


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			制度卡 CONVENTION  CARD	
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)	OPENING LEADS STYLE					
		LEAD	IN PARTNER'S SUIT			
8-18 value, promise 4+ suit, usually 5+ suit	SUIT	4 th ; MUD	Low=Odd / Hxxx, Hi=E			
(1x)-1M-(P/X)- Xfer RESP	NT	4 th ; MUD	Low=Odd / Hxxx, Hi=E			
,2M-1=Good sup,2M=Bad sup	SUBSEQ	Low = E, Hi =D	Same as left		CATEGORX: 5533 , 2/1	
1NTOVERCALL (2 ND /4 TH LIVE;RESPONSES;REOPENING)	OTHERS: PD'S SUIT(SUPPORTED): Low=Hxx, Hi=xxx				NEBO: CHINESE TAIPEI EVENT:	
	LEADS				PLAYERS: 蔡博雅 楊欣龍	
2 nd /4 th live = 14-17value, R/O = 13-15 value	LEAD	VS. SUIT	VS. NT		SYSTEM SUMMARY	
RESP: The same as Opening 1NT	A	Ace for attitude				
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	K	King for count			GENERAL APPROACH AND STYLE	
	Q	QJ(+),Qx,KQT9(+)	AQJ(+),,QJx(+),KQT9(+)			
JUMP O/C :weak	J	JT(+),KJT(+),Jx	JT, JT9x(+),Jx, KJT(+)		5533 2/1	
UNT: 2N = 11-15 value, 5-5+ two-lowest unbidden suits	10	T9x(+),HT9(+),Tx	Tx,T9x, HT9(+)		1N=14*-17 value, Sometimes opening NT with a singleton	
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	9	9x,J98x(+)	9x, J98x(+),Q987		2 OVER 1 Response	
	HI-x	xSx, xSx(+), Sx	Sx, xSx, xSxx		Normal style	
Direct Cue = Michaels 11-15 value; RESP 2N = ask	LO-x	HxS, HxxSx	HHxS(+), HxxS(+), HxS		1M-2M+1=Jacoby ; 2M+2= Inv with splinter ;	
Jump Cue = w/ a running suit, ask for stopper	SIGNALS IN ORDER OF PRIORITY				1M- 3M-2= Inv Bal ; 3M-1=mixed-raise ; 3M= Pre	
(2M)3M=as for stopper ;(2M)4m=m+oM	AK lead A =attitude ;AK lead K =carding					
RESP = m is P/C, R/O: The same		PARTNER'S LEAD	DECLARER'S	DISCARDING	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	SUIT	1	U/D ATT	U/D CT		O/E
		2	U/D CT	S/P		U/D CT
VS Strong NT:		3	S/P		Michaels	
We are non-vul:X=1m or 2M; 2♣=♣+♦/♥/♠;2♦=♦+♥/♠;2♥=♥+♠;2♠=♠		1	U/D ATT	U/D CT	O/E	Unusual 2N

We are vul:X=pen; 2♣=2M;2♦=1M;2♥=♥+m;2♠=♠+m;2N=2m				NT	2	U/D CT	S/P	U/D CT	(1m)-p-(1M)-1NT(with passhand)=5om+5oM		
VS Weak NT: X=pen; 2♣=2M;2♦=1M;2♥=♥+m;2♠=♠+m; 2N=2m					3	S/P			two-way-puppet-checkback		
R/O =THE SAME.PH = THE SAME,Maybe lighter				SIGNALS(INCLUDING TRUMPS):UDCA + O/E				LEBENSOHL			
VS.PREEMPTS (Doubles, Cue-bids ,Jumps ,NT bids)				Trumps: Hi-Low=Intend to Ruff,				1m-(p)-1M=maybe a 3cd suit			
				DOUBLES							
T/O DBL up to 4♥											
(4♠)-X = PEN; (4♠)-4N = T/O											
Leaping Michaels: (2M)-4m = m + oM, 5-5+				TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)							
VS. ARTIFICIAL STRONG OPENINGS				11+Value, could be light with classic shape							
				16+ value strong							
VS Strong 1♣: 1♦=Ms,1NT=ms, 2NT=♥+♣/♦+♠				R/O : 8+Value				SPECIAL FORCING PASS SEQUENCES			
1M overcall maybe very light in NV				RESP: CUE = F1, promise rebid							
VS Strong 2♣: X=♣or♦+♥;2♦=♦or♥+♠;2♥=♠+♣;2♠=♠or♣+♦ 2N=♦+♥ or ♠+♣				SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES							
				NEG DBL up to 4♥				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
OVER OPPONENT'S TAKEOUT DOUBLE				SUPP DBL/REDBL up to 2♠							
				RESP DBL up to 3♠							
New suit=F at 1-level only; JUMP raise=PRE;				MAX DBL up to 3♥							
Double jump in new suit=SPL				LIGHTNER DBL against slam				PSYCHICS: seldom, 3 rd -seat or respond of weak opening			
1M-(X)-2NT=4cdM fit inv+ ;1♥/♠-(X)-2♠/3♥=mixed raise				DEPO, D0P1							
OPE NING		MIN. NO. OF CAR DS	NEG. DBL THR U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING				

