制度卡 CONVENTION CARD ♠♥♦♣

CATEGORY: GREEN

NEBO: CHINESE TAIPEI   EVENT:

PLAYERS: 范綱維 李詩堯

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)

8-18 value, promise 4+ suit, usually 5+ suit

(1x)-1M-(P/X)- ?   Xfer RESP

   2M-1=Good sup inv, 2M=Bad sup (7-10)

1NTOVERCALL(2ND/4THLIVE RESPONSES ;REOPENING)

2nd/4th live = 15-18 value, R/O = (12)13-15 value

RESP: The same as Opening 1NT

JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)

JUMP O/C : weak

UNT: 2N = 11-15 value, 5-5+ two-lowest unbid suits

DIRECTAND JUMP CUE BIDS (STYLE;RESPONSES;REOPEN)

Direct Cue = Michaels 11-15 value; RESP 2N = ask

Jump Cue = w/ a running suit, ask for stopper

(2M)3M=as for stopper ;(2M)4m=m+oM

RESP = m is P/C, R/O: The same

VS. NT (VS. STRONG/WEAK; REOPENING; PH)

VS Strong NT:

We are non-vul:X=1m or 2M; 2♣=♣+ ♥/♠; 2♦=♦+♥/♠;2♥=♥;2♠=♠

We are vul: X=pen; 2♣=2M;2♦=1M;2♥=♥+m;2♠=♠+m; 2N=2m

VS Weak NT: X=pen; 2♣=2M;2♦=1M;2♥=♥+m;2♠=♠+m;2N=2m

R/O =SAME. PH = X=1m or 2M; 2♣=♣+♥/♠; 2♦=♦+♥/♠; 2♥/2♠=NAT

VS.PREEMPTS (Doubles, Cue-bids ,Jumps ,NT bids)

T/O DBL up to 4♥

(4♠)-X = PEN; (4♠)-4N = T/O

Leaping Michaels: (2M)-4m = m + oM, 5-5+, almost GF

VS. ARTIFICIAL STRONG OPENGINGS

VS Strong 1♣: 1♦=Ms, 1♥/1♠ = NAT, 1NT=ms, 2NT=♥+♣/♦+♠

1M overcall maybe very light in NV

VS Strong 2♣: NAT

OVER OPPONENT'S TAKEOUT DOUBLE

New suit= F at 1-level only; after 1N = Xfer RESP

JUMP raise=PRE; Double jump in new suit=SPL

1♠-(X)-2NT=4cd♠ fit inv ,1♥-(X)-2♠=4cd♥ fit inv

LEADS AND SIGNALS

OPENING LEADS STYLE

	LEAD	IN PARTNER'S SUIT
SUIT	4th; MUD	Same as left
NT	4th; MUD	Same as left
SUBSEQ	Low = E, Hi =D	Same as left

Partner's suit: supported: Xxx (att), unsupported: xxX (count)

LEADS

LEAD	VS. SUIT	VS. NT
A	Ace for attitude	
K	King for count	
Q	QJ(+), KQT9(+),Qx	AQJ(+), QJ(+),KQT9(+)
J	JT(+),KJT(+), QJ98(+), Jx	JT(+),KJT(+), QJ98(+), Jx
10	T9(+),HT9(+),Tx	T9(+),HT9(+),Tx
9	J98(+),Q98x(+)K98x(+),9x	J98(+),Q98x(+),K98x(+),J9x
HI-x	Xx, xXx, xXxx(+)	Xx, xXx, xXxx(+)
LO-x	HxX, HxxX(+)	HHxX(+), HxxX(+), HxX

SIGNALS IN ORDER OF PRIORITY

AK lead A =attitude ; AK lead K = count

			PARTNER'S LEAD	DECLARER'S	DISCARDING
SUIT	1		U/D ATT	U/D CT	O/E
	2		U/D CT	S/P	U/D CT
	3		S/P		
NT	1		U/D ATT	U/D CT	O/E
	2		U/D CT	S/P	U/D CT
	3		S/P		

SIGNALS(INCLUDING TRUMPS): UDCA+O/E

Trumps: Hi-Low = Intend to Ruff

DOUBLES

TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)

11+Value, could be light with classic shape

17+ value strong

R/O : 8+Value

RESP: CUE = F1, promise rebid

SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES

NEG DBL up to 4♥

SUPP DBL/REDBL up to 2♠

RESP DBL up to 3♠

MAX DBL up to 3♥

LIGHTNER DBL against slam

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5533, 2/1 (GF, unless rebid m)

1N= (14)15-17 value, Sometimes opening NT with a singleton

Normal style

Bergen raise:

