+ 1♦-2M = weak, 3-6/5-8 1♦-3♣ = constructive, 6cd+♣	1♦-1♠;3♥= 18-19 Bal with 4cd♠ Same as above	
1♥/♠	*	5	4♥	11-21 HCP May lighter with shape	1♠= 6+,1N=0-12, Semi-F, 2/1 GF unless Rebid 1M-2M+1=Jacoby ; 2M+2= Inv with splinter ; 1M-2M+3= Inv Bal ; 2M+4=mixed-raise ; 3M= Pre 1M-3M+1 = GF with void 3N/4X = spl, 4M=to play	1M-2M ;2M+1=puppet 2M+2 1♥-2♥;2♠-2N;3♣/♦/♥=4cd♣/♦/♠inv, 1♠-2♠;2N-3♣;3♦/♥/♠=4cd♦/♥/♠inv 1M-2M;2M+1-2M+2;3M+1=♥5♠4/♠5♥4 CoG 1M-2M ;3X=shortness (1♥-2♥;2N=♠ short inv)	2♣=3cdM fit, 8-12; 2♦=4cdM fit, 7-10 2M+1=4cdM fit, 11-12
1N				(14)15-17 HCP, Maybe 5M6m, 5422,5431	2♣= stayman ; 2♦/♥=xfer ; 2♠= ask minor ; 2N=inv 3m= Inv ; 3♥=55M inv ; 3♠= 55M FG ; 3N=s/o 4♣= Gerber ; 4♦/♥= xfer ; 4♠/4N/5N=quant	Lebensohl : Fast denies stopper	
2♣				22+ or 9+ quick winners	2♦= wating, 0-7 2♥= positive,2K+, 2♠/2N= positive,♥/♠(Kxxxx+) unBaL, 3♣/3♦=pos♦/♣(KQxxxx), 3M=oM KQJ9xx+, 3N=AKQxxxx	2♣-2♦;2♥=art, 2♠=nat, 2N=20-21 2♣-2♦;2♥ (=relay 2♠)-2♠; then bid 3m=5♥4m, 3♥=6cd+♥, 3♠=5♥4♠, 2N/3N=str BH	
2♦				One weak M	2M/3M/4♥ = P/C, 2N = ask, 3♣ = inv both M, 3♦ = 1M ST 4♣ = ask for TFR, 4♦ = ask to deal, 4♠ = to play		
2♥/♠				M+m, 5-4+, weak (promise 5-5 at vul)	2N= GF ask minor, 3♣/4m/5♣ = P/C, 3♦ = fit M, inv 2oM = to play, 3oM = oM 6cd+ inv		
2N				22-24 value, semi-BAL, may have singleton	3♣=ask 5M; 3♦/♥=TRF, 3♠= ask minor 4♣=Gerber, 4♦/♥=TRF, 4♠/N = QUANT	HIGH LEVEL BIDDING	
3♣/♦		6		PRE	4♥/♠=to play ; 3X = F1 NAT, 4m=PRE 4N=RKCB		RKCB 1430, GERBER, QUANT, EKB 0314, 5N GSF, SPL
3♥/♠		6		PRE	4♥/♠=to play; 4N=RKCB;	DEPO	
3N	*			Gambling, at most 1 outside K	4♣=P/C, 4♦= ask short, 4M = to play		
4♣/♦		7		PRE	New Suit F, Except 4♥/♠ = to play; 4N=RKCB		
4♥/♠		7		PRE	4♠=to play; 4N=RKCB		