



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION  CONVENTION  CARD
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING) 6-18 HCP, 4+ suit, Light overcall at 1 level Resp : Cue = FG, New suit = Semi-F Jump Raise = Pre, Jump Cue = INV w/ Fit R/O : 6-15 HCP, 4+ suit, Resp: Cue = F1	OPENING LEADS STYLE			CATEGORX: PRECISION BLUE NEBO: CHINESE TAIPEI EVENT: AII PLAYERS: 孫世偉, 吳昱芳	
		LEAD	IN PARTNER'S SUIT		
	SUIT	01 4 th	01 4 th , MUD		
	NT	02 4 th	02 4 th , Hi/Lo From xxx		
	SUBSEQ	Low = Enc, Hi =Discur.	As Above, ATT		
	OTHERS:				
INT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING) 2 nd /4 th live = 15-18 HCP,R/O = 12-15 HCP RESP : The Same as 1C- 1D- 1NT JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT) JUMP O/C :1 st or R/O 6+cards, 13-16 2NT=2-lower unbid suits (1NT) 2NT= 55+ 2 suits except 2Ms	LEADS			SYSTEM SUMMARY GENERAL APPROACH AND STYLE Precision : STR 1♠(16+),1♦ (0+♦) Bidding Style : Aggressive 1NT=14-16 HCP. 2/1= FG	
	LEAD	VS. SUIT	VS. NT		
	A	AKx(+), Ax(+), AKJT(+)	Ax(+), AKx(x)		
	K	KQ(+), AK, KQJ(+),KQx(+)	KQx(+),AKJT(+)		
	Q	QJ, QJx(+), Qx	AQJ(+),,QJx(+),KQT(+)		
	J	JT, JTx(+),KJT(+),Jx	JT, JTx(+),Jx		
	10	Tx, T9x(+), HT9(+)	Tx,T9x, (A/K)JTx(+)		
	9	9x	9x, HT9(+)		
	HI-x	xSx, xSx(+), Sx	HxxSx(+), Sx, Sxx, xSxx		
	LO-x	HxS, HxxS(+)	HHxS(+), HxxS(+), xxS		
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN) Direct cue: Michaels weak or strong, RESP 2NT=Relay Jump cue: (1S) 3S=6+H and 5+m	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE 2♦= 0-10 HCP : weak in both major,Could be 4-4,2NT = INQ 2♥= 0-10 HCP, 5(+)♥,2NT= INQ 2♠= 0-10 HCP, 5(+)♠,2NT = INQ Michaels Cue = 5-5+ Unusual 2NT= 2 lower unbid suit	
		PARTNER'S LEAD	DECLARER'S		DISCARDING
	SUIT	1 U/D ATT	U/D CT		Enc: 3>5>7
		2 U/D CT	S/P		S/P: 24689T
VS. NT (VS. STRONG/WEAK; REOPENING; PH) X= OPT, the same value as OPP NT	NT	3 S/P		Only 1 st Card	
		1 U/D ATT	U/D CT	Enc: 3>5>7	
		2 U/D CT	S/P	S/P: 24689T	
		3 S/P		Only 1 st Card	
LANDY 2♠=Both Ms, 2♦=1M, 2M=4+M&5+m, 2NT=any 2 suits R/O = the same PH = the same, maybe lighter	SIGNALS(INCLUDING TRUMPS):UDCA+O/E			1M opening after OPP. O/C, 4♠/4♦ = Better Game Raise[15] 1D opening after OPP O/C [18] 3NT=Gambling Escaping from 1NT DBL[16]	
	Trumps : Hi-Low=Intend to Ruff,				
VS.PREEMPTS (Doubles, Cue-bids ,Jumps ,NT bids) T/O DBL thru 7♥, 3NT=To Play Cue-bid over weak 2= Michaels	DOUBLES			SPECIAL FORCING PASS SEQUENCES 1M (DBL) REDBL F to 2NT	
	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)				
	10+Value, Could Be light with Classic Shape R/O : 8+Value T/O DBL thru 7♥				
