

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WORLD BRIDGE FEDERATION CONVENTION ♠♥♦♣ CARD 
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)	OPENING LEADS STYLE				
		LEAD	IN PARTNER'S SUIT		
	SUIT	0-1 35 th	0-1 35 th		
Normal style, promise 4+ <i>suit</i> , usually 5+ <i>suit</i>	NT	0-1 4 th	0-1 4 th		
RESP: new <i>suit</i> = NF; jump raise = preemptive	SUBSEQ				
R/O : 6-15 HCP, 4+ <i>suit</i>				CATEGORY: 2/1	
				NEBO: Chinese Taipei EVENT: All	
	LEADS			PLAYERS: HSAIO, DA-YUNG / CHEN, YEN-JUNG	
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)	LEAD	VS. SUIT	VS. NT	SYSTEM SUMMARY	
	A	AK(x); Ax(+)	AQJT(+); AKJx(+)		
2 nd POS: 15-18HCP; Stayman; Transfers	K	KQ(+); AK	KQJ(10)x(+); AKJT(+)	GENERAL APPROACH AND STYLE	
4 th POS: 12-15HCP;	Q	QJ; QJ T(+) Qx	QJTx(+);Qx; KQT9(+)		
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	J	J10(+) Jx; AJ10(+)KJ10(+)	Jx; AJ10(+)KJ10(+)		Natural, 5-card Major, 2-over-1 Game Force
	10	10x;Q109(+);A109(+);	10x;Q109(+);A109(+);K109(+)	Longer minor – 1C if 3.3	
	9	9x	J9x(x) ; T9x(x)	Inverted minor raises	
Preemptive & Unusual NT	HI-x	Xx	xXx ; xXxx ; xXxxx	Limit jump raise over majors	
Jump2NT/4NT/5NT/6NT : 2 Low Suit	LO-x	HxX;HxX;HxXx;HxxxX;xxX; xxXx;xxxxX	HxX ; HxxX(+), xxxX	1NT response = semi-forcing	
(1C)-2D=5-5+both M's					
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	SIGNALS IN ORDER OF PRIORITY				
		partner's lead	declarer's	discarding	
Michaels cue-bid: (1C)-2C if C ≥ 3: 5-4+ both M's, 10+value	SUIT	1	Low=encourage	Low=even	
(1D)-2D: 5-4+ both M's, 10+ value		2	Low=even		
(1M)-2M: 5-5+ oM and m, 10+ value	NT	1	Low=encourage	Lo = encourage	
VS. NT (VS. WEAK; REOPENING; PH)		2	Low=even	Lo = even	
X = PEN; 2♠=both M; 2♦= one Major ; 2♥/♠= ♥/♠+m; 2NT=55m; 3X = natural Reopening & passed-hand: X = 1 <i>suit</i> ; 2♠ = ♠ + <i>suit</i> 2♦ = ♦ + ♥/♠ ; 2♥ = ♥ + ♠ ; 2♣ = ♣	SIGNALS(INCLUDING TRUMPS)			2H/2S opening = weak Major 6+ (5-10 HCP)	
VS. NT (VS. STRONG; REOPENING; PH)	UDCA			3NT opening = gambling, AKQxxxx + little outside(Q/J)	
X = PEN; 2♠=both M; 2♦= one Major ; 2♥/♠= ♥/♠+m; 2NT=55m; 3X = natural passed-hand: X = 1 <i>suit</i> ; 2♠ = ♠ + <i>suit</i> 2♦ = ♦ + ♥/♠ ; 2♥ = ♥ + ♠ ; 2♣ = ♣	DOUBLES			2NT overcall = two lower unbid <i>suits</i> (or two minors if 1C is short club), 10-15 value	
VS. ARTIFICIAL STRONG OPENINGS	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)			Michael Cue-bids (1m)-2m = both Majors 5+/4+, (1M)-2M = 5oM+ 5 minor	
VS Strong 1♣: X=♥+♠ ; 1♦=♥ ; 1♥=♠ ; 1♠=4♠+5m ; 1NT=2m, 2X=NAT 6+card	TAKEOUT DBL thru 4♥			Lebensohl after 2-level overcall of 1NT (2NT puppet to 3C)	
				Negative Doubles through 3S	
				Leaping Michale	
OVER OPPONENT'S TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1M-(X)-? 1NT to 2M-1=transfer ; 2NT=4 cards M,GI+	NEG DBL thru 3♠ (including opener's <i>suit</i>) and at 3-level			Splinter	
