

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				WORLD BRIDGE FEDERATION CONVENTION ♠♥♦♣ CARD 
OVERCALLS (STYLE; RESPONSES; 1/2LEVEL; REOPENING)		OPENING LEADS STYLE				
1 level=4+cards, 6+HCP(light occasionally) 2 level=5+cards, 10+HCP(light occasionally)			LEAD		IN PARTNER'S SUIT	
		SUIT	4 th -01		4 th - 01	
NT			4 th 01		4 th - 01	
NT OVERCALL (2 ND /4 TH LIVE; RESPONSES; REOPENING)		SUBSEQ	Reminder CT / ATT		Reminder CT / ATT	
1. 2 nd / 4 th 1NT overcall=15-18 / 12-15HCP; 2. Reopen J2NT=19-21 3. 1A (P) 1B (1NT)=16-18						
		LEADS				
		LEAD	VS. SUIT		VS. NT	
JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)		A	A, AX, AK+		A, AX,AK+	
1. Weak, 6+ cards (5 cards possible) 2.Unusual NT(PRE or Strong)=55+2 lower unbid suits(occ. 54+)		K	AK, KQ+, KQT+		AK, AK(+),AKJ(+), KQ+	
		Q	Q,Qx,QJ+,AQJ+		Q,Qx,QJ+,KQT+	
DIRECT AND JUMP CUE BIDS (STYLE;RESPONSES;REOPEN)		J	J,Jx,Jx+,AJT+,KJT+		J,Jx,Jx+ AQJ+	
1. Michaels CUE (Weak or Strong) 2. Jump CUE=Western CUE, Ask for stopper		10	T,Tx,HT9+,Tx		T,Tx, (Txx) ,AT9+,KT9	
		9	9,9x		HT9+, 9,9x,9XX	
VS. WK 1NT (CAPP, 2 nd and 4 th position)		HI-x	Sx, xxSx,xxxxS(+)		Sx, Sxx(+), xSxx(+)	
1. X/2C/2D/2H/2S=Power/1suit/H+S/H+m'/S+m' (45+, 54+) 2. 4th :CAPP		LO-x	X, TxS ,HxS, HxxxS(+)		X, TxS, HxS, HxxS(+), xSxx(+)	
		SIGNALS IN ORDER OF PRIORITY				
VS Strong 1NT (CAPP 2 nd & 4 th positions) 1. X/2C/2D/2H/2S=Power/1suit/H+S/H+m'/S+m' (45+, 54+)		SUIT		PTNER'S LEAD	DECLARER'S	DISCARDING
			1	H/L=En/DisCRG	Low=Odd	Lav.
			2	H/L=Even/Odd	High=Even	L/H=Odd/Even
		NT	3	S/P		S/P
			1	L/H=En/DisCRG	Low=Odd	Lav.
			2	S/P	High=Even	S/P
			3			
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)		Gerber/Blackwood ASK: RSP: 04 / 1 / 2 / 3 RKC: RSP: 03 / 14 / 25 / 25+Q / 5NT : 1 or 3 KC+ Void, Jump 6A :even kc+ A void, Jump 6 agreed trump : even kc+ higher color void 1. Bid 5 level agreed trump: signoff. 1. Add 1 rank: ask trump Q 2. Bid 5S(not agreed trump): relay to 5NT 3. Bid 5NT: ask K, RSP K location when trump is S, otherwise RSP count 6C/D/H/S=0/1/2/3 K DOP1/DEPO: RSP vs Opp's Interference bid over our RKC/KCA DOP1: x:0/3; pass: 1/4; +1: 2 ; +2: 2+Q				
1. Vs 2H/2S 3H/3S=Western CUE;4H/4S=M'+m 55+(to M) J						
2. Vs 3C/3D/3H/3S:4 Level CUE=S&H(to m)/M'+m 55+(to M)						
VS. ARTIFICIAL STRONG OPENGINGS						
VS Strong 1C: exclusive bid; x=1D or 2M; 1D=H or S+C 1H=S or 2m; 1N=S+D/H+C; 2D: 6H or 5S+5m; 2H=6S or 2m						
OVER OPPONENT'S TAKEOUT DOUBLE						
1. 1m/1M X XX= 10+HCP						
2. 1m X 1A/2C/ J / JJ new suit=F/NF/ Fit showing / PRE						
3. 1m X 2NT/3m/4m=PRE /mixed raise/ PRE						
SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES						
NEG X thru 3S; RSP X thru 4H; MAX X; Direct X to 2-3 level raise is T/O Support X & XX thru 2H (X 2S or higher, promise extra power)						
CATEGORX: NATURAL(GREEN)						
NEBo: Chinese TPE Senior EVENT: ALL						