	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE Light or shades opening in all seats ; HCP and distribution can be exchanged. Speed Principle[17] ; Aggressive Approach & Style, Wild pre or overcall at 3rd seat or favorite vul, Frequent false carding.	
	Neg DBL up to 4♠, Support DBL up to 2♥				
	Resp DBL , Compete DBL, Lightner DBL, DEPO, D0P1				
VS. ARTIFICIAL STRONG OPENGINGS DBL=Ms, 1NT=ms,				PSYCHICS: RARE,	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND
1♣	*	0	4♦	16+HCP Any, OR 8+Playing Tricks EXCEPT 16 & 22-24 BAL	1♦=0-7 HCP, 1♥/♠/2♣/2♦=8+HCP, 5+card 1NT=8-13/16+HCP BAL, 2♠=14-15 HCP BAL 2♥/2NT/3♣/♦=8+HCP, 4441, Short in ♠/♣/♦/♥[6] 3M=4-7 HCP 7+Suit; 4♣/♦ : 8+♥/♠ w/ A / K 4♥/♠ : 8+♥/♠ w/o A / K	-1♦ : 2M/3m=STR F1 w/ 2 nd NEG -1M : 1NT= ASK CTRL[1], then 2M=TRUMP ASK[2], 2X/3X=CTRL ASK[3] -1NT : 2♣=[4]; 2X/3♣= TRUMP SUPP ASK[5] -2♠ : 2NT=BARON; -2♣/♦ : 3♣/♦=WITH S/S	
1♦		0	4♠	11-15 HCP (Could Be Void In D)	1♥/♠=4+M ; 2♣/♦=F to 3NT 1NT/2NT=7-11/11-13 HCP BAL 2♥/2♠/3m=7-11HCP,6+suit,INV	-2♣=GF[7] , -2♦=GF[8], -1♥/♠=[9] -2♥/ 2♠=2NT INQ -2NT : 3M=MAX, oM short, ♦ Suit or ms	1♦-2♣/♦=NF
1♥/♠	*	5	3M	11-15 HCP (3 rd seat may only 4-card)	1NT=F,1 ; 2/1= FG. 4X=SPL -1♥->2♠/1♠->2NT=JUMP CONVENTION [10]; -1♥->3♦/1♠->3♥=INV -2M = mix-raise -3M = mixed raise, 2M value or PRE	-1♥->1NT : 2♣ = Could be 2-Card -1♠->1NT=2m = 3+ Card -1NT : 2NT/3M/4M=6M Max/7+M,MIN/7+MAX -After Raise : (Relay)=G/T S/T	1♥/♠-1NT=NF
1NT			3♠	14-16 HCP. BAL or Semi-BAL	Stayman, GEBER, QUANT 2♦/♥/NT/3♣ TRF 2♥/♠/3♣/♦, 4♦/♥= TRF , 2♠=INV.BAL or 1Minor suit, 3♦= 5-5+ Majors,INV 3M = 1/2 ms,Short In O/M	1NT-DBL-RD=SOS -2♣ : 2♦ Then 2♥= Ms, 2♠ = ASK minor 2♥ Then 2♠ = ASK 2 nd suit, FG -2♦ : 2♥ Then 2♠ Relay to 2NT=4441[11]	
2♣		5	4♥	11-15 HCP, 6+♣ or 5+♣ w/ 4M	2♦= INQ, 2♥/♠=NF, 2NT/3♥/♠= INV, 3♣=7-10, 2+♣, 4♣=3♣ value, 3+♣, 3♦=55+Majors,9-11,INV+, 4♦= Blackwood	-2♦ : 2M=4-M, 2NT= BAL, 3♣=MIN. UNBAL, 3NT=BAL.Solid 6+♣ , 3X= MAX.S/S, 6+♣	
2♦	*	0		0-10 HCP; Majors 44+	2NT= INQ [12] 3M=More PRE Than INV 3m=NF	-2NT : 3♣=MIN,4-5 Up,3♦/NT= MIN/MAX. 4-4 4♣/4♦=MAX,S/S,5-5UP	
2♥/♠		5		0-10 HCP; 5+♥/♠	2NT= INQ [13] ;2♠/3♣/♦/♥=♠/♣/♦/♥ NAT,Semi- F 3M= More PRE Than INV		
2NT				22-24 HCP,BAL[14]	3♣=STAY,3♦/♥/4♦/♥TRF♥/♠,TEXAS, 3♠= ASK m ,QUANT, GEBER;	HIGH LEVEL BIDDING	
3♣/♦		6		PRE, 6+♣/♦	4♥/♠=To Play ; 3X = F1 NAT, 4m=PRE	BLACKWOOD, RKCB, GERBER, QUANT, 5NT GSF, SPL	
3♥/♠		6		5-10HCP, 6+♥/♠	4♣/♦= 5-STEP CTRL ASK[3], 4♥/♠=To Play	D0P1, DEPO, REPO	
3NT	*			Gambling	m=P/C		
4♣/♦		7		PRE	New Suit F1 except 4♥/♠ , 4NT=RKCB		
4♥/♠		7		PRE	4♠ : To Play, 4NT=RKCB		