   1M-2N=Jacoby ; 1M-2M+3= Inv ; 2M+4= mixed-raise ; 3M= Pre

1♥-2♠ = (1)6+♠ (2)5♠+5m (3)6♠+4m, 16+

1♠-3♣ = 6+♥ inv

SPECIAL BIDS THAY MAY REQUIRE DEFENCE

3N = Gambling, at most one outside K

Michaels

Unusual 2N

(1m)-p-(1M)-1NT = 5om+5oM

Two-way-puppet-checkback

LEBENSOHL

1D-(p)-1M = maybe 3cd

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS: seldom, 3rd-seat or response of weak opening

OPENING		MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	3	4♥	11-21 HCP	1♣-2♣= inv+	1m-1X-3N = solid 7 minor suit or semi-solid 18+	Same
				May lighter with shape	1♣-2♦/2M= weak, 3-6/5-8	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♦ (walsh style)	1m-1M;1N-2♣=puppet to 2♦	
						1m-1M;1N-2♦=GF	
						1m-1M;1N-2M=inv ;	
						1m-1M;1N-2N=inv	
1♦	*	3	4♥	11-21 HCP	1♦-2♦ =inv+	1♦-1♠;3♥= 18-19 Bal with 4cd♠	
				May lighter with shape	1♦-2M= weak, 3-6/5-8	Same as above	
					1♦-3♣ = constructive, 6+♣, 6-9		
1♥/♠	*	5	4♥	11-21 HCP	1♠= 6+,1N=0-12, Semi-F, 2/1 GF unless Rebid m	1M-2M ;2M+1=puppet 2M+2	2♣=3cd M fit, 11-12;
				May lighter with shape	1M-2N=Jacoby ; 2M+3=inv ; 2M+4=mixed-raise, 3M=Pre	1♥-2♥;2♠-2N;3♣/♦/♥=4cd ♣/♦/♠inv,	2♦=4cd M fit, 10-12
					1♥-2♠ = (1)6+♠ (2)5♠+5m (3)6♠+4m, 16+	1♠-2♠;2N-3♣/3/♦/♥/♠=4cd ♦/♥/♣ inv	3M = mixed-raise
					1♠-3♣ = 6+♥ inv	1M-2M;2M+1-2M+2;3M+1=♥5♠4/♠5♥4 CoG	
					3M+1 = GF with void ; 3N/4X = spl, 4M=to play	1M-2M ;3X=shortness (1♥-2♥;2N=♠ short inv)	
1N				(14)15-17 HCP,	2♣= stayman ; 2♦/♥=xfer ; 2♠= ask minor ; 2N=inv	Lebensohl : Fast denies stopper	
				Maybe 5M, 6m, 5422, 5431 (singleton honor)	3m= Inv ; 3♥=55M inv ; 3♠= 55M FG ; 3N=s/o	1N-2♠ ; 2N/3♣/3♦ = no 4m/4+♦/4+♣	
					4♣= Gerber ; 4♦/♥= xfer ; 4♠/4N/5N=quant		
2♣				(1)22+ (2)9+ quick winners (3)20-21 semi-BAL	2♦= wating, 0-3RP	2♣-2♦;2♥=art, 2♠=nat, 2N=20-21	
					2♥= positive,4+RP, 2♠/2N= positive,♥/♠(Kxxxx+) unBaL,	2♣-2♦;2♥ (=relay 2♠)-2♠; then bid 3m=5♥4m,	
					3♣/3♦=pos ♦/♣ (KQxxxx), 3M=KQJ9xx+, 3N = AKQxxxx	3♥=6cd+♥, 3♠=5♥4♠, 2N/3N= strong BH	
2♦				One weak M	2M/3M/4♥ = P/C, 2N = ask, 3♣ = inv both M, 3♦ = 1M ST		
					4♣ = ask for TFR, 4♦ = ask to deal, 4♠ = to play		
2♥/♠				M+m, 5-4+, weak (promise 5-5 at vul)	2N= GF ask minor, 3♣/4m/5♣ = P/C, 3♦ = fit M, inv		
					2oM = to play, 3oM = oM 6cd+ inv		
2N				22-24 value, semi-BAL, may have singleton	3♣=ask 4M; 3♦/♥=TRF, 3♠= ask minor		
					4♣=Gerber, 4♦/♥=TRF, 4♠/N = QUANT	**HIGH LEVEL BIDDING**	
3♣/♦		6		PRE	4♥/♠=to play ; 3X = F1 NAT, 4m=PRE		
					4N=RKCB	RKCB 1430, GERBER, QUANT, EKB 0314, 5N GSF, SPL	
3♥/♠		6		PRE	4♥/♠=to play; 4N=RKCB;	DEPO	
3N	*			Gambling, at most 1 outside K	4♣=P/C, 4♦= ask short, 4M = to play		
4♣/♦		7		PRE	New Suit F, Except 4♥/♠ = to play; 4N=RKCB		
4♥/♠		7		PRE	4♠=to play; 4N=RKCB		