



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>WORLD BRIDGE FEDERATION</b>  <b>CONVENTION</b>  <b>CARD</b>
OVERCALLS (STYLE; RESPONSES; 1/2LEVEL; REOPENING)		OPENING LEADS STYLE			
Normal style, promise 4+suit, usually 5+suit			<b>LEAD</b>	<b>IN PARTNER'S 5+CARDS SUIT</b>	
Resp: Transfer; (1x)-1M-(Pa-DbI)-2x-2M-1=Transfer; 3y=FSJ;		<b>SUIT</b>	3 <sup>rd</sup> or low from even/odd	Same as left	<b>CATEGORY: Blue</b> <b>NCBO: CHINESE TAIPEI</b> <b>EVENT: ALL</b> <b>PLAYERS: Yi-An HUNG</b> <b>Ho-Yee SO</b>
3x=Mixed Raise; 3M=PRE; 1/3 Level New Suit=F1/GF		<b>NT</b>	2 <sup>nd</sup> /4 <sup>th</sup>	Count. ATT if raised.	
<b>1N OVERCALL (2<sup>ND</sup>/4<sup>TH</sup> LIVE; RESPONSES; REOPENING)</b>		<b>SUBSEQ</b>	ATT/CT	ATT/CT	
2 <sup>nd</sup> /4 <sup>th</sup> live = 15-18 value; R/O 1N = 12-15 value		<b>OTHERS:</b> AT 4+ level, K from AK and demands count			<b>SYSTEM SUMMARY</b>
		<b>LEADS</b>			<b>GENERAL APPROACH AND STYLE</b>
<b>JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)</b>	<b>LEAD</b>	<b>VS. SUIT</b>	<b>VS. NT</b>		
PRE. Style=Wide range, Vul dependent.	<b>A</b>	AKx, Ax	AKx, AKxx, AQx		
UNT: 2N = 11+ value, 5-5+ two-lowest unbidden suits	<b>K</b>	AK, Kx, KQx	Strong ask UB or CT		
R/O: 10-14, 6+ cards	<b>Q</b>	QJx, Qx	QJx, Qx, KQx+		
<b>DIRECT &amp; JUMP CUE BIDS (STYLE; RESPONSES; REOPEN)</b>	<b>J</b>	KJT, JTx, Jx	AQJ, JTx, Jx		
Direct Cue = Michaels 5-5+ over NAT	<b>10</b>	KT9, QT9, T9x, Tx	HJTx, T9x, Tx		
Jump Cue against NAT / (2M) 3M= ask for stopper;	<b>9</b>	9x	HT9x, 9x		
Jump Cue against 1♦=0-2♦ = NAT PRE	<b>HI-x</b>	xxX, xxXx, xxxX, xxXxxx	Xx, Xxx, xXxx, xXxxx		
<b>VS. Weak NT</b>	<b>VS. Strong NT or PH</b>	<b>LO-x</b>	HxX, HxXx, HxxxX, HxXxxx		
Dbl = Penalty	Dbl = 4+M 5+m				
2♣ = 4+♠ 4+♥	2♣ = 4+♠ 4+♥				
2♦ = (5)6+♠/♥	2♦ = (5)6+♠/♥				
2M = 5+M 4+m	2M = M+m 5-4+				
2N = Strong 2 suits	2N = Both minors				
3x = Constructive+ NAT	3x = PRE NAT				
<b>SIGNALS IN ORDER OF PRIORITY</b>					
			<b>PARTNER'S LEAD</b>	<b>DECLARER'S</b>	<b>DISCARDING</b>
			1 U/D ATT	U/D CT	U/D ATT
			2 U/D CT	S/P	U/D CT
			3 S/P		S/P
			1 U/D ATT	U/D CT	S/P
			2 U/D CT	S/P	U/D CT
			3 S/P		
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>			<b>SIGNALS (INCLUDING TRUMPS):</b> UDCA+S/P		
DBL: T/O up to 4♥			Reverse Smith Echo against NT		
