DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1/2 Level; Reopening	)
good 4+ at 1 level permitted	
Cue is the only forcing response; ,Jump cue=Invitation with	fit
Change of suit is constructive but NF	
Change of suit is Forcing vs pre-emptive opening	
ANTE ON TEN CALL (And Ath L' P P	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	
15-17 in direct seat ,12-15 in balancing System on for all responses	
Direct 1NT overcall by pass hand = both minors	
Sandwich 1NT overcall by pass hand = unbid 2 suits	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak vs natural suit opening	
Strong vs pre-emptive	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michael 2-suiter overcall (non-Vul may be wild)	
Jump raise invitational; 2NT inquires	
Jump cue is stopper asking vs major suit opening, Nat. vs m	inor
VS. NT (vs. Strong/Weak; Reopening; PH)	
Dbl = Strong	
2C= any ine suit; 2D = both Majors	
2H = H + m; $2S = S + m$ ; $2NT = both minors$	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Cue is Michael 2-suiter vs natural weak 2 opening	
T/o dbl up to 4D, dbl of 4H is optional tend to t/o, dbl of 4S	is
optional tend to for penalty	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	
Vs Strong 1C opening : dbl = good hand	
1NT / 2NT = both minors; Others = Nat.	
OVER OPPONENTS' TAKEOUT DOUBLE	
1 level suit =F1, 2 level suit = NF	

	EADS STYLE Lead	<u> </u>	In Day	rtnaric Suit	
Suit				In Partner's Suit	
NT		4th with honor; MUD		4th with honor	
NI		4th with honor; high or second high if no honor		4" With honor	
Subseq		· <del>-</del>	+		
Other: J/T lead	ds shows zero o	r I higher			
LEADS					
Lead	Vs. Suit	Vs. Suit		Vs. NT	
Ace	AKx(xx),A	AKx(xx),Ax		AKx(xx),Ax	
King		KQx(xx),AK,Kx		KQx(xx),AKJTx,Kx	
Queen		QJx(xx),Qx		QJx(xx),KQT9(xx),Qx	
Jack	HJT(xx),JT	HJT(xx),JTx(xx),Jx		HJT(xx),JTx(xx),QJ98(x),Jx	
10 T9x(xx),T		,HT9(xx)	T9x(x	T9x(xx),Tx,HT9(xx)	
9 9x			9x(x)		
Hi-X HiX,				X,XHiXX	
Lo-X HXXIoX,HX		XXlo,HXlo	HXXloX,HXXlo,HXlo		
SIGNALS IN	ORDER OF F	RIORITY			
Part	ner's Lead	Declarer's Le	ad	Discarding	
1 UD	CA	Upsidedown	Count	Upsidedown Att.	
Suit 2 SP		1			
3					
1 Upsidedown Att.		Upsidedown Count		Upsidedown Att.	
NT 2 Upsidedown Count					
3 SP					
Signals (inclu	ding Trumps):	•			
	-				
		DOUBLES			

## TAKEOUT DOUBLES (Style; Responses; Reopening) Light shaped t/o dbl permitted. normally 3+ support in unbid major(s) unless strong. Balancing dbl maybe light Cue is the only forcing response. Jump after opps' redbl is weak SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Res dbl up to 3S Support dbl /re-dbl up to 2H (below 2 level of pd's suit)

	W B F CONVENTION CARD
CATEGORY:	j'
COUNTRY: Chinese	Taipei
EVENT:	_
PLAYERS: 小刀隊公	制
SYSTEM SUMMARY	
GENERAL APPROA	CH AND STYLE
Natural 5533, 2/1 GF	
	npassed-hand and no interruption)
	ippassed-hand, $3C > 3D > 3M$ )
Reverse Drury	
	may include fit with weak hand
RKC 1430, specific K	, DEPO/D0P1 vs interference
	`
	T MAY REQUIRE DEFENSE
Jump raise in major is p	
Unusual NT for 2 lower	
Michael Cue over 1-lev	
Michael Cue over natur	
	id minor and outside stuff
	by pass hand = unbid 2 suits
Leb. after opps overcall	
	eak 2 opening (if certain suit known)
Unusual vs Unusual 2N	T overcall
SPECIAL FORCING	PASS SEQUENCES
	, <u></u>
Once FP, Pass and Pull	is stronger than direct bid
	-
IMPORTANT NOTE	
Light/Distributional ope	
Wild pre-emptive 3rd ha	
•	

