

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
good 4+ at 1 level permitted
Cue is the fit INV+; Jump cue=mix raise;
NF=NAT, F
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 in direct seat ,12-14 in balancing
System on for all responses
Direct INT overcall by pass hand = both minors
Sandwich INT 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>
(vs weak NT): Dbl = Power
2C= 2Ms ; 2D = 1M;
2H = H+m ; 2S = S+m ; NT = both minors
4th seat: 2C=2Ms; 2D/2H/2S=NAT
(vs strong NT): DONT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Vs. natural weak 2= M or M+m opening:
CUE=ASK stopper; 4m=m+oM 55+
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs Strong 1C opening : dbl = 2M 44+ or good hand
1NT / 2NT = both minors ; Others = Nat.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M (X)-: 1NT,2C,2D,2M-1=Transfer; 2M/3M=PRE;
2NT=M fit INV+
Redbl = 10+ , 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(+),Ax	AKx,Ax	
King	KQx(+),AK,Kx	KQx(+),AKJT9x(+),Kx	
Queen	QJx(+),Qx	QJx(+),KQT9x(+),Qx	
Jack	KJTx(+),JTx(+),Jx	HJT(+),JT(+),Jx	
10	T9x(+),Tx,HT9x(+),	Tx,HT9x(+)	
9	9x	9x, 109x(+)	
Hi-X	Xx, xXx(+)	Xx, xXx(+)	
Lo-X	HxX, HxxX(+)	HxX, HxxX(+)	
<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	LAV
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)			
T/o dbl up to 4H, Dbl of 4S is optional			
Neg Dbl up to 4D			

W B F CONVENTION CARD
<b>CATEGORY: 5533+2/1</b>
<b>COUNTRY: Chinese Taipei</b>
<b>EVENT: ALL</b>
<b>PLAYERS: 洪振耀 - 邱惟俊</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural 5533, 2/1 GF
Inverted Minor raise
Bergen raise , 3C > 3D > 3M)
Reverse Drury
Semi-Forcing 1NT response may include fit with weak hand
RKCB 1430 , specific K , DOP1 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 Bid
Unusual vs Unusual 2NT overcall
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)
<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: rare, uncontrolled, mainly lead prohibiting</b>

OPENING	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NEG .DB L THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		3	4D 4C	11-21,3+ cards 4-4 minors open 1D in general (may depend on suit quality)	Inverted Minor Raise (unpassed hand and no interruption) 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 1m - 1H                      1m - 1S 2NT - 3S = 44M              2NT - 3H = 54M	
1♥ 1♠		5	4D 4D	11-21,5+ cards (4+ cards in 3 <sup>rd</sup> seat possible but not usual )	1NT=Semi-F, Bergan(unpassed hand 3C>3D>3M) 2NT=Jacoby ; Splinter ; 1S - 3H = Nat. Inv.	1M-1N-2C-: Gazzilli	1M – (2X) – 3M = Preempt 1M – (2X) – 3X = M Inv+ 1M – (X) – 3M = Preempt (Reverse Drury for 3 <sup>rd</sup> /4 <sup>th</sup> seat opening)
INT				14-17 balance or semi-balance	Stayman, Smolen, 2/4 level transfer 2S=C ; 2NT=D; 3C=2ms weak; 3D=2Ms INV; 3H/3S=54m/45m short in H/S; 1NT-2C-2H-2NT doesn't promis 4M	Splinter , 4NT after stayman/trf = quantitative inv. 1NT-2C-2M-2/3otherM = fit M with a SPL; 1NT-2C-2M-4C=RKC in M; 1NT-2C-2M-4D=fit M, no short, slam try	
2♣	V	0		22+ or equivalent	2D=waiting GF, 2H=2nd neg; 2NT=H; New suit=Nat. positive, with 2 honors, or 6+ Jump new suit= solid 6+	After 2C-2D/2H-2NT, the same as 2NT open	
2♦  2♥ 2♠	V	0  5 5		2Ms, weak, normal 5+H (NV 44M possible)  Nat. Pre-emptive (5 cards possible)	2/3/4M=to play; New suit=forcing; 2NT=INQ  New suit=forcing; 2NT=INQ	2D-2NT-3C = min; -3H/3S NF; 3D=ASK 3D = max; -3M=GF 2D-2NT-3C-3D-3H=min; 3S=6+H&4S; 4C/4D=55M, short in C/D 2M-2NT-3M=min; New suit=A/K	
2NT				20-22 balance or semi-balance	Puppet Stayman, 3/4 level transfer, 3S=MSS 4C=6+C, GF, 4NT= quantitative Inv.	Non-jump major after stayman is slam try with fit : 2NT-3C-3H(3S)-3S(4H)	
3♣-3♠ 4♣-4♦		6		Nat. Pre-emptive (6 cards possible)	New suit not game=F; 3S-4H=to play		
3NT	V			Namyats, 3-4 losers a major hand	4C=ASK; 4D=bid your suit; 4M=P/C		
5♣ 5♦ 4♥ 4♠		6		Nat. Pre-emptive	New suit=5-step CAB (no/singleton/K/A/void)		
<b>HIGH LEVEL BIDDING</b>							
Sequence of cue bids : 1.control in opponent's or unbid suit							
2.cheapest 1st round control ; 3.2 <sup>nd</sup> round control							
After RKC(1430) with 5C/5D response ,next step asks for trump Q ,5NT asks for specific King							
Most unnecessary jump are splinter , Jump to 5-level =ERKC(04/1/2/3)							
Jump to 5NT is grand slam force with step response							