LEB 2N after (2M)-x			<b>DOUBLES</b>		
(Non-)Leaping Michaels: (2/3M)-4m					
<b>VS. ARTIFICIAL STRONG OPENINGS</b>					
Apply to 1♣, 1♠-1♦, 2♣ and 2♠-2♦					
Dbl = 4+♥ 4+♠					
NT = 4+♦ 4+♣					
Suit = NAT					
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>	<b>TAKEOUT DOUBLE (STYLE; RESPONSES; REOPENING)</b>				
1♦-(X); XX = 4+♥	1M-(X)-XX = GT+, 0-3M, F to 2N	11+value, with support to other suits			
1♥~2♥ = Transfer	1N~2M-1 = Transfer	16+value, strong			
2♠ = 9-11 5+♦ 5+♣	23M = PRE	R/O: 8+value, with support to other suits			
2N = PRE 5+♦ 5+♣	2N = Mixed Raise 4+M	RESP: CUE = F1, promise rebid			
3x+ = NAT PRE.	3x = FSJ 4+M, 5+x	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DOUBLES/ REDOUBLES</b>			
	1M-(X)-3M+1 = 4+M with a void	NEG DBL up to 4♥			
	3M+2 up = Stiff SPL	SUPP DBL/REDBL up to 2M-1			
		RESP DBL up to 4♦			
		MAX DBL up to 3♥			
		LIGHTNER DBL against slam			
			<b>PSYCHICS: Rare</b>		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	V	0		16+ ART F1	1♦=F1 0-7 any; 1♥=8-10 any; 1♠=BAL 8-13 or 16+; 1N2♣♦♥=11+ Transfer; 2♠=14-15 BAL; 2N3♣3♦♥=11+ GF 4441 short ♣/♦/♥/♠.	Transfers after [1♣-1♦; 1♥] & [1♣-1♦; 1♠] & [1♣-1♥; 1♠]. -1♦-1♥: 2♠N3♣3♦=5-7 4441. 3♥♠=Singleton ♥/♠ Both ms. -1♦-1♥-1♠: 3♦♥♠N=5-5 2 suits.	-1♥=8-10 5+♣. -1N=5-7 5+♠5+♥. -2♠=8-10 1-4-4-4.
1♦	V	0	3♠	(10)11-15	1M=F1 NAT (3)4+M; 2♣=GF 4+♣ unless 3343; 2♦=GF 5+♦; 2♥=PRE 5♠4-5♥; 2♠=GT 5-6♠ 4♥; 3♣=PRE 6+♣; 3x=NAT PRE	-1M-1♠N: 2x=GT; 3x=GF. 2♣-2♦-2x=To play. 3x=GT. -1M -2M: 2M+1=Relay; 2M+2 above= short -1M -2M: 2M+1: 2N3♦=3M5♦; 3♣=3M5♣; 3M-1/3M=Max/Min 4M.	
1♥♠		(4)5	3oM	(10)11-15 Maybe only 4 cards or lighter on 3 <sup>rd</sup> 4 <sup>th</sup> seat	1♠=NAT; 1N=Semi-F1; 2♣=GF NAT or GT 3M; 2♦=GF 5+suit; 2M=8-10; 3M=PRE; 3M-1=GF BAL 3M; 2M+1/2M+2/2M+3=GF/GT/Mixed Raise 4+M; 3M+1=4+M w/ void; 3M+2up=Stiff SPL; 4M=To play.	Jacoby: +1=Min; +2=Max BAL; +345=SPL ♣/♦/♠/oM. Bergen: 3M+1=Ask for short; Else=GT or ST short. 1M-2M: 2M+1=GT+ Ask for values; 2M+2 up=GT+ Short. 1M-2♣: 2♦=F1 Min any; 2oM/2M/2N/3x=Max NAT/4+♦/6+M/5-5.	-2♣=Drury, 3M Supp -2♣: 2♦=ART 12+ 5+M -2♦=Drury, 4+M supp -2N=Mixed Raise 4+M -3♣/♦: FSJ 4+M 5+♣/♦
1N				10-13 1 <sup>st</sup> /2 <sup>nd</sup> seat NV 5M/6m/Singleton possible	1♦-1M-1N=14-16 if BAL. Others same as strong 1N	2♣-2♦-2♥: Weak 4+♠4+♥.	