(NOTE 6) 1 C-2H / 2NT / 3C / 3D -2S/3C/D/H= RELAY ASK

1C 2H / 2NT / 3C / 3D= 8+ PTS, 1444 / 4441/ 4414 / 4144.

2S/3C/D/H= RELAY ASK

+1 = 8-10 HCP,

+2 = 11-13 HCP,

+3 = 14-16 HCP,

(NOTE 7) 1 D 2C = 4+ C, GF

7.A 2D/3D = D ≥ 5, MIN / MAX.

7.B 2H/2S = D + H / S , MAX.

7.C 2NT = 11 - 13 HCP, C ≤ 3, BAL.

7.D 3C = 4+ C, BAL, MIN.

7.E 3H/S/NT = H / S / D = 1, C ≥ 4, MIN.

7.F 4D/H/S = D / H / S ≤ 1, C ≥ 4, MAX

7.G 4C = 4+ C, BAL, MAX.

(NOTE 8) 1 D 2D = 4+ D, GF

8.A 2H = 11 - 15 HCP, D = 3, UNBAL, OR 14 - 15 HCP, D ≥ 4, NO S/S

2S RELAY 2NT = 14 - 15 HCP, D ≥ 4, NO S/S;

3C/D = MIN, H/S = 1,

3H/S = MAX, H/S = 1

8.B 2S = D=1, 2NT RELAY, 3C = MIN.3D RELAY(3H/S/NT=3415 / 4315 / 4414)

3D/H/S = MAX. 4414 / 3415 / 4315.

3NT = MAX, 4414 w/ D Honor.

8.C 2NT = 11 - 13 HCP, BAL, D ≤ 3.

8.D 3C = D = 0. Then 3D RELAY 3H = MIN, 3S = MAX

8.E 3D = 11 - 13 HCP, BAL, D ≥ 4.

8.F 3H/S/NT = H / S / C ≤ 1, D ≥ 4, MIN.

8.G 4C/H/S = C / H / S ≤ 1, D ≥ 4, MAX

(NOTE 9) 1 D 1M = 6+ HCP, 4+(3)H/S, NEW SUIT IS F

9.A 2H/S = fit

2S/2NT IS RELAY GT ,DIRECT NEW SUIT IS S/S GF

9.B 3H/S = MAX. INV.

3S/NT IS RELAY SLAM TRY , DIRECT NEW SUIT IS S/S

9.C 2NT/3H = H/S=3, D=5+(usually 6+), MAX

9.D 2S/2NT : Splinter

a) 2NT/3C asking, GF

a1) 3C/3D/3H//3D/3H/3S = C/D/S//D/H/C = 1, MAX

a2) 3S/3NT/4C//3NT/4C/4D = C/D/S//H/C/D = 0, MIN

b) 3H/3S = sign off

9.E 3S/4C/D/H = Void Splinter, MAX

9.F 4H / 4S= H/S=4, D=6, MAX, 2+honors on each long suit

(NOTE 10) 1H - 2S / 1S - 2NT = STR RAISE, JUMP CONVENTION

10.A 1H 2S = STRONG, $H \geq 3$; OR 14 - 15HCP. $H \geq 4$, BAL.

1. 2NT/3C/D = S/C/D ≤ 1 ; 3H = MAX, NO S/S.

THEN CUE BID, FOLLOWING THE SPEED PRINCIPLE

2. 3S/4C/D = S/C/D = 0; MIN; 4H = 6+H, MIN, NO S/S; 3NT = MIN, NO S/S
3NT = VERY BAD TRUMP SUIT. MIN.

10.B 1H 2NT = 11+HCP, 4+ H, w/ A VOID SUIT.

3C ASK : 3D/H/S = D / C / S VOID 14 - 16 HCP.

4C/D/3NT = C / D / S VOID 11 - 13 HCP.

10.C 1H 3C = 6-STEP TRUMP ASK,

THEN 5 - STEP CTRL ASK.

10.D 1S 2NT = STRONG, $S = 3+$; OR 14-15HCP, $S = 4+$, BAL.

1. 3C/D/H = C/D/H ≤ 1 ; 3S = MAX, NO S/S.

THEN CUE BID, FOLLOWING THE SPEED PRINCIPLE.

2. 4C/D/H = S/D/H = 0; MIN; 4S = 6+S, MIN, NO S/S; 3NT = MIN, NO S/S.

10.E 1S 3C = 11+HCP, 4+ S w/ A VOID SUIT.

3D ASK : 3H/3S/3NT H / C / D = 0, 14 - 16 HCP.

4C/4D/4H C / D / H = 0, 11 - 13 HCP.

10.F 1S 3D = 6-STEP TRUMP ASK,

THEN 5 - STEP CTRL ASK

(NOTE 11) 1NT 2D = TRF TO 2H, H SUIT OR 3 SUITERS.

