


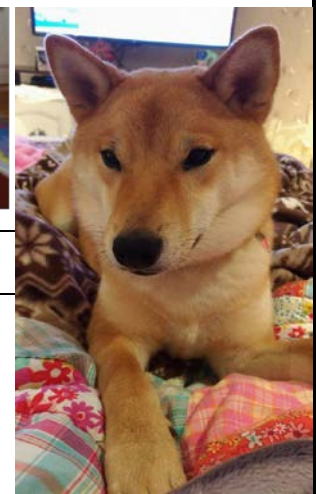
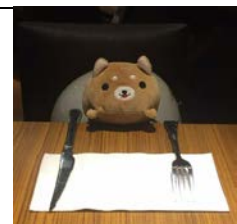


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>WORLD BRIDGE FEDERATION</b> <b>CONVENTION</b>  <b>CARD</b>			
<b>OVERCALLS(STYLE ; RESPONSES ; 1/2LEVEL ; REOPENING)</b>		<b>OPENING LEADS STYLE : 0 , 1 , 4th</b>						
		<b>SUIT</b>	<b>LEAD</b>	<b>IN PARTNER'S SUIT</b>				
<b>Normal style : 6~18 pts , 4+cds of suit,</b>		<b>NT</b>	0 , 1 , 4th	0 , 1 , 4th	<b>CATEGORY : Nature Green</b> <b>NEBO : Bridge Taipei    EVENT : ALL</b> <b>PLAYERS : Sandy Lin · Peggy Chu</b>			
<b>R/O : 6~18pts , 4+cds of suit</b>		<b>SUBSEQ</b>	HENC VS suit ; LENC VS NT	HENC VS suit ; LENC VS NT				
<b>RESP : NS!=5+cds of suit , NF ; JNS!=6+cds of suit w/2 of top , INV ; CBNS/CBR=5+cds of suit , GF/3+cds of OVCS , INV ; DJNS!=SPL for OVCS ; JCB!/JR=4+cds of OVCS , INV+/PRE ; 1N//2N/3N=6~10Pts/11~13Pts/14~17Pts w/ STOP on OPS</b>		<b>OTHERS : STD+UDA+LAV</b>			<b>SYSTEM SUMMARY</b>  <b>GENERAL APPROACH AND STYLE</b>  5542 ; 2/1 exactly G.F.  open 1♥/1♠ w/ 4cds in the 3rd/4th POS  SING is allowed in NT OP/RB/OVC			
<b>1NT OVERCALL(2<sup>ND</sup>/4<sup>TH</sup> LIVE ; RESPONSES ; REOPENING)</b>		<b>LEAD</b>	<b>VS. SUIT</b>	<b>VS. NT</b>				
<b>Direct POS : 15-18Pts ; ADV as STR INT OP</b>		<b>A</b>	AKX(+); AX(+)	AKX(+); AX(+); AQ(+)				
<b>R/O POS : 11-16Pts ; ADV as STR INT OP</b>		<b>K</b>	AKX ; KQ(+); KX	AK ; KQJ(X) ; KQ10(+); KQX ; KX ; KJ10XXX(+)				
<b>JUMP OVERCALLS(STYLE ; RESPONSES ; UNUSUAL NT)</b>		<b>Q</b>	QJ(+); QX	AQJ(+); AQ10(+) QJ ; QJX ; QX ; QJ10(+); QJ9(+)				
		<b>J</b>	KJ10(+); J10(+); JX	J109(+); J108(+); J10X ; J10 JX ; AJ10(+); KJ10(+)				
<b>Direct POS : PRE(non-vul.) ; INTER(vul.) ; R/O POS : INTER (1♠/1♦)-2N! ; Direct POS=♦/♣&amp;♥ ; R/O POS=20~21Pts , B.H. (1♥/1♠)-2N! ; Direct POS=5-5+cds of ♦&amp;♣ ; R/O POS=20~21Pts , B.H. (2♥/2♠)-4♣/4♦=5-5+cds of ♣&amp;♠/♥ / ♦&amp;♠/♥ ; (OPS/OPNT)-4N!=6-5+cds of ♦&amp;♣ ; (4♠)-4N!=T/O</b>		<b>10</b>	K109(+); Q109(+); 109(+); 10X	A109(+); K109(+); Q109(+); 109(+); 10X				
		<b>9</b>	K98(+); Q98(+); J98(+); 9X	A98(+); K98(+); Q98(+); J98(+); 9X				
		<b>HI-x</b>	HX☒ ; HXX☒(+)	HX☒ ; HXX☒(+); HHX☒(+)				
