

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>	
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	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15-17 in direct seat ,12-15 in balancing	
System on for all responses	
Direct INT overcall by pass hand = both minors	
Sandwich 1NT overcall by pass hand = unbid 2 suits	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Weak vs natural suit opening	
Strong vs pre-emptive	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
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 minor	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
Dbl = Strong	
2C= any ine suit ; 2D = both Majors	
2H = H+m ; 2S = S+m ; 2NT = both minors	
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
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	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
Vs Strong 1C opening : dbl = good hand	
INT / 2NT = both minors ; Others = Nat.	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
1 level suit =F1, 2 level suit = NF	
Redbl = 9+ ,w/ or w/o fit	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> with honor ; MUD	4 <sup>th</sup> with honor	
NT	4 <sup>th</sup> with honor ; high or second high if no honor	4 <sup>th</sup> with honor	
Subseq			
Other: J/T leads shows zero or 1 higher			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	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),JTxx(xx),Jx	HJT(xx),JTxx(xx),QJ98(x),Jx	
10	T9x(xx),Tx,HT9(xx)	T9x(xx),Tx,HT9(xx)	
9	9x	9x(x)	
Hi-X	HiX,	HiXX,XHiXX	
Lo-X	HXXloX,HXXlo,HXlo	HXXloX,HXXlo,HXlo	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	UDCA	Upsidedown Count	Upsidedown Att.
Suit 2	SP		
3			
1	Upsidedown Att.	Upsidedown Count	Upsidedown Att.
NT 2	Upsidedown Count		
3	SP		
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Res dbl up to 3S			
Support dbl /re-dbl up to 2H (below 2 level of pd's suit)			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	
<b>COUNTRY :</b> Chinese Taipei	
<b>EVENT:</b>	
<b>PLAYERS:</b> 小刀隊公制	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Natural 5533, 2/1 GF	
Inverted Minor raise (unpassed-hand and no interruption)	
Reverse Bergen raise (uppassed-hand, 3C > 3D > 3M)	
Reverse Drury	
Forcing 1NT response may include fit with weak hand	
RKC 1430 , specific K. , DEPO/D0P1 vs interference	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Jump raise in major is pre-empt when comp.	
Unusual NT for 2 lowest unbid suits	
Michael Cue over 1-level opening	
Michael Cue over natural weak 2 opening	
Gambling 3NT with solid minor and outside stuff	
Sandwich 1NT overcall by pass hand = unbid 2 suits	
Leb. after opps overcall on our 1NT	
Leb. after X on opps' weak 2 opening (if certain suit known)	
Unusual vs Unusual 2NT overcall	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
Once FP, Pass and Pull is stronger than direct bid	
<b>IMPORTANT NOTES</b>	
Light/Distributional opening bids possible	
Wild pre-emptive 3 <sup>rd</sup> hand or fav. Vul possible	
<b>PSYCHICS:</b> rare, uncontrolled, mainly lead prohibiting	

