

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				WORLD BRIDGE FEDERATION CONVENTION ♠♥♦♣ CARD
OVERCALLS (STYLE; RESPONSES; 1/2LEVEL; REOPENING)		OPENING LEADS STYLE			CATEGORX: NATURAL(GREEN) NEBo: Chinese TPE Senior EVENT: ALL PLAYERS: Cheng Young-Hong / Lin Hsi-Chi	
1 level=4+cards, 8+HCP(light occasionally) 2 level=5+cards, 10+HCP(light occasionally)			LEAD	IN PARTNER'S SUIT		
		SUIT	3/5 - 01	3/5 - 01	SYSTEM SUMMARY GENERAL APPROACH AND STYLE 2/1 GF except REBID , 5533 (F1NT), UDCA, RKC1430 1NT 15-17, 5M,6m,(5422)(4441) possible , 2D / 2H / 2S=WK 1M / WK 2Ms / WK S+m' Puppet, Smolen, IVM, Two-Way Rev Drury, 4SF Landy, J2NT, Michael CUE, Unusual NT, Western Cuebid Gambling 3NT, Leaping Michael, Serious 3NT, CAPP, DONT Lebensohl, 1M-1NT-2NT, Fit Showing, Key Cards Asking SPECIAL BIDS THAY MAY REQUIRE DEFENCE 1. Bergen 4+cards raise(3C>3D) 2. Check back 1NT (pass hand system off) 3. 1m-1M-2NT (pass hand system on) 4. Relay & help suit game/slam try 5. Lebensohl 6. 1M-1NT-2NT (pass hand system on) 7. J2NT 8. Against Michael CUE / unusual 2NT 9. Against 1NT/2NT interference 10. Fit Showing Jump 11. Jump 3rd or 4th suit KCA=4A+2K+TrumpQ; Excluded KCA=3A+3K+TrumpQ SPECIAL COMPETITIVE BIDS 1A (1B/2B) J2M/J3m/J3M = 6+/7+ cards suit, PRE 1A (1B/2B/3B) Jump 4N = A suit RKC 1M (1B/2B) Jsuit (over 3N) = no control in B, M suit slam try 1m (1NT) 2m' = S &H, 2m/2H/2S= Suit,NAT 1m (P) 1 / 2 / 3NT (2 / 3 / 4m) =S&H, 2 / 3 / 4 m'=NAT	
NT OVERCALL (2 ND /4 TH LIVE; RESPONSES; REOPENING)		SUBSEQ	Reminder CT / ATT	Reminder CT / ATT		
1. 2 nd / 4 th 1NT overcall=16-18 / 12-15HCP; 2. Reopen J2NT=19-21 3. 1A (P) 1B (1NT)=18-19		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+ KQTxx	Q,Qx,QJ+,,KQTx(+)		
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+,Txx	T,Tx, (Txx) ,AJT+,KJT+		
VS. WK 1NT (CAPP, 2 nd position only)		9	9,9x	HT9+,9XX,9x, 9		
1. X/2C/2D/2H/2S=Power/1suit/H+S/H+m'/S+m' (45+, 54+) 2. 4 th :X / 2C / 2D/H/S=Power / Landy / NAT D/H/S 3. 4 th (pass hand): X / 2C/D/H/S=Landy / NAT C/D/H/S		HI-x	Sx, xSxxx(+)	Sx, Sxx(+), xSxx(+)		
		LO-x	X ,HxS, HxxxS, HxSxx	X, TxS, HxS, HxxS(+), xSxx(+)		
VS Strong 1NT (DONT, 2 nd & 4 th positions)		SIGNALS IN ORDER OF PRIORITY				
1. X/2C/2D/2H/2S=1 suit/C+X/D+X/H+S (44+)/5+ S suit 2. 1N 2C - ? 2D=P/C 2H/2S=to Play 3. 1N 2C X ? P/XX/2D/H/S=to play/Ask Suit/play D/H/S 4. 1N 2C 2X ? X/2Y/3C=Ask 2 nd suit /to play / C raise 5. 1N 2S X 2N/3S=inv/comp 1N 2S 3X X/3S=inv/comp		SUIT	PTNER'S LEAD	DECLARER'S	DISCARDING	