		<b>LO-x</b>	☒X ; X☒X(+)	☒X ; X☒X(+)				
<b>DIRECT AND JUMP CUE BIDS (STYLE ; RESPONSES ; REOPEN)</b>		<b>SIGNALS IN ORDER OF PRIORITY</b>				<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>		
			<b>PARTNER'S LEAD</b>	<b>DECLARER'S</b>	<b>DISCARDING</b>			
<b>(1♦/1♣)-2♦/2♣!=5-5+ cds of ♠&amp;♥ ; (1♠/1♥)-2♠/2♥!=5-5+ cds of ♥/♠&amp;♦ or ♣ (1OPS)/(2OPS)-3OPS!=ask STOP try 3N w/ a SOS (2♣!/2♦)(3♣/3♦)-4♣!/4♦!=5-5+ cds of ♠&amp;♥</b>		<b>SUIT</b>	1	(OL in A) Suit Preference Hi-Low=even Low-Hi=odd	Hi-Low=even Low-Hi=odd	Low-Hi=ENC Hi-Low=DISC		
<b>VS. NT (VS. STRONG/WEAK ; REOPENING ; PH)</b>			2	Hi-Low=even Low-Hi=odd	Suit Preference	Suit Preference Hi-Low=even Low-Hi=odd		
<b>X!=♠or♥or♦or♣ ; 2♠/3+LVS=NA ; 2N!=any 2suits , STR ; 2♣!=♣&amp;♠&amp;♥or♦ ; 2♦!=♦&amp;♠or♥ ; 2♥!=♠&amp;♥ ; 3N=GAMB</b>		<b>NT</b>	1	Low-Hi=ENC Hi-Low=DISC	Hi-Low=even Low-Hi=odd	DISC & Suit Preference		
			2	Hi-Low=even Low-Hi=odd	Suit Preference	Hi-Low=even Low-Hi=odd		
<b>VS.PREEMPTS ( Doubles , Cue-bids , Jumps , NT bids )</b>		<b>SIGNALS(INCLUDING TRUMPS) STD+UDA+LAV</b>				<b>PSYCHICS : rare</b>		
		<b>DOUBLES</b>						
<b>(2OPS)-SNS/2N=NA/STR1N ; (2OPS)-3OPS!/JNS/3N =ask STOP try 3N w/ a SOS / 6+cds of suit w/ 1trick-law / GAMB ; (2♥/2♠)-4♣!/4♦!=5-5+ cds of ♣/♦&amp;♠/♥ ; X= T/O , up to 4♥</b>		<b>TAKEOUT DOUBLE(STYLE ; RESPONSES ; REOPENING)</b>						
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		up to 4♥ ; (4♠)-X/4N!=PEN / T-O						
<b>VS 1♣!/2♠! : 1N!=STR 1N ; anyLVS= NA ; 2N!=any 2suits ; 3N=GAMB</b>		SNS/JNS/DJNS/CB!NS						
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>		=0~7Pts , 3+cds of suit/8~11Pts , 4+cds of suit/8~11Pts , 5+cds of suit/G.F. , any						
<b>1NS/2NS!/JNS!=4+cds of suit , F1/5+cds of suit , NF/6+cds of suit , NF XX then NS/SR=F1/INV. ; XX then CB/JR/JNS=G.F.</b>		<b>SPECIAL,ARTIFICIAL &amp; COMPETITIVE DOUBLES/ REDOUBLES</b>						
		NegX up to 3♠ ; SUPX/ XX up to 2♥ ;						
		Max OVC X of RS(see the notes) ; RESPX ; SnapdragonX ; Good-RaiseX						

OPENING	ARTIFICIAL	FACETS	MIN. NO. OF	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	UNDER OPP'S BIDDING
