


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION  CONVENTION  CARD		
OVERCALLS (STYLE; RESPONSES; 1/2LEVEL; REOPENING)		OPENING LEADS STYLE					
Normal style, promise 4+ suit, usually 5+ suit			LEAD	IN PARTNER'S 5+SUIT			
Resp: Cue = Fit, GT+; 2 Level New Suit = Constructive, NF;		SUIT	01, 3rd or low	3rd or low, top from xxx if raised			
1/3 Level New Suit = F1; Raise = PRE; R/O: 6-15 value, 4+suit		NT	024 th , MUD	Same as above			
1N OVERCALL (2ND/4TH LIVE; RESPONSES; REOPENING)		SUBSEQ	Low = E, Hi = D	Same as left	CATEGORX: NATURE GREEN		
2 nd /4 th live = 15-18 value; R/O = 12-15 value		OTHERS: AT 5+ level, K from AK and demands count			NEBO: CHINESE TAIPEI EVENT: ALL		
RESP: The same as 1NT opening		LEADS			PLAYERS: Pei-Hua Liu Ho-Yee So		
JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)		LEAD	VS. SUIT	VS. NT	SYSTEM SUMMARY		
1 suit: 2X = PRE		A	AKx, Ax	AKx, AKxx, AQx			
UNT: 2N = 11+ value, 5-5+ two-lowest unbidden suits		K	AK, Kx, KQx	AKJT _x , KQx, KQT	GENERAL APPROACH AND STYLE		
R/O: 14-17, 6 cards		Q	QJx, Qx	QJx, Qx, KQT9			
DIRECT AND JUMP CUE BIDS (STYLE;RESPONSES;REOPEN)		J	KJT, JT _x , J _x	AQJ, JT _x , J _x			
Direct Cue = Michaels over NAT, intermediate or strong		10	KT9, QT9, T9 _x , T _x	HJT _x , T9 _x , T _x	Nature 5533 2/1 GF		
Jump Cue = Ask for stopper		9	9 _x	HT9 _x , 9 _x	Flexible at points range and suit length		
(2M) 3M = Ask for stopper		HI-x	xxX, xxXx, xxxX, xxXxx	xXx, xXxx, xXxxx	1N = 15-17		
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		LO-x	HxX, HxXx, HxxxX, HxXxxx	HxX, HxxX, HxxXx	1M-3x = GT, 6+suit		
VS. Strong NT: Meckwell DONT	VS. Weak NT: Landy				1m-2m = GF, 4+m		
Dbl = 6+m or 4+♥ 4+♠	Dbl = Penalty	SIGNALS IN ORDER OF PRIORITY			Weak Jump Style: NV: 0-8 V: 4-9		
2♣ = 4+♣ 5+M or 5+♣ or 4+M	2♣ = 4+♥ 4+♠		PARTNER'S LEAD	DECLARER'S	DISCARDING	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♦ = 4+♦ 5+M or 5+♦ or 4+M	2♦ = usually 6+♠ or 6+♥	SUIT	1	Low: Encourage	Low: Even		Low: Enc.