			1	L/H=En/DisCRG	Low=Even	L/H=En/DisCRG
			2	L/H=Even/Odd	High=Odd	L/H=Even/Odd
		5. N T	3			
			1	L/H=En/DisCRG	Low=Even	L/H=En/DisCRG
			2		High=Odd	
		3				
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)		Gerber/Blackwood ASK: RSP: 14 / 30 / 2 bad / 2 good RKC/KCA: RSP: 14 / 30 / 25 / 25+Q / 5NT : 1 or 3 KC+ Void, Jump 6A :2 or 4 kc+ A void, Jump 6 agreed trump : 2kc+ higher color void 1. Bid 5 level agreed trump: signoff. 2. Add 1 rank: ask trump Q 3. Bid 5S(not agreed trump): relay to 5NT 4. 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 RSP KCA (1430-RSP) then +1 =ask trump Q ; +2 = 2 nd KCA KCA (22-22+Q) then +1 = 2 nd KCA SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES NEG X thru 4H; 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)				
1. Vs 2H/2S 3H/3S=Western CUE;4H/4S=M'+m 55+(to M) J4C/4D=S/H+C/D 55+(Leaping Michael) 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: 2D/2H/2S/3A/4A/5A=6+ cards suit PRE 1D/1H/1S/2C, 5+ cards H/S/C/D or 44+ S+C/C+D/D+H/H+S						
OVER OPPONENT'S TAKEOUT DOUBLE						
1. 1m/1M X XX= 10+HCP 2. 1m X 1A/2C/ J / JJ new suit=NF/NF/ Fit showing / PRE 3. 1m X 2NT/3m/4m=PRE /mixed raise/ PRE 4. 1M X 2S(to 1H)/3C/3D/3H(to 1S)=Fit showing 5. 1M X 3S(to 1H)/4C/4D/4H(to 1S)=Splinter 6. 1M X 1S(NF)/1NT(6+C) / 2C(6+D) / 2D(to 1S open,6+H) 7. 1M X 2(M-1)/2M/2NT/3M=Limit raise/Support/Inv./PRE 8. 2M X 4m = m suit, fit showing, NF						

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 = 8-10/6-10 HCP, BAL 2NT = 10-12 HCP, Inv., deny 4+M 3NT = 13-15 HCP,3334 or 3343 misfit 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 ,INV. AKQXXX	<u>1m-1M-3rev</u> =Splinter, 3+M,19-21GF. 1m-1M-1NT-2C/2D=Check Back 1NT 1m-1M-2NT-3C/3D=ASK M / ASK m <u>1m-1M-4m</u> =6+ good m & 4+M,slam try 1m-2m-2NT/3NT=12-14/18-19,no 5+cards m 1D-2C-2NT/3NT=12-14/18-19, no 5+cards D 1m-2/3N-4m/4m'/H/S=RKC/m+m'/H/S KCA	-- 1C/D - J2D/H/S/3C= Fit Showing
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=6+cards H, inv to 4H 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=14+/18-19HCP 1M-2M-J4A=KCA 1M-3C/3D-4A=KCA 1M-2NT-3A/J4A=KCA / excluded KCA 1M-2NT-4M/3N/3M=Min/Med/Med+SGL 1M-1NT-2NT= 19+,GF, wz 2 nd suit or 6+M 1M-1NT-3NT= 18-19 Balanced 1M-3N-4C/4D/4M'=M+C/M+D/M+M' KCA	-- 1H/S - 1N (NF) -- 1H/S - 2C/2D =3/4+cards M, 10+pts -- 1H - 2S= Fit Showing -- 1H/S - 1N (NF) - 2NT(System On)
1S		5	4H	11-21 HCP, 5+ cards.			