1N				(13+)14-16 V or 3 <sup>rd</sup> /4 <sup>th</sup> NV 5M/6m/Singleton possible	2♣=Stayman; 2♦/♥/3♣/4♦/♥=Transfer; 2♠=GT no 4M or 6+♣; 2NT=Ask 5M 3N=to play 3♦=GF 5+♣5+♦; 3♥=GF 3-1-(4-5); 3♠=GF 1-3-(4-5); 4♣=5+♥5+♠; 4♠/4N=Quant	-2♣-2♦: 2♥/♠=GT, 5+♥/♠; 3♥♠=Smolen, GF, 5+oM 4M; -2♣-2N/3x-3♥/♠=GF 6+♣ SPL ♥/♠ -2♦/♥-2M+1 = Super Accept 3♦/♥=Retransfer. Jumps are SPL. -2N: 3♣=No 5M; 3♥/♠=5♥/♠.	
2♣	V	6	3♠	10-15 6+♣	2♦=Relay; 2♥♠=NF; 2N=Puppet to 3♣; 4♦=RKCB; 3/4♣=Cons/PRE; 3♦♥♠=NAT GT; 3N4M=To play.	-2♦: 2♥♠N=NAT; 3♣=Min 6+♣; 3♦=6+♣ 4+♦ or 0-1♦; 3♥♠=6+♣ SPL. -2N-3♣: 3♦/♥=GT/GF 5+♠5+♥; 3♠=GF 6+♦; 3N=Mild ST 3+♣.	
2♦	V			Mini-multi PRE 6+♥/♠	2/3M=P/C; 2N=Relay; 4♣=Ask to transfer, set FP; 3♣/♦=GF NAT; 4♦=Bid your M; 4♥/♠=NAT.	-2N: 3♣=MAX ♥/♠; 3♦=Min ♥; 3♥=Min ♠	4 <sup>th</sup> seat: 10-12 6+♦
2♥	V	4		Lyrics PRE Ms. NV: 5-4+ V: 4+♠5+♥. 3 <sup>rd</sup> NV: 4-4+	2N=Relay; 3♣/♦= NAT NF; 3♥/♠=PRE	-2N: 3♣=Min; 3♦=Min 5♠5♥; 3♥=Max 5♠4♥; 3♠=Max 4♠5♥; 3N=Max 5♠5♥ (4♣=♥, 4♦=♠); 4♣/4♦=Max 4♠6♥/6♠4♥.	4 <sup>th</sup> seat: 10-12 6+♥
2♠	V	5		PRE 5+♠ 4+m	2N=Ask m; 3♣/4♣/♦/5♣=P/C; 3♦=♥ 3♥=GT+3+♠.	-2N: 3♣/3♦=Min NAT; 3♥/3♠=Max ♣/♦.	4 <sup>th</sup> seat: 10-12 6+♠
2N	V			PRE both minors 5-5+	34567♣♦=To play. 3♥=Ask SPL. 3♠=Puppet to 3N. 4N/5N=CoG/CoS.	-3♥: 3♠/N=SPL ♠/♥. 4♣/♦=1156/1165. 4♥/♠=Void ♥/♠. -3♠-3N: 4♣/♦=GT. 4♥/♠=ST ♣/♦.	
3♣		6		PRE	3X=NAT F1; 4♦=RKCB.		
3♦♥♠		6		PRE	3X=NAT F1; 4♣=RKCB.		
3N	V			1 solid m w/ 0-1 side K	456♣=P/C; 4♦=ask for short; 4M=To play; 4N=Quant.		
4♣		7		PRE	4♦=RKCB.		
4♦♥♠		7		PRE			
4N	V			PRE both minors 6-5+			
						<b>HIGH-LEVEL BIDDING</b>	
						RKCB (1430); Quant; Splinter, Grand Slam Forcing;	
						Exclusion KB & Mini RKCB (0-0.5/1/1.5/2/2.5); D0P1(Bid=2/2.5/3/3.5); DEPO; REPO	