

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>
8-17HCP; Maybe 4-card suit at 1-level;
RESP ; Cue=F1, INV+ ; Cue then new suit=FG ; New suit=NF;
Jump raise=PRE;
Jump cue-bid=good 4(+) fit , INV. (mixed raise)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15+-18HCP.
4 <sup>th</sup> : 11+-15 HCP, no stopper guarantee.
Resp= the same as 1NT opening.
4 <sup>th</sup> ;2NT=19-20HCP; DBL then 1NT/2NT=16-18/21-22 values
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suit: weak;
2-suit: Unusual NT 2 lower unbid suit
BAL. position = 12-15, 6+card suit
VUL Jump = 12-15, Inter-medium 6 or 7-card suit.
<b>DIRECT and JUMP CUE BIDS (Styles; Responses; Reopen)</b>
Michael cue bid: 1m-2m=2Ms; 1M-2M=OM+m, 55+;
(PREE or STR)
(2M)-4m = m+oM, 5-5 , good hand.
(1M/2M)-3M = asking stopper. (1m)-3m = asking stopper.
<b>VS. Strong /Weak NT</b>
DBL= both majors; 2♣/2♦/2♥/2♠= natural, 5+ suit.
2NT= both minors; 3♣/3♦/3♥/3♠=PREE.
<b>Reopen: 2♣=2Ms; 2♦=any 6+M, 12-15; 2♥/♠= natural; X=2ms.</b>
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>
LEB after (WK2x)-DBL-(P)-2NT; 1/2M-3M=stopper asking;
Over WK 2M: 4♣=♣+OM, 55+; 4♦=♦+OM, 55+;
<b>VS. ARTIFICIAL STRONG OPENINGS : 1♣</b>
Dbl= 2Ms. 1♦/1♥/1♠/2♣= natural , 1NT = 2ms ; 2♦/♥/♠ = natural, wk , 3♣/♦/♥/3♠ = 6+suit, wk.
<b>VS precision 1♦:</b>
1♥/♠/2♣/2♦=NAT ; 1NT=15+~18-, BH.
2♥= 2Ms, 5-5+, WK/STR.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1M (X): 1 level suit is forcing / 2 level suit non-forcing
XX=show power , usually 10 HCP or more , B.H.
2N= INV+ 4M , 3M = PREE.
After 1m (X) : 2N= PREE , 3m = INV value.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's suit	
Suit	0-1, 3 <sup>rd</sup> /5 <sup>th</sup>	0-1, 3 <sup>rd</sup> /5 <sup>th</sup>	
NT	0-2, 4 <sup>th</sup>	0-2, 4 <sup>th</sup> , low from 3+card.	
SubSeq	0-1 4 <sup>th</sup>		
Others: 0-1 4 <sup>th</sup>			
5-level : A= ATT , K= CT (NT same).			
<b>LEADSXXS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax	AK(+); Ax	
King	KQ(+); AK; Kx	AKJ10(+); KQ(+)	
Queen	QJ(+); Qx;	QJ(+); Qx; KQ109(+)	
Jack	KJT(+); J10(+);Jx;	J10(+); AQJ(+); Jx	
10	K109(+);109(+);10x	109(+); AJ10(+); KJ10(+);10x	
9	9(+); 9(x)	9(x); H109(+)	
S	Sx	xSxx(+); Sxx, Sx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declare's Lead	Discarding
Suit	1 Reverse attitude	Reverse count	Reverse attitude
	2 Reverse count	S/P	Reverse attitude
	3 S/P		
NT	1 Reverse attitude		Reverse attitude
	2 Reverse count	Reverse count	Reverse attitude
	3 S/P Lavinthal		
<b>Signals (including Trumps):</b>			
A for Count ; K for Attitude. Trump : hi-lo = ruffing intention			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11+ with classic shape; Cue bid promise rebid;			
Reopening maybe lighter;			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
T/O DBL thru 4♥.			
Neg. DBL thru 3♠.			
Resp. DBL thru 3♠.			
Sup. DBL thru 2♥.			
Lightener DBL;			
MAX. DBL.			
1m-(1H)-X= 4+S , F1 / 1S= Negative Dbl , S < 4.			

WORLD BRIDGE FEDERATION

# CONVENTION CARD



NEBO: 葉氏隊

EVENT: A11

PLAYERS: 施瑞佑、林美麗、林志謀、許秀卿

SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
Natural 5-5-4-2
1NT opening: 15-17, may 5-M or 6-m possible.
2 over 1 Response: Almost GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2♦ = WK , ♠ & ♥ , 4-4 up.
2♥ = WK , 5+♥
2♠ = WK , 5+♠
3NT = Gambling
R. Drury.
Lebensohl.
Bergen Raise
Natural against 1NT.
4 <sup>th</sup> seat opening : 2D/2H/2S = 12-15 , 6+ good suit.
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Probably light opening at 3 <sup>rd</sup> position
May not response 4 card Major after Stayman ( look as 3 cards suit strength worst than J9xx. Or 4333 prefer play NT )
May not open 1M if suit worse than J9xxx (open 1C/D) instead)
<b>PSYCHICS: Rare.</b>