1♣!		2	3♦		(9)11~21HCP, 2+cds of ♣	1NS=4+cds of suit, F1; 2Om=4+cds of Om, NF; 1♦-2♣=4+cds of suit, GF; JNS!=0~6Pts, 6+cds of suit, NF; 1N/2N/3N=6~10Pts/11~12Pts/13~15Pts, B.H; 3Om=5+cds of Om, INV; 4Om/5Om=PRE/TP; DJNS!/4N!/TJNS!=SPL/RKCB/E.K.B for Om	1Om-1NS/1N-2N/3N= 18~19Pts, B.H/16~18Pts, 6+cds of SOOm; 1Om-1♥/1♠-2♥/2♠-SNS!/2N!/3N/JNS!= HSGT/INV w/B.H./CoG/SPL; 1♣-1♦/1Om-1♥/1♠-DJNS!=SPL for ♥/♠; 1♣-1♦-4♣/1Om-1♥/1♠-4Om! =6+cds of SOOm & 4+cds of good ♥/♠, GF; NMF(INV+); 4th suit(G.F.); 1Om-1x-1y/1N-3z=5-5+cds of x&z, GF	-(OPX) -XX/1NS=11+Pts, any /4+cds of suit, F1; -2N!=5+cds of Om, INV+; 1♣-(1♦)-X =4-4cnds of ♠&♥ or 4cnds of ♠ & 5cnds of ♥ w/ MIN; -(OPS)-SNS/JNS!/DJNS! =5+cds of suit, F1/6+cds of suit, NF/SPL; -(OPIN)-X/NS!=PEN/5+cds of suit, NF; -(OPCB!/OP2N!)-(ADVsee the notes)
1♦		4	3♦		(9)11~21HCP, 4+cds of ♦			
1♥/1♠		5	3♦		(9)11~21HCP, 5+cds of ♥/♠	1♥-1♠!=3+cds of ♠, F1; 1N!=F1; 2OM=3+cds of OM, SR; 2♠!/2♦=non-PRO/4+cds of suit, G.F.; 1♥-2♠!=0~6Pts, 6+cds of suit, NF; -3NS!=6+cds of suit, INV; 2NT!/3OM=4+cds of OM, GF/INV; 3N/4OM=TP; DJNS!/4N!/TJNS!=SPL/RKCB/E.K.B for OM	1♥-1♠!-2N/3N 1OM-1N!-2N/3N=18~19/20~21P, B.H -2OM -2N/SNS/JNS!/3OM/3N/4OM =BHGT/HSGT/SPL/COMP/COG/TP; -2N! -3NS!/3OM/=SHOR/GH. w/o SHOR; -3N=18~19+Pts, B.H; -4NS/4OM=5+ cnds suit w/2 of top /poor hand	-(OPX) -XX/1NS=11+Pts, any /4+cds of suit, F1; -2N!=5+cds of Om, INV+; 1♣-(1♦)-X =4-4♠&♥, or 4cnds of ♠ of & 5cnds of ♥ w/ MIN; -(OPS)-SNS/JNS!/DJNS! =5+cds of suit, F1/6+cds of suit, NF/SPL; -(OPIN)-X/NS!=PEN/5+cds of suit, NF; -(OPCB!/OP2N!)-(ADVsee the notes)
1N		4♥			(13)15~17(18) HCP, balanced hand, SING is allowed	2♣!=ask 4~5cnds of ♠/♥ -2♦!=deny 4cnds of ♠ or ♥; -2♥/2♠/3♥/3♠=4cnds ♥/♠; 2♦!/2♥!/4♦!/4♥!=Xfer to 2♥/2♠/4♥/4♠; 2♠!=ask better ♦&♣ 2N=General INV; 3♠!/3♦!=6+cds of S-SOS, INV; 3♥!/3♠!=5-4 or 4-5 cnds of ♦&♣ w/ SING of ♥/♠, GF; 3N/6N/7N=S/O; 4♣!=ask number of ACE; 4♠!=♦&♣COG; 4N=QUANT; 5N=FORCE to 6N, INV 7N	-2♣!-2♦! -2♥!/2♠!/3♥!/3♠ =5cnds of ♥&4 cnds of ♠/5cnds of ♠&4 cnds of ♥, INV/ 5cnds of ♥&4 cnds of ♠/5cnds of ♠&4 cnds of ♥, GF; -2N/3N=G-INV/S-O; 3♣/3♦=♣/♦ST; 4N/5N=Quant 2♣-2♥/2♠ -3♣/3♦=♣/♦ST; -3♥/3♠/4♥/4♠/3♠!