PLAYERS: Wu Ching-Liang / Kuo Jie-l						
SYSTEM SUMMARY						
GENERAL APPROACH AND STYLE						
2/1 GF , 5533 (F1NT), Suit Preference, RKC0314						
1NT 15-17, 5M,6m,(5422)(4441) possible ,						
Puppet, IVM, Rev Drury, 4SF						
J2NT, Michael CUE, Unusual NT,						
Gambling 3NT, Leaping Michael,						
Lebensohl,						
SPECIAL BIDS THAY MAY REQUIRE DEFENCE						
1. Bergen 4+cards raise(3C>3D)						
2. 2D: 1 weak Major, preemptive						
3. 2H: 5+H + 4+ any suit, preemptive						
4. 2S: 5+S + 4+ minor, preemptive						
5. 3N: one solid minor, gambling						
6. 4N: 2 minors, constructive or preemptive						
7. J2NT						
8. Michael CUE / unusual 2NT						
9. New minor GF(1m-1M-1N-2om)						
SPECIAL COMPETITIVE BIDS						

OPEN	ART	MIN	NEG X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / NOTES
1C		3	4H	11-21 HCP, 3+ cards 1C-1D=3+cards D, 5+HCP	1C/1D -1NT = 6-10/6-10 HCP, BAL 2NT = tran.3C 3C: inv., deny 4+M 3NT = 13-15 HCP, any 4333 2M/3M=WK, 6/7+ cards M, 3-7 HCP 1C-2C ,1D-2D=4+ cards raise, IVM 1C-2D ,1D-3C=Limit raise, deny 4+M,INV 1C-3D ,preemptive	1m-1M-1NT-2om =new minor GF 1m-1M-2NT-3C/3D=ASK M / m fit Slam try 1m-1M-4m=6+ good m & 4+M,slam try 1m-2m-2NT/3NT=11-12 or 18-19 /13-14 ,no 5+cards m 1D-2C-2NT/3NT=11-12, 18-19/13-14,	
1D		3	4H	11-21 HCP, 3+ cards (3 card only when holding 4432)			
1H		5	4D	11-21 HCP, 5+ cards	1H-2S WK jump, 1S-3H=preemptive 3C/3D=4+M(C>D) JJ shift=Splinter,12-15 HCP, 1NT=F1, 3-13 HCP 2NT=12+HCP, M STR raise, 3NT=13-15HCP, BAL 3M/4M=PRE, 4+ cards M 1S 2H=5+cards H, GF	Relay & help suit game/slam try Rebid 2/3NT aft 2ov1=11-12 or18-19/13-14HCP 1M 2m 3M (7+M, semi or solid)	- - 1H/S – 1N (NF) - - 1H/S - 2C=3/4+cards M, 10+pts
1S		5	4H	11-21 HCP, 5+ cards.			
1NT				15-17 HCP, BAL or semi-BAL 5M,6m,(5422)(4441) possible	2C=puppet stayman 2D/2H/2NT/3C = TR 2H/2S/3C/3D 2S: no 4M; inv. 3N 3D: 2M inv+ 3H/S: S/H short and 5-4m 4C=Gerber. 4NT=INV 4D/4H = TR 4H/4S	1N-2N-3C-3H/3S = 5C+4S / 5C+4H 1N-3C-3D-3H/3S: 5D+4S / 5D+4H 1N-2C-2D-2N/3N: 44M inv./GF 1N-2D-2H-4N 5332 inv. salm 1N-4D-4H-4N: RKCB	
2C	Y	0		22+ HCP or equivalent value hand	2D=negative or waiting 2H/2S/3C/3D : good suit, GF 2N: 8-10 bal. hand	2C-2D-2H-2S: 2 nd neg. or suit 2C-2D-2S-3C: 2 nd neg. or suit	
2D	Y	0		WK 1M	2N=ASK 2M/3M/4M = P/C	2D-2N-3C/3D=min H/S 2D-2N-3H/3S=max S/H	
2H	Y	5		H+ 4 any suits 54+	2NT=ask 2S/3C P/C	2H-2N: 3C/3D/3H/3S(4+C/4+D/4S/5S)	
2S	Y	5		S+m 54+	2NT=ask m 3m/4m/5m = P/C		
2NT				20-21 HCP, BAL or semi-BAL	3C = natural stayman, 4NT=INV. 3D/3H//4D/4H/=TR	2NT-3C-3M-3M'/4M'=M fit, SIT, nothing to do wz M'	PH: system on
3X		6		PRE	3A=NAT, F1,		
3NT	Y			Gambling (1/2) / to play 3NT(3/4)	4m/5m=Pass or correct.		
4X		7		PRE	4C - 4D = C RKC: 4C - 4H/4S/4N/5C = to play 4D/4M- 4N=RKC		
4NT	Y			65+ minors,3-4 losers			
5X				PRE	5C - 5D = C RKC; 5D – 5H = D RKC		