1m-(X)-? 1X=F1,4+cards ; 2M=NF, 6+cards, 2NT=3-7HCP, 5+m	MAXIMAL OVERCALL DBL of raised <i>suit</i> : SUPP DBL and RDBL				

Opening	Card	NEG DBL thur	Description	Responses	Subsequent auction	Passed hand bidding
1♣	3	3♣	12-21	1NT=6-10; 2NT = 11-12; 3NT=13-15 BAL. 1X=Nat F1; 1♦ 4 ⁺ ; 2♦=4 ⁺ ♣, GI; 2♣=12 ⁺ ; 3♣=5 ⁺ ♣, NF 2♥/♠= Pre ♥/♠; 3♥/♠ = SPL; 4♥/♠ = To play	1♣ - 1X - NT (1NT=12-14, 2NT=18-19) 1♣ - 1NT - NT (2NT=GI, 3NT=To play) 1♣ - 1M - 2NT -? 3♣= ask; 3♦=fit C, GF	JS=4+support, 5+bid suit
1♦	3	3♣	12-21	1X=Nat F1 1NT=6-10; 2NT = 11-12; 3NT=13-15 BAL. 2♣=12 ⁺ , 4 ⁺ ♣, F1; 2♦=12 ⁺ ; 3♣= 4 ⁺ ♦, GI; 3♦=5 ⁺ ♦, NF; 2♥/♠= Pre ♥/♠; 3♥/♠ = SPL; 4♥/♠ = To play	Almost Same as 1♣	Almost Same as 1♣
1♥/1♠	5	3♣	12-21	1NT= 5-12 Semi Forcing; 2C=FG, 2+♣; 2♦/2♥=FG, 5+♦/♥ Single raise= 8-10; Double raise=11-12 HCP 4+ card, 2NT =Jacoby, FG, ♥/♠4+ 3NT=6-9 HCP, 4+♥/♠ 3♣/3♦= invite 6 ⁺ ♣/♦ 1♥ - 3♣/4♣/4♦, 1♠ - 4♥/4♣/4♦=SPL	1♥-2♠=inv 6+♣; 1♥- 1♠-1NT-2♠=to play 1♥-1♠-2♣/2♦-2♠=8-10 ♠ 6+; 1♥-1♠-2♥-2♠=to play 1♥/♠ -2♥/♠-2NT=invite, any shape 1♥/♠ -1NT- 2NT-3♣/3♦/3♥/3♠= transfer to 3♦/3♥/3♠/4♣	2C= Drury 1M-2C-2M= no game 2NT= mini-splinter JS=3+support, 5+bid suit
1NT			15-17, may include 5M or 6m	2♣=Stayman ; 2♦/2♥/2NT/3♣ = modified four suit Transfer 2♣= range inquiry 3♦= both majors, GI; 3♥/3♠=both minors, GF, bid short suit 4♣=Ask A ;4♦/4♥=Transfer to 4♥/4♠; 4NT/5NT=QUANT	1NT - 2♣ - 2NT = minimum - 3♣/3♦ = maximum 1NT- 2♥ - 2♠-3♣/3♦ = 5+♠ 4+♣/♦ GF	
2♣			22+ or 8.5 trick	2♦=4+; 2♥ =0-3; 2♠/2NT/3♣/3♦=♠/♥/♣/♦ 5 ⁺ suit	2♣ - 2♦ - 2♥= ♥ suit or 25+ BAL 2♣ - 2♦ - 2♥- 2♠= relay	
2♦			1st-3rd (V)11-15, (NV) 8-12, 4th 11-15, 4♠+5♥	2♥/♠=weak; 3♥/3♠=GI; 3NT/4♥/4♠=s/o; 4♣=Gerber 2NT=relay, INV+ 3♣= ♣, NF 3♦= Fit ♥&♠, INV	2♦-2NT-3♣/3♦= 0-1 cards ♣/♦ -3♥/3♠=4522, min/max -3NT=4522, max with honors in both minor suits -4♣/4♦=4 cards ♣/♦	
2♥	6		5-10, 6 ⁺	New suit =NF (2 level) / F1 (3 level) Jump new suit (under game) = fit-showing 2NT=Ogust 3NT=To play 4♣=KC ask	2NT- 3♠= ♥/♠ 6+min & poor suit 3♦= ♥/♠ 6+min & good suit 3♥= ♥/♠ 6+max & poor suit 3♠= ♥/♠ 6+max & good suit 3NT=♥/♠ 6+ AKQxxx(x)	
2♠	6					
2NT			20-21, BAL, may include 5M or 6m	3♠= Puppet stayman ; 3♦/3♥=Transfer ♥/♠ 3♠= ask minors ; 3NT = 5♠+4♥ Texas transfers	2NT-3♠-? 3♦=at least 1-4xM ;3♥/3♠=5+suit 2NT-3♠-3♦-? 3♥=♠4 ⁺ ; 3♠=♥4 ⁺	
3♣/3♦	6		Preemptive,	3♣ - 4♦ = KC ask, 3♦ - 4♣ = KC ask, 5♣/5♦=To play		
3♥/3♠	6			4♥/4♠=To play 4♣=KC ask		
3NT	7		Gambling	4♣=P/C; 4♥/4♠=To play ; 4♦=ask for side shortness 4NT=Inv to 6♣/♦		
4♣	7		Preemptive, 7 ⁺ ♣			
4♦	7		Preemptive, 7 ⁺ ♦			
4♥	7		Preemptive, 7 ⁺ ♥	4NT=RKCB, 5C/5D= ask C/D control		
4♠	7		Preemptive, 7 ⁺ ♠	4NT=RKCB, 5C/5D= ask C/D control		
4NT			55+minor			
5♣	8		8 ⁺ ♣		HIGH LEVEL BIDDING	
5♦	8		8 ⁺ ♦		RKCB 14/30/2/2+Q, GERBER, DEPO, D0P1	