2H 2S = RELAY to 2NT = 4441 SHAPE

2NT 3C/3D/3H/3S = 3 SUITERS GF, D/H/S/C SHORT

(NOTE 12) 2D - 2NT = INQ, INV. UP

12.A 3C = MIN. 4-5 / 5-4 UP.

Then 3D ASK a.) 3H = 4-5 MIN,

b.) 3S = 5-4 MIN.

c.) 4C/D = 5-5 MIN, S/S, 5-5-2-1(5-5-3-0)/5-5-1-2(5-5-0-3)

d.) 4H = MIN, 4-6.

e.) 4S = MIN, 6-4.

12.B 3D = 4-4 MIN. Then 3H/S NF

12.C 3H = 4-5 MAX.

12.D 3S = 5-4 MAX.

12.E 3NT = 4-4 MAX.

12.F 4C/D = MAX. S/S, 5-5-2-1(5-5-3-0)/5-5-1-2(5-5-0-3)

12.G 4H = MAX. 4-6.

12.H 4S = MAX. 6-4.

(NOTE 13) 2H/S – 2S/NT = INQ, INV.UP

13.A 2H 2S/3C/3D = S/C/D NAT ; F1

13.B 2H 2NT = INQ

1.3C/D/S = Medium , S/S,RESPONDER BID 3H NF.

2.3H = MIN.

3.3NT = Medium , NO S/S.

4.3S/4C/D = MAX, S/S

5.4H = NO S/S , MAX.

13.C 2S 3C/3D/3H = NAT ; F1

13.D 2S 2NT = INQ.

1.3C/D/H = Medium , S/S,RESPONDER BID 3S NF.

2.3S = MIN.

3.3NT = Medium , NO S/S.

4. 4C/D/H = MAX , S/S

5.4S = NO S/S , MAX.

(NOTE 14) 2NT = 22-24

14.A 3C=STAYMAN

1.3D = NO 4-M

a.) 3H = 5+S w/ 4+H

b.) 3S = 5+H w/ 4+S

2. 3H/S = 4-H/S

a.) 3S/4H = H/S FIT , Slam Try.

b.) 4C/D = NAT

14.B 3D/H /4D/H = TRF TO 3H/S/ 4H/S.

14.C 3S = ASK Minor, Could Be One Minor Suit Only.

1. 3NT = MIN, Could Have 4 Cards Minor Suit.

2. 4C/4D = C / D = 4. 4NT=RKCB

14.D 4C = GERBER

14.E 4NT = QUANTITATIVE.

(NOTE 15) 1M opening after OPP. O/C, 4C/4D= Better Game Raise

16.A 1H (X/1S/2D/H) 4C = Better Game Raise.

4H = No Interest In Slam.

16.B 1S (X/2D/H/S) 4C = Better Game Raise.

4S = No Interest In Slam

16.C 1H/S (2C) 4D = Better Game Raise.

4C = Splinter

(NOTE 16) Escaping from 1NT DBL

17.A 1NT (X) 2C/D/H = TRF To 2D/H/S

XX = TRF To 2C , BUT May Have No C Suit.

17.B 1NT (X) P P

? Opener Could RDBL To Show MAX,w/ 5+suit.

RESP Bid 2C w/ Weak Hand..

17.C 1NT (P) P (X)

P (P) XX = S.O.S.

(NOTE 17) "SPEED PRINCIPLE" IN FG SEQUENCE

SPEED	ATTITUDE	GAME LEVEL	HAND QUALITY
SLOW	DISCOURAGING	NON PASSING	SUB MIN
SLOW	ENCOURAGING	NON PASSING	MED
SLOW	ENCOURAGING	PASSING	MAX
SLOW	DISCOURAGING	PASSING	SUPPER
FAST	GOOD TRUMPS	AND SUIT BID.	MIN / MED

(NOTE 18) 1D opening after OPP. O/C

1D (DBL) XX = 4+ H, F1

1 H = 4+ S, F1

1 S = NO 4 -M

1NT = 9+ minors (INV-)

2 C = SUIT, F1

2 D = 6+ H, INV.

2 H = 6+ S, INV.

2 S = 6+ m, INV.(Usually)

2NT = 10+ minors (INV+)

3C/3D = 6+ suit, PRE

1D (1H) X = 4+ S, F1

1 S = NO 4 -M

1NT = 9+ mS (Usually 5-4+)

2 C / D = SUIT, F1

2 H = 6+ S, INV.

2S/3C/3D = 5/6/6+ suit, PRE

2NT = 10+ mS, INV(Usually 5-5+)