2M = usually 6+M	2M = 5+M 4+m or 4+M 5+m		2	Low: Even	S/P		Low: Even
2N = F, minors or good hand	2N = Strong, ♣+♦		3	S/P			S/P
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)		NT	1	Low: Encourage	Low: Even		S/P
DBL: T/O up to 4♥			2	Low: Even	S/P		Low: Even
(4♠)-X = PEN; (4♣)-4N = usu. 5-5 unknown suits			3	S/P			
Leaping Michaels: (2M)-4m = m+oM, 5-5+ (1M)-(2M)-4m = m+oM, 5-5+		SIGNALS (INCLUDING TRUMPS): UDCA+S/P			Trumps: Hi-Low = 3 cards or more	Michaels and Unusual 2N	
VS. ARTIFICIAL STRONG OPENINGS						Landy vs. weak NT	
VS Strong 1♠ (2 nd /4 th live the same):	Pass then bid = 16+ strong hand	DOUBLES				Meckwell DONT vs. strong NT	
	Dbl = 4+♠ 4+♥					Lebensohl	
	NT = 4+♦ 4+♣					Two-way-puppet-checkback	
	2X = NAT, PRE, 5+cards					Rubens Advance: (1x)-1M-(Pa)-2x-2M-1: Transfer	
OVER OPPONENT'S TAKEOUT DOUBLE		TAKEOUT DOUBLE (STYLE; RESPONSES; REOPENING)				2N: GT, NAT	
1m (X): XX = GT+, F to 2N, at most 3-card m		11+value, with support to other suits				3x: Mixed-Raise or more 8+ 4+M	
2M = Constructive 8-10 value, 6+M		16+value, strong and hand				3y: FSJ, 8+ 4+M 5+y	
2N = GT+, 4+m		R/O: 8+value, with support to other suits				1M-(X)-2x-2M-1: Transfer	
3m = PRE		RESP: CUE = F1, promise rebid				2N: GT+ 4+M	
SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES						3x: FSJ, 8+ 4+M 5+x	
1M (X): XX = GT+, F to 2N, at most 3-card M		NEG DBL up to 3♥					
1N~2M-1 = Transfer		SUPP DBL/REDBL up to 2♥					
23M = PRE		RESP DBL up to 3♥					
2N = GT+, 4+M		MAX DBL up to 3♥					
3X = FSJ, 4+M, 5+X		LIGHTNER DBL against slam					
						PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3		11+~21	1♦♥♠=F1, NAT; 1N=6-10 NAT; 2♣=GF, 4+♣; 2♦=GT 4+♣; 2♥/♠=8-10, 6+♥/♠; 2N=GT NAT; 3♣=PRE, 5+♣; 3♦♥♠=NAT PRE; 3N=To play	-1M-1N: 2♣=Puppet to 2♦, to play 2♦ or any GT; 2♦=GF relay; 2M=To play; 2N=GT NAT; 3♣♦=GT 4M long ♣/♦; 3M=ST, 6+good M; -1M-1N-2♣-2♦-2N=Puppet to 3♣, to play 3♣ or 3♦	2♣=GT 4+♣ 2♦=8-10 value 5+♣
1♦		3	1♠	11+~21	2♣=GT+ NAT; 2♦=GF, 4+♦; 3♣=GT 4+♦; 4♣=NAT PRE Others same as above	-1M-2N: 3♣=Relay; 3♦=Mild ST+, fit m; 3M=Mild ST+, 6+good M -1♥-2N-3♠=GF 4♥4♠; -1♠-2N-3♥=GF 5+♥ 5+♠ -1M-2N-3♣: 3♦=3M 4oM; 3M=3-card M; 3oM=4-card oM -2♣-2♦: 3♣♦=GT, NF. -2♣-2N: 3♣♦=GF	2♦=GT 4+♦ 3♣=8-10 value 4+♦
