

| DEFENSIVE AND COMPETITIVE BIDDING  |         | LEADS AND SIGNALS   |                                   |               |                                   | <div>WORLD BRIDGE FEDERATION</div> <div>CONVENTION</div> <div>♠♥♦♣</div> <div>CARD</div> <div></div>  |                                       |
|--|---------|---|-----------------------------------|---------------|-----------------------------------|---|---------------------------------------|
| OVERCALLS (STYLE; RESPONSES; 1/2LEVEL; REOPENING)  |         | OPENING LEADS STYLE   |                                   |               |                                   |   |                                       |
| Light at 1 level, Sound at 2 level or higher, value dependent.<br>RESP New suit-NF ,constructive Cue F1, Jump Cue=Invitation<br>Jump shift= strong invitation  |         |   | LEAD                              |               | IN PARTNER'S SUIT                 |   |                                       |
|  |         | SUIT  | 3/5 / 01(Top if XXX)              |               | 3/5 / 01                          |   |                                       |
|  |         | NT  | 4 <sup>th</sup> (Top if XXX) / 02 |               | 4 <sup>th</sup> (Top if XXX) / 02 |   |                                       |
| NT OVERCALL (2 <sup>ND</sup> /4 <sup>TH</sup> LIVE; RESPONSES; REOPENING)  |         | SUBSEQ  | ATT                               |               | ATT                               |   | CATEGORX: NATURAL(GREEN)              |
| 1. 2 <sup>nd</sup> / 4 <sup>th</sup> 1NT overcall=16-18 / 12-15HCP<br>2. Reopen J2NT=18-20 against 1m / 19-21 against 1M<br>3. RSP: Same as 1NT Opening  |         | Through Declarer 0/2  |                                   |               |                                   | NEBO: Chinese Taipei-Senior EVENT: ALL  |                                       |
|  |         | LEADS   |                                   |               |                                   | PLAYERS: Chen Chuan Cheng / Chang Chung Ping  |                                       |
|  |         | LEAD  | VS. SUIT                          |               | VS. NT                            |   | SYSTEM SUMMARY                        |
| A  | AK+     |   | AK+ (CT)                          |               |                                   |   |                                       |
| K  | AK, KQ+ |   | AKJ(+), KQ+ (ATT)                 |               |                                   |   |                                       |
| 1. Weak, 6+ cards (occasionally 5) cards<br>2.Unusual NT(PRE or Strong; 55+)=2 lower unbid suits(occ. 54+)   |         | Q   | Q,Qx,QJ+,AQJ+,                    |               | Q,Qx,QJ+,AQJ+,KQT9+               |   | GENERAL APPROACH AND STYLE            |
|  |         | J   | J,Jx,Jx+,AJT+,KJT+                |               | J,Jx,Jx+                          |   |                                       |
|  |         | 10  | T,Tx,HT9+,T9+                     |               | T,Tx,TXX,HJT+T9+                  |   |                                       |
| DIRECT AND JUMP CUE BIDS (STYLE;RESPONSES;REOPEN)  |         | 9   | 9,9x,98+                          |               | HT9+,9,9x,9xx,98+                 |   | 2/1 GF ,4SF.                          |
|  |         | HI-x  | Sx, xxS, xxxxS                    |               | Sx, Sxx                           |   |                                       |
|  |         | LO-x  | HxS, HxSx, HxxxS+                 |               | HxS ,HxxS(+)                      |   |                                       |
| VS. NT   |         | 5 level+ : K-CT, A-ATT  |                                   |               |                                   | Puppet, Smolen, Rev Drury, Minor Stayman,<br>Landy, J2NT, Michael CUE, Unusual NT, Western Cuebid<br>Michael, Gambling 3NT, Fit showing ,Leaping Michael. |                                       |