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	Yeh Bros Super Mixed team			2018/03/04
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	3♠	12-21 May be very light in third	1♦/♥/♠=4+♦/♥/♠; 1NT=6-9HCP; 2♣=5+♣, GF; 2♦=5+♣, INV; 2♥/2♠=3-7HCP 2NT=11-12, Inv; 3♣=5+♣, PRE 3NT=13-15; 3X=SPL, 12-15HCP, 5♣+;	1♣-1M-1NT-: 2♣= puppet to 2♦; 2♦=GF XYZ convention	1C-2C= 6-9, 5+C 1C-3C= 10-11, 5+C Jump new suit = fit showing
1♦		4	3♠	12-21 May be very light in third	2♣=5+♣, GF; 2♦=4+♦, GF; 2♥/♠= same 1♣ Others=the same as 1♣ open; 3♦=5+♦, PRE	1♦-1M-1NT-2♣=puppet to 2♦; 2♦=GF XYZ convention	1D-2D= 6-9, 4+D 1D-3D= 10-11, 4+D Jump new suit = fit showing
1♥		5	3♠	12-21 May be very light in third	1NT=FIR, 2/1=almost GF; 2♣/♦=3+♣/5+♦. 2♥=8-10; 2♠=3-7HCP, 6+suit, 3♣=7-9 HCP 4+♥; 3♦=4+♥, 10-12; 2NT=Jacoby, 4+♥, GF; 3♥=4+♥ 0-6; 3♠/4♣/4♦=12-15HCP, SPL 4♥=PRE 0-8HCP 5+♥;	1♥-2♣; 2X-2NT=13-15, BAL. 1♥-2NT; 3X= short suit / 4X=5+suit, S.I.	R Drury 2NT=4+♥ SPL w/a shortage 3♣/♦= Fit show
1♠		5	3♥	12-21 May be very light in third	the same as above; 3♥= PREE; 2♣/♦=2+♣/5+♦.	The same as above;	The same as above;
1NT				15-17, BAL.	2♣=puppet stayman; 2♦/2♥=transfer ♥/♠; 4♣=Gerber 4♦/♥= Texas TRF. 2♠=(1)WK/INV/ST with ms (2) INV with Bal 2NT/3♣=Transfer to 3♣/3♦ 3♦=2Ms 5-5+, INV or better. 3♥=3154 or 3145; 3♠=1354 or 1345;	1NT-2♣-2♦(=no 5Ms): 2♥=4♠s/ 2♠=4♥s/ 2NT= INV/ 3NT= s/off/3♣/3♦=5+♣/♦, GF. 3♥/3♠=5-♠+4♥/4-♠+5-♥, GF. 1NT-2♠-:2NT=min / 3♣/3♦=Max with good suit.	
2♣	*	0		Strong hand	2♦=GF; 2♥=0-3Hcp; 2♠/3♣/3♦=5+♠/6+♣/6+♦; 2NT=5+♥s	-2♦: 2♥=puppet to 2♠ then 2NT=25-27	
2♦	*	0		WK ♥&♠ 4-4up	2NT= INQ; 3♣/3♦= suit, NF; 3♥/♠=PRE 4♣/4♦=suit, GF; 3NT/4♥/♠=S/O	2♦-2NT-3♣=min 5-4+; 3♦=min 4-4; 3♥=max 5-4 3♠=max 4-5; 3NT=max 4-4; 4♣=max 5-5 ♣x; 4♦=max 5-5 ♦x; 4♥=max 4-6; 4♠=max 6-4	2♦-(Dble)-XX=same cds in ♥/♠ -Pass=want to play. -2♥/♠/3♣=to play.
2♥		5		5+♥ WK	2NT= Asking; 3♥=PRE/ New Suit = suit, NF.	-2NT: 3♣/♦/♠= ♣/♦/♠ shortness. 3♥=min. w/o shortness, 3NT=Max w/good suit.	
2♠		5		5+♠ WK	2NT= Asking; 3♠=PRE, New Suit = suit, NF.	-- ditto --	
2NT				20-21HCP	3♣=puppet stayman; 3♦/♥/4♦/♥=TRF to ♥/♠; 3♠= minor asking 4♣= Gerber (0-4/1/2/3)	2NT-3S; 3NT= none / 4♣=4+♣ / 4♦=4+♦ / 4♥= 2344 / 4♠=3244	
						<b>HIGH LEVEL BIDDING</b>	
3♣/♦		6		Preemptive	New Suit = suit, F; 3NT=to play. JNS=CAB, 4NT= RKCB	Gerber; D0P1; DEPO; R0P1	
3NT	*			one solid 7+ minor suit	4♣/♦/5♣=P/C; 4♥/♠= to play	RKCB=0-3 / 1-4 / 5NT=void + odd keycard; 6X=X' void + even keycard	
4♣/♦		7		PREE	4♥/♠= to play, 4NT= RKCB	GSF; 1M-(4X)-4N= RKCB, 1m-(4S)-4N= any 2 suits	
4♥/♠		7		PREE	4NT=RKCB, New suit=CAB	SPL; (4S)-4N= any 2 suits	
5♣/♦		8		PRE; rule 2&3	New suit=CAB; 5NT=GSF (6♣=1 loser 6♦=no trump loser)		