1♥		5		11+~21 May be only 4 cards or lighter at 3 rd 4 th seat	1N=F1; 2♣=GF, 4+♣ or 3+♣ with fit; 2♦=GF 4♦; 2♥=8-10, 3+♥; 2♠=8-10 6+♠; 2N=Jacoby, GF 4+fit; 3♣/♦=GT, 6+♣/♦; 3♥=GT 4+♥; 4♥=PRE; 3♠=10-12, 4+♥ w/ a singleton or void suit; 3N/4♣/♦=13-15, 4+♥ short ♠/♣/♦	-1N: 2♣=Gazzilli, NAT 3+♣ unless 4-5-2-2 or 16+ any; 2♦=11-16 4+♦; 2M=11-16 6+M; 2N=GF 6+M 4+m; 3m=15-18, 5-5 up; 3M=15-18 6+M; 3N=7+ Solid M -1N-2♣: 2♦=GF 8+ any; 2M=5-7 2-4M or 6-10 2-card M; 2N=5-7 both minors; 3m=to play 6+m	-2♣=Drury, 3M supp -2♣: 2♦=ART, 12+ 5+M 2M=NF, weak, 4+M -2♦=Drury, 4+M supp -2N=PRE, 6+m
1♠		5		11+~21 May be only 4 cards or lighter at 3 rd 4 th seat	1N=F1, may GT w/ 5♥; 2♥=GF; 3♥=GT 6+♥; 3N=10-12, 4+♠ w/ a singleton or void suit; 4♣/♦/♥=SPL, 13-15, 4+♠. Others same as above	-2N: 3♣/♦/♠=short; 3M=Extra (16+) no short; 3N=Min, no short; 4♣/♦/♥=16+ 5-5+ good suits -2M: 2M+1=Puppet, then 3x= GT+ help suit; 3x=GT+, short	-3♣/♦: F5J, 4+M 5+♣/♦ -1N-2x-3m=GT 6+m
1N				15-17 5M or 6m possible Singleton honor possible but rare	2♣=Stayman; 2♦/♥2N/3♣/4♦/♥=Transfer; 2♠=GT no 4M or 5-5+ minors; 3♦=GT 5+♥5+♠; 3♥=GF, 3-1-(4-5); 3♠=GF, 1-3-(4-5); 4♣=Gerber; 4♠=17 value Quant; 4N=16 value Quant	-2♣-2♦: 2♥/♠=GT, 5+♥/♠; 3♥♠=Smolen, GF, 5+oM 4M; -2♣-2x-4N=Quant; -2♦/♥-2♥/♠-4N=Quant; -4♦/♥-4♥/♠-4N=RKCB -2♠-2N/3x-3♥/♠=GF 5-5+ minors, short ♥/♠ -2♦/♥-2♣3♣/♦=2-card suit w/ 4+M fit, not doubleton honors	
2♣	V			22+ any 17+ with 8.5+ tricks	2♦=Waiting; 2♥/♠/3♣/♦=GF 5+♥/♠ w/ 2 of AKQ 2N=8-10 BAL	-2♦-2M-3♣=2 nd neg.; -2♦-3♣-3♦=2 nd neg. -2♦-2N: 3♣=Puppet Stayman, may no 3-card M; 3♦/♥/4♦/♥=Tranfer; 3♠=Minor Stayman; 3N=5♠4♥	
2♦	V			Mini-multi, PRE, 6+♥/6+♠	23M=P/C; 2N=Relay; 4♣=Ask to transfer, set FP; 3♣/♦=F1, NAT; 4♦=Bid your M; 4♥/♠=To play.	-2N: 3♣=MIN; 3♦/♥=♥/♠ bad suit; 3♠/N=♥/♠ good suit	4 th seat: 11-14 6+♦
2♥	V			Lyrics, PRE 4+♥ 4+♠	2N=Relay; 3♣/♦=F1, NAT; 3♥/♠=PRE	-2N: 3♣=MIN, others Max; 3♦=4♠4♥; 3♥=4♠5♥; 3♠=5♠4♥; 3N=5♠5♥; 4♣=4♠6♥; 4♦=6♠4♥;	4 th seat: 11-14 6+♥
2♠	V	5		PRE 5+♠ 4+m	2N=GT+ Relay; 3♣/♦/4♣♦/5♣=P/C; 3♥=GF; 3♠=PRE	-2N: 3♣/3♦=Min, NAT; 3♥/3♠=Max, 4+♣/4+♦	4 th seat: 11-14 6+♠
2N				20-21 BAL 5M or 6m possible Singleton honor (4441) possible but rare	3♣=Stayman; 3♦/♥/4♦/♥=Transfer; 3♠=Minor Stayman, both minors or 6+♦; 3N=To play; 4♣=ST 6+♣	-3♣: 3♦=no 4M; 3♥/3♠=4+♥/4+♠ -3♣-3♦: 3♥/3♠=Smolen, 4M 5+oM -3♠: 3N=no 4m; 4♣/4♦=4♣/4♦; 4♥=2-3-4-4; 4♠=3-2-4-4	
3x		6		PRE	3X=NAT, F	HIGH LEVEL BIDDING	
3N	V		1 solid minor suit w/ at most 1 side K	456♣=P/C; 4♦=ask for shortage			
4x		7	PRE	4N=RKCB			
4N	V		PRE, both minors 6-5 up				