| SIGNALS IN ORDER OF PRIORITY   |         |   |                                   |               |                                   |   |                                       |
|  |         | PTNER'S LEAD  | DECLARER'S                        | DISCARDING    |                                   |   |                                       |
| 1. Dbl= Strong<br>2. 2C=Landy(H+S)<br>3. 2D: One Major ;2H/2S: H/S with one m<br>4. 2N= C+D or Any 2 suits with 3-4 losers<br>5. VS weak 1NT same as 1C(strong).<br>6. (Pass hand) : DBL=2 Majors,2C=DONT; 2H/2S: NAT                |         | SUIT  | 1                                 | L/H=En/DisCRG | Low=Even                          | L/H=En/DisCRG   | SPECIAL BIDS THAY MAY REQUIRE DEFENCE |
|  |         |   | 2                                 | L/H=Even/Odd  | High=Odd                          | L/H=Even/Odd  |                                       |
|  |         |   | 3                                 | S/P           |                                   | S/P   |                                       |
|  |         | NT  | 1                                 | L/H=En/DisCRG | Low=Even                          | L/H=En/DisCRG   |                                       |
|  |         |   | 2                                 | S/P           | High=Odd                          | S/P   |                                       |
|  |         |   | 3                                 |               |                                   |   |                                       |
| VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)   |         | Gerber/Blackwood ASK: all response 14 / 30 / 2 bad / 2 good<br>4NT(RKC): 1430 / 2 / 2+Q, 5NT : 1KC+ Void,<br>Jump 6A :2kc+ A color void, Jump 6 agreed trump : 2kc+ higher color void<br>After RSP: |                                   |               |                                   |   |                                       |
| VS. ARTIFICIAL STRONG OPENGINGS  |         | 1. Bid 5 level agreed trump: signoff.   |                                   |               |                                   |   |                                       |
|  |         | 2. Add 1 rank: ask trump Q  |                                   |               |                                   |   |                                       |
|  |         | 3. Bid 5S(not agreed trump): relay to 5NT   |                                   |               |                                   |   |                                       |
| VS : 1C (St.) X=majors, 1NT:minors,2NT:H+m(46+),3m:S+m(46+)<br>(1C) P (1D) 2NT/3m Same as above  |         | 4. DOP1/DEPO: vs Opp's OVCL is (<) /(>=) our trump suit.  |                                   |               |                                   |   |                                       |
|  |         | 5. Bid 5NT: ask K   |                                   |               |                                   |   |                                       |
|  |         | RSP: A. when trump is S, response K location<br>B. when trump is C/D/H, response count of K, 6C/D/H=0/1/2/3   |                                   |               |                                   |   |                                       |
| OVER OPPONENT'S TAKEOUT DOUBLE   |         | SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES  |                                   |               |                                   | SPECIAL COMPETITIVE BIDS  |                                       |