/3♥!=♥/♠ fit, INV/ S-O/ST; -JNS!=SPL for ♥/♠; 4N/5N=R.K.C.B./GSF for ♥/♠ -2♦!-2♥-2♠!-2♥!-2♠-3♥/=5-5+♠&♥, INV/G.F.; -3♠!-2N!/3♣=prefer ♦/♣ -P/3♣/3♦/3♥!/3♠!=S-O/5-♦&♣ w/ SHOR of ♥/♠	--(2OPS) -X=PEN; -2NS!=5+cds of suit, NF; -2N!=PUP to 3♣ (ADV see the notes); -3NS=5+cds of suit, GF; -3OPS!=ask 4cnds of oM w/o STOP on OPS; -3N=TP w/o STOP on OPS; -4♦!/4♥!=Xfer to 4♥/4♠; 4♠!=♦&♣COG; -(3OPS/4OPS) -X=T/O or STR w/o GS; NS=5+cds of GS, G.F.; 3N=S/O; -4♦!/4♥!=Xfer to 4♥/4♠; 4♠!=♦&♣COG
2♣	√	0			22+Pts or 9+playing tricks, any hand	2♦!=W.H.or G.F. w/o GS; -2N/3N/4N=22~24/25~27/28~30Pts, B.H. (SING is allowed) 2♥/2♠=5+cds of suit w/ 2 of top; 3♣/3♦=6+ cnds of suit w/ 2 of top	-2♦!-SNS=5+cds of suit, F1; -2♥-2♠!/2♠-3♠!/3♣-3♦!/3♥-3N!=2 <sup>nd</sup> NEG; -JNS=6+cds of SOS&CONFRump, G.F.; -DJNS=7+cds of SOS w/ 9+ playing tricks; -3N/4N-4♣/5♠!=ask 4cnds of suit	(OPS/OPN) -X/P/NS=2 <sup>nd</sup> NEG/GF w/o GS/5+cds of suit; -(OPX) -XX/P/NS=2 <sup>nd</sup> NEG/ GF w/o GS /5+cds of suit
2♦/2♥/2♠	√	0			0-12Pts, 5+cds of ♦/♥/♠	SNS=F1; 2N!=ask QUA&STR on OS; SR/JR=COMP/PRE; JNS!=SPL; 3N=TP; 4N!=R.K.C.B.	-2N!-3♣!/3♦!/3♥!/3♠!/3N! =MIN, BS /MIN, GS /MAX, BS /MAX, GS /SOS	-(OPS/OPN)-X/SNS!=PEN/fit&L.D.; -(2OPS)-2N!=PUP to 3♣(ADV see the notes)
2N					(18)20~21HCP, balanced hand, SING is allowed	3♠!=ask 4cnds of ♥/♠; 3♠!=ask better ♦&♣; 3N/6N/7N=S/O 3♦!/3♥!/4♦!/4♥!=Xfer to 3♥/3♠/4♥/4♠; 4♠!=♦&♣COG; 4♣!=ask number of Ace; 4N/5N=QUANT/Force to 6N, INV 7N	-3♠!-3♥/3♠-3♠!/4♥!/3N/4♣/4♦/4♥/4♠/4N =ST/♠ST/TP/♠ST/♠ST/ S-O/QUANT w/ ♠/♥; -3♦!-3♥-3♠!/3♥!-3♠-4♥=5-5+cnds of ♠&♥, COG/SI.	-(3OPS/4OPS) X=T/O; SNS=5+cds of GS, G.F.; 3N=S/O; 4♦!/4♥!=Xfer to 4♥/4♠; 4♠!=♦&♣COG
3♣/3♦/3♥/3♠		6			4~13Pts, 6+cds of ♣/♦/♥/♠	NS=F1; SR/JR=COMP/PRE; 3N/4♥/4♠/5♣/5♦=TP; 4N!=R.K.C.B for OS	SR/JR=COMP/PRE; -(OPS/OPNT)-X=PEN; NS!=NA, NF	
3NT	√	6			6+cds of SOS	4♣!/4N!=P/C; 4♦!=ask K on SC; 4♥/4♠/5♣/5♦=TP	<b>HIGH LEVEL BIDDING</b>	
4♣/4♦/4♥/4♠/5♣/5♦		7			4~13Pts, 7+cds of suit	SNS(below the Game)=F1; 4♥/4♠/5♣/5♦=TP; 4N!=R.K.C.B for OS	RKCB : 03/14/5N=1or3 kcnds w/a useful void/6suit or trump=2or4 kcnds w/ a useful void BLACKWOOD; GERBER; 5NT GSF; DOP1	