1♣	*	3	4♥	11-21 HCP	1♣-2♣= inv+	1m-1X-3N = solid 7 minor suit	1♣-2♣=inv
				May lighter with shape	1♣-2♦/M= 6-9 constructive	1♣-1♦;1N = 12-14, could have 4cdM	
					1♣-2N =11-12 Bal inv	1♣-1♠;3♥= 18-19 Bal with 4cd♠	
					1♣-1♦=4cd♦ (usually walsh style)	1m-1M;1N-2♣=puppet to 2♦	
						1m-1M;1N-2♦=GF ;1m-1M;1N-2M=inv	
					1m-1M;2M;2M+1=ask	2M+2=3cdM min,2M+3=3cdM Max	
						2M+4=4cdM min,3M=4cd Max	
1♦	*	3	4♥	11-21 HCP	1♦-2♦ =inv+	1♦-1♠;3♥= 18-19 Bal with 4cd♠	1♦-2♦ =inv
				May lighter with shape	1♦-2M/3♣ =6-9 constructive	Same as above	
					1♦-2N =11-12 Bal		
1♥/♠	*	5	4♥	11-21 HCP	1♠= 6+,1N=0-12, Semi-F, 2/1 GF unless Rebid same suit	1M-2M;3X=nat inv	2♣=3cdM fit 10-12;
				May lighter with shape	1M-2M+1=Jacoby ; 2M+2= Inv with splinter ;		2♦=4cdM fit 10-12
					1M- 3M-2= Inv Bal ; 3M-1=mixed-raise ; 3M= Pre		3X=fit showing
					3M+1=GF with void		3♥/♠=mixed raise
					3♠/4X=spl, 4M=to play		
1N				14-17 HCP	2♣= stayman ; 2♦/♥=xfer ; 2♠= ask minor ; 2N=inv	Lebensohl : Fast denies stopper	
				May 5M6m,5422,5431	3m= Inv ; 3♥=55M inv ; 3♠= 55M FG ; 3N=s/o		
					4♣= Gerber ; 4♦/♥= xfer ; 4♠/4N/5N=quant		
2♣				22+ or 8.5 quick winners	2♥= Positive with5RP (A=3,K=2,Q=1)	2♣-2♦;2♥=art, 2♠=nat, 2N=20-21	
					2♦= waiting, 2♠/N=pos. H/S(Kxxxx)unBal,	2♣-2♦;2♥ (=relay 2♠)-2♠; then bid 3m=5♥4m,3♥=6♥, 2N/3N=str BH	
					3m=pos m(KQxxxx), 3M=KQJ9xx+, 3N=AKQxxxx		

2♦				wk M	2♥/2♠/3♥/3♠/4♥=P/C, 2N=ask, 3♣=M inv,	2♦-2N; 3♣=min, 3♦/♥=bad♥/♠, 3♠/N=Good♥/♠	
					3♦=oM GF, 3N/4♠=to play, 4♣=ask to Xfer 4♦=ask M	2♦-2N, 3♣-3♦=ask M	
2♥/♠				M+m (vul promise 55+)	2N=ask minor, GF	2M-2N, 3♣-3M/4♣/♦=M/♣/♦ST; 3♦=♦inv,	
					3♣=P/C, 3♦=M inv, 3M=preemptive, 3oM=oM suit inv NF	2M-2N, 3♦-4♣=♣ST, 3M=M ST,	
2N				22-24 value, BAL	3♣=ask 4cdM; 3♦/♥/4♦/♥=TRF ; 4♠/N=QUANT;	HIGH LEVEL BIDDING	
					3♠=ask minor, 2N-3♠; 4♣/4♦=4cd♣/♦		
3♣/♦		6		PRE	4♥/♠=to play ; 3X = F1 NAT, 4m=PRE		
					4N=RKCB;	RKCB 1430, ans 5N:=2A+void, 6X=1/3A+1void suit	
3♥/♠		6		PRE	4♥/♠=to play; 4N=RKCB;	D0P1, DEPO	
3N	*			Gambling w/o side A/K	m=P/C	GERBER, QUANT, EKB 0314, 5N GSF, SPL	
4♣/♦		7		PRE	New Suit F, Except 4♥/♠; 4N=RKCB		
4♥/♠		7		PRE	4♠=to play; 4N=RKCB		