PSYCHICS: rare, uncontrolled, mainly lead prohibiting

U	UF MAL	. OF						
OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS	NEG,DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1 <b>+</b>		3	3S	11-21,3+ cards 4-4 minors open 1D in general (may depend on suit quality)	Inverted Minor Raise (unpassed hand and no intteruption)  1D-3C = Nat. Inv.; 1m - 2H/2S = Nat. weak  1NT=6-10, 2NT=11-12, 3NT=13-15	After inverted m, new suit = 15+ unbalanced; jump new suit = spl (12~14) 1m - 1H	1m - (1X) - 3m = Inv. 1m - (X) - 3m = Inv. 1m - (X) - 2NT = m Preempt	
1♥ 1♠		5	3S 3H	11-21,5+ cards (4+ cards in 3 <sup>rd</sup> seat possible but not usual)	1NT=F1, Bergan(unpassed hand 3C>3D>3M) Reverse Drury for 3 <sup>rd</sup> /4 <sup>th</sup> seat opening 2NT=Jacoby; Splinter 1S - 3H = Nat. Inv.		1M - (2X) - 3M = Preempt 1M - (2X) - 3X = M Inv. + 1M - (X) - 3M = Preempt 1M - (X) - 2NT = M Inv. +	
INT				15-17 balance or semi-balance	Stayman, Smolen, 2/4 level transfer 2S=MSS; 3C/D=signoff; 3H/S=4144/1444, Gerber; 4NT= quantitative Inv.	Splinter, 4NT after stayman/trf = quantitative inv. 1NT-2C-2M-2/3otherM = fit M slam try		
2*	V	0		22+ or equivalent	2D=Neg. or waiting ,new suit=Nat. positive ,	Stayman/trf after 2C-2D-2NT No 2 <sup>nd</sup> negative	2C been overcalled: pass = 3- pts X = 3+ pts, bid = natural	
2 <b>♦</b> 2 <b>♥</b> 2 <b>♠</b>		5		Nat. Pre-emptive (5 cards possible)	2D:New suit forcing, 2NT=Inv. 2D - 3M = Nat. Inv. 2H/2S: New suit forcing, 2NT=Ogust	2M-2NT-3C = min, bad trump 3D = min, good trump 3H= Max, bad trump 3S = Max, good trump		
2NT				20-21 balance or semi-balance	Stayman, Smolen, 3/4 level transfer, 3S=MSS 4C=Gerber, 4NT= quantitative Inv.	Non-jump major after stayman is slam try with fit: 2NT-3C-3H(3S)-3S(4H)		
3♣ 3♦ 3♥ 3♠		6		Nat. Pre-emptive (6 cards possible)	New suit F		, , , , , , , , , , , , , , , , , , ,	
3NT				Solid minor with outside stuff (1 or 2 side suit control, but no outside Ace is allowed)				
4 <b>.</b> 4 <b>.</b> 4 <b>.</b> 4.	·			Nat. Pre-emptive				
4NT				Both minors				
5+ 5+ 5∀ 5+						Sequence of cue bids: 1.control in opponent's or unbid suit  2.cheapest 1sr round control; 3.2nd round control  After RKC with 5C/5D response ,next step asks for trump Q ,5NT asks for specific King  Most unnecessary jump are splinter, Jump to 5-level (or jump to 4S if trump is H)  =ERKC		
			: 					