1NT				15-17 HCP, BAL or semi-BAL 5M,6m,(5422)(4441) possible	2C=St not necessary with 4 cards M 2D/2H/2NT/3C = TR 2H/2S/3C/3D 2S: 6+cards m inv or 55+minors signoff/inv/GF 3D: ASK 5 cards M 3H/S:3145/1345 INV+, 4C=Gerber. 4NT=INV 4D/4H/4S/5C = TR 4H/4S/5C/5D	3C/D after 2C St = GF, Jump new suit after TR=splinter 1NT-2C-2D-3M =4M+5M'. 1NT-2C-2M-3M'=fit showing slam try 1NT-2S-2N/3C=D>C/C>D 1NT-2N-3C-3D/3H/3S/3N=4414/4144/..INV+ 1NT-3C-3D-3H/3S/3N=3154/1354/ 55+Majors	
2C	Y	0		22+ HCP or equivalent value hand	2D=1A or 5+HCP,GF, 2H=0-4HCP,1K at most. 2S/2N/3C/3D=5+cards good S/H/C/D, 7+HCP 3H/3S/4C/4D=7+cards H/S/C/D, 4-6 HCP	Puppet St. after 2C-2D/2H-2NT. 2C-2D-2N=22-23 or 26-27 HCP 2C-2D-3N=24-25 HCP 2C-2H-3N=to play 2C-2H-2N=22-24 HCP, NF	2C (DBL) ? Rdbl=suggest to stand Pass = 0-4, 2D=1A or 5+ others=NAT 2C (2A-4B) Dbl=0-4 ,Others=5+HCP
2D	Y	0		WK 1M, 5+ cards	2N=ASK 2M/3M/4M = P/C	2D-2N-3C/3D=min H/S 2D-2N-3H/3S=max S/H	
2H	Y	4		S+H 45+ or 54+	2S/3H/3S/4H/4S=to play 2NT=TRS 3C, 3C/3D=Ask M/Ask m, GF	2H-2N-3C-P/3D/3M=to play/to play/4+M, inv 2H-3C-3D/H/S/N=45/54/46/55 S&H 2H-3D-3H/S/NT=3+ C/ 3+ D/ no 3+ cards m	2H (DBL) ? Rdbl=suggest to stand 2NT/3C/3D = system on
2S	Y	4		S+m 45+ or 54+	2NT=ask m 3m/4m/5m = P/C		
2NT				20-21 HCP, BAL or semi-BAL	3C = Puppet St, 4NT=INV. 3D/3H/3S/4C/4D/4H/4S/5C=TR 3H/.../5C/5D	2NT-3C-3M-3M'/4M'=M fit, SIT, nothing to do wz M'	PH: system on
3X		6		PRE	3A=NAT, F1, 3D-4C=D RKC ,3C-4D=C RKC 3M-4C/4D=M+C/M+D KCA, 3S-4H=to play	1A (1N) p (?) same as 1N (system on) 2A (2N) p (?) same as 2N (system on)	
3NT	Y			Gambling (1/2) / to play 3NT(3/4)	4m/5m=Pass or correct.	1A (p) P (1N) P (?) same as 1N (system on) 1A (p) P (2N) P (?) same as 2N (system on)	
4X		7		PRE	4C - 4D = C RKC: 4C - 4H/4S/4N/5C = to play 4D/4M- 4N=RKC	2A (p) P (2N) P (?) same as 2N (system on) 1A (1N) 2x/2A (?) same as 1N (2x) ? 2A (2N) 3x/3A (?) same as 2N (3x) ?	
4NT	Y			65+ minors,3-4 losers	4N - 5H/S = C+D/D+C KCA;		
5X				PRE	5C - 5D = C RKC; 5D - 5H = D RKC		