| 1. 1m/1M X XX= 10+HCP<br>2. 1M X 3S(to 1H)/4C/4D/4H(to 1S)=Splinter<br>3. 1m X 2NT/3m/4m=PRE /mixed raise/ PRE<br><br>4. 1M X 1S(NF)/1NT(6+C) / 2C(6+D) / 2D(to 1S open,6+H)<br>5. 1M X 2(M-1)/2M/2NT/3M=8-10 fit M/Support/Inv./PRE |         | NEG X thru 4S; RSP X thru 4S; MAX X; Direct X to 2-3 level raise is T/O<br>Support X & XX thru 2H (X 2S or higher, promise extra power)   |                                   |               |                                   | 1m (1NT) 2m' = S &H,<br>1m (P) (1/2/3NT) (2 / 3 / 4m) =S&H<br>(Response 2/3/4D to pd's 2/3/4C is to ask PD to bid his longer M)                           |                                       |

| OPEN | ART | MIN | NEG X | DESCRIPTION  | RESPONSES   | SUBSEQUENT AUCTION  | PASSED HAND BIDDING / NOTES  |
|------|-----|-----|-------|--|---|---|--|
| 1C   |     | 3   | 4S    | 11+-21 HCP, 3+ cards   | 1C/1D -1NT = 8-10/6-10 HCP, BAL (1C-3D=D,Inv.)<br>2NT/3NT = 11-12/13-15 HCP BAL<br>3NT = 13-15 HCP,3334 or 3343 misfit<br>2H: 2 Majors, 2S: Weak<br>3M=WK, 7+ cards M, 5-7 pts.<br>1C-2C ,1D-2D=4+ cards raise, GF<br>1C-2D ,1D-3C=Fit, INV<br>1C-3D ,INV. Semi solid+ 6+cards D<br>1m-3m Mix Raise | 1m-1M-rev.Jump=Splinter, 3+M,19-21GF.<br>1m-1M-1NT-2C/2D=Check Back 1NT<br>1m-1M-2NT-3C/3D=Check Back 2NT<br>1m-1M-4m=6+ good m & 4+M,slam try  | PH: Check Back 1NT is off<br>PH: 1m/3m INV+;   |
| 1D   |     | 3   | 4S    | 11+-21 HCP, 3+ cards<br>( 3 card only when holding 4432)             |   |   |  |
| 1H   |     | 5   | 4S    | 11-21 HCP, 5+ cards  | 1H-2S PRE.,1S-3H INV, NAT.<br>3C/3D=4+M (C>D)<br>JJ shift=Splinter,12-15 HCP<br>1NT = F1, 3-13 HCP<br>2NT =12+HCP, 4+ cards STR raise<br>3NT=13-15HCP, XXX or JXX M,3433 / 4333,NF  | Help suit game/slam try<br>Rebid 2/3NT aft 2ov1=14+/18-19HCP<br>1M-2NT-3A/ 4B=short / 5+cards suit wz QJ+<br>1M-2NT-3M/3NT: 6 cards/5 cards M<br>1M-1NT-2NT:19+5/4 or 6M                                      | - - 1H/S – 1N (NF)<br>- - 1H/S - 2C =Rev Drury<br>----1H/S-2NT 4cards 9-11HCP<br>PH: Check Back 1NT is off<br>Jump Shift is Fit Showing<br>JJshift =void |
| 1S   |     | 5   | 4H    | 11-21 HCP, 5+ cards.   |   |   |  |
| 1NT  |     |     | 4S    | 15-17 HCP,<br><br>BAL or semi-BAL<br><br>5M,6m,(5422)(4441) possible | 2C=St ;<br>2D/2H/2NT/3C = TR 2H/2S/3C/3D<br>2S=INV 3NT or 55m+ INV+<br>3D: 4441/4414 or 4405/4450 GF<br>3H/S:4144/4441 GF<br>4C=Gerber. 4NT=INV<br>4D/4H = TR 4H/4S   | 2H/2S/3C/3D after 2C St = INV,<br>4 level Splinter after TR<br>1NT-2C-2D-3M =4M+5M'.<br>1NT-2S-2N/3m/3N = Min/4+ m Max./Max<br>1NT-2S-2N-3C/3D/3M=INV/GF/Shortness Slam try<br>1NT-2S-3m-3M/3N=Shortness/Play |  |
| 2C   | Y   | 0   |       | 22+ HCP or equivalent value hand                                     | 2D = 4+ HCP, GF,<br>2H = 0-3 HCP, 1 King at most.<br>2S/2N/3C/3D=5+cards good S/H/C/D, 7+HCP  | 2C-2D-2H-2S-2/3NT 24-25/26-28<br>2C-2D/2H-3NT =9 Tricks   | 2C (DBL) ? Rdbl=suggest to stand<br>Pass = 0-3, 2D=4+,<br>others=NAT<br>2C (2A-4B) Pass=0-3HCP ,Others=4+HCP   |
| 2D   |     | 5   |       | WK2D   | 2NT=ask, New suit F1, 2M:Nf   | After 2NT 3D =Min 3NT=MAX<br>New suit=Value in  | 4C: RKC<br>4D/4H/4S/4N/5C -0/1/1+J/2/2+J   |
| 2H   |     | 5   |       | WK2H   | 2NT=ask, New suit F1,2S:Nf  | After 2NT 3H =Min 3NT=MAX<br>New suit=Value in  |  |
| 2S   |     | 5   |       | WK2S   | 2NT=ask, New suit F1  | After 2NT 3S =Min 3NT=MAX<br>New suit=Value in  |  |
| 2NT  |     |     |       | 20-21 HCP, BAL or semi-BAL   | 3C/S= Puppet /Minor St, 3D/H=TR., 4C/4NT=Gerber/Inv.  | 2NT 3C 3M 3M' / 4M'=Slam try  |  |
| 3X   |     | 6   |       | PRE  | 3A=NAT,F1,<br>3C - 4D =RKC 3M -4C=RKC<br>3D - 4C =RKC   | 2NT 3S (Minor Stayman)<br>3NT/ 4C / 4D / 4H / 4S: No 4+m / 4cards C / 4 cards D/ 2344 / 3244  |  |
| 3NT  | Y   |     |       | Gambling (1/2) / to play 3NT(3/4)                                    | 4m/ 5m=correct.   | 2NT 3C (Puppet Stayman)<br>3D wz 4 cards M 3D 3H : 4 cards S;<br>3H/3S 5+cards H/S 3S: 4 cards H;<br>3N No 4+ cards M 3N: to play<br>4D: H&S  |  |
| 4X   |     | 7   |       | PRE  |   |   |  |
| 4NT  | Y   |     |       | 6/5+ minors,3-4 losers   |   |   |  |
| 5X   |     |     |       | PRE  |   |   |  |