

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 <u>4th</u> Attitudes		宏儒 (TEAM) 郭傑儀 (J.Y.Kuo) 陳輔弼 NAME OF PLAYER NAME OF PLAYER
	NT	3rd -5th <u>4th</u> Attitudes		
TAKE OUT DOUBLE : 11 HCP up RESP : CUE = Only F Jump after XX = PRE 4 <sup>th</sup> seat could be light	SUB-LEADS : Top from sequence lead			SYSTEM SUMMARY
	OPENING LEADS VS NT / SUIT ( mark / - )			
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 opening
	AKx KQx QJx JTx Txx xxx			
Jump OVERCALL : Weak, 2NT ask shortness	AKJx KQxx QJTx JT9x T9x xxxx			SPECIAL OPENING THAT MAY REQUIRE DEFENCE
Jump 2NT OVERCALL : 2Lowest unbid suit	AKJTx KQJx KQTx KJTx 98x xxxxx			1.2♦: Weak ♥ or ♠ + one minor
Direct CUE = Michaels 5-5 up, strength depend on V RESP : 2NT ask second suit	AQJX KQT9x AT98 KT9x QT9x xxxxxx			2.2♥: Weak ♠ or ♥ + one minor
	AJxx Kxx Qxx Jxx Txxxx Jxxxxx			3.2♠: Weak majors or minors
Vs. Strong NT : 2♣= one suit, 2♦= 2 Majors or Minors 2♥=♥+ one minor, 2♠ = ♠ + one Minor X=Strong RESP. : pass or correct for 2♣~2♠ overcall	KJxx Kxxx Qxxx Jxxx Txxx Txxxx			4.3NT : Gambling, solid minor
	SIGNAL WHEN FOLLOWING SUIT OR DISCARD			5.4♣ / ♦ : Good hand. In ♥ / ♠
Vs. Weak NT : Ditto	( 1 / 2 / E / D / S = ODD EVEN / Enc / Disc / Suit P. )			SPECIAL COMPETITIVE BIDS
Vs. Preemptive : take out up to 4♥	CARDS HIGH LOW ODD EVEN			
	Vs. Artificial 1♣: 1♦ = ♥+♦ or ♠+♣, 4-4↗ 1NT = one suit 2♥= 2-Minors or 2- Majors, 4-4↗ 2♠=♥+♣ or ♠+♦, 4-4↗ 1NT = one suit no lower limit on strength	SUIT	Partner D1 E2 Declarer D1 E2 Discard E S	1. Michaels CUE 2. Unusual NT
NT		Partner D1 E2 Declarer D1 E2 Discard E S	SPECIAL COMPETITIVE DOUBLES	
Vs. Multi : X = Weak NT or strong hand, Suit = NAT. NT = Strong NT	SIGNAL IN TRUMP SUIT Ability to ruff			OTHER SIGNAL SWITCH IN TIMES
	Vs. Take out double : XX = 10 HCP up RESP. : 1/2 – level suit = F 1 round / NF 1M X 2 NT / 3M = limit raise / PRE 1m X 2 NT / 3m =PRE. / limit raise	‘NOTES’ THAT DO NOT FIT IN ELSEWHERE		
1.Light or shapes opening in all seat(maybe under 10 pts)			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	

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♣	10~21HCP, 3+card	Single raise=GF Weak jump shift 1NT = 6~10 pts 2NT = Resquest to bid 3♣ 3NT = 15~18 PTS J shift =INV.Jump new suit=PRE	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♣	10~21HCP, 3+card (3-card only when holding 4-4-3-2)			
1♥		5	3♣	10~21HCP, 5+card *3 <sup>rd</sup> position maybe 4cards	Limit raise,Weak jump shift 1NT = F, 2NT =8~15pts、♥/♠fit &with a singleton suit 3♣/♦ =12~15/8~11pts、♥/♠fit & Bal-hand 4 level new suit= 12~15pts、♥/♠fit & suit void	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				15~18HCP,BAL. or semi-balance 5-cards major or 6-card minor are possible	Puppet Stayman, Jacoby / Texas TR 2♠ =INV. 2NT/3♣=TR to 3♣/♦ 3♦=2majors、5~8pts 3♥/♠=5-4 minor、9~13pts & ♠/♥=1 4♣= Gerber 4♠ =sign off, 4NT= INV.	New suit after TR = GF Splinter bid after TR 3♣/♦/♥/♠ after puppet stayman =shortness 3♥/♠ after 2NT/3♣ TR =♠/♥ suit(4card)	Lebensohl after overcall X = Penalty
2♣	∨	0		22HCP up or equivalent valent hand	2♦= 0~5 pts 2♥~3♦= 6+HCP, 5+card 2/3NT = 6~8/9~11 HCP 3♥~4♦= Semi – solid suit	Stayman after 2/3NT response TR after 2♣ -2♦ -2NT 2 <sup>nd</sup> negative (2♥/3♣ vs 2♥ /2♠) Opener jump = Solid suit	2♣ 3Y – = negative X = positive 2♣ 4Y – = positive X = negative
2♦	∨	0		2♦ = Weak 2♥(case1)or ♠+minor 5-5 (case 2)	Suit = Pass or correct 2NT = Inquiry usually GF 3NT = To play Opening strength depend on vulnerable	After 2NT inquiry opener re-bid Major/Minor suit = Case 1/Case2 Re-bid 3NT = Case 1 & Max. (No apply 2♠ opening)	2A X ? suit = pass or correct 2NT = inquiry Pass = 5+A XX = 4+A with penalty seeking
2♥/♠	∨	0		2♥ = Weak 2♠ (case1)or ♥+minor 5-4 (case 2) 2♠ = Weak ♠+♥ or ♦+♣			
2NT				20~21HCP, BAL. or Semi- BAL. 5-cards major or 6-card minor are possible	Stayman 3♦/♥/4♦/♥= TR 4♣/ NT = GERBER / INV 3♠ = 5-4 minor with a singleton M 4♠ = 5-5 minor with a void M		After 4♣Gerber : Use lower 4NT /5♠ to ask King
3♣~♠		6+		Normal PRE. Usually 7-card	New suit = F 3NT = To play		
3NT	∨			Gambling, 7-card solid minor	4♣ /♦ / 5♣= Pass or correct 4NT = Blackwood	Slam Approach and Convention and Abbreviation	
4♣/♦	∨	7+		Goog4♥/♠ 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 D0p1/DEPO Lebensohl Drury min. = minimum	
4♥/♠		7+		Normal 4♥/♠ opening			
4NT	∨			At least 6-5 minor, 3~4 losers			