

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level 8-15 value, 5(4+) suit, 2 level 10-17, Maybe Light
Resp:Cue = INV+, New suit =. 1,3 level = F, 2 level = semi-F
Jump Raise = Pre, Jump Cue = INV w/ 4+Fit
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2nd/4th seat = 15-18 value,R/O = 11-14 value
RESP: systems on
(1X) P (1Y) 1N unbid suit 54+ if PH
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1X)-2N=55+on two lowest unbid suits,10+value;
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m)-2m:55+Ms,10+value
(1M)-2M:55+ oM and m,10+value
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = Penalty; PH DBL = 4M & 5+m, 10+value
2♣ = 4+♥&4+♠,10+value
2♦ = 1M,5+suit,10+value
2♥/2♠ = ♥/♠+1m, 5+4suit, 10+value
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O up to 4♥
(4♠)-X: PEN; (4♣)-4NT: T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣ 16+ : x=2M;1N=2m;1X=4+suit
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+
Other NFB

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th; MUD	Same as left	
NT	4th; MUD	Same as left	
Subseq	Low = encouraging	Low = encouraging	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax; AK(+);	Ax; AK(+);	
King	KQ(+); Kx; AKJT(+)	KQ(+); Kx; AKJT(+)	
Queen	QJx(+); Qx; KQT9(+);	QJx(+); Qx; KQT9(+); AQJx(+)	
Jack	JTx(+);KJTx(+); Jx	JTx(+);KJTx(+); Jx	
10	Tx;HT9(+);	Tx;HT9(+);	
9	9x;T9x(+)	9x;T9x(+)	
Hi-X	xSxx; xSx; Sx	xSxx; xSx; Sxx	
Lo-X	HxxS(+); HxS;	HxS; HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	Attitude	Count	S/P(O/E)
	Count	S/P	Count
	S/P		
1 NT	Attitude	Count	S/P(O/E)
	Count	S/P	Count
	S/P		
Signals (including Trumps): udca, Low = Encouraging			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
12+Value, Could Be light with Classic Shape			
R/O : 8+Value			
T/O DBL thru 4♥			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL up to 4♥			
Support DBL/REDBL up to 2♥			
Lightner DBL against slams			
Maximal DBL			
Responsive DBL up to 3♠			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: Chinese Taipei
PLAYERS: LIN, CHIEN-YA
LI, SHUO
HSIAO, DA-YUNG
CHIANG, CHIA FAN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542 Natural, 2 over 1
1M maybe light and 4-cards at 3rd pos.
Transfer response after 1♣ opening
1NT:(10+)11-14 value when NV at 1/2/4th seat.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣= 22+ value OR 16+,8.5 tricks
Gambling 3NT = 7+m solid ; no AK in other suit
Michaels cue-bid = 10+value
Unusual 2NT = 10+value
Two-way:1X-1Y-1Z-2♣ = transfer 2♦ -2♦ = GF
1X-1Y-1Z = UNBAL -1NT = BAL, can have other 4M
Transfer Responses after 1♣ Opening
1♣-1♦/♥/♠ = 4+♥/♠/♦
1♣-(1♦/♥)-x/1♥/♠ = ♥/♠/no 4M, 1♦-(1♥)-x/1♠ = ♠/no 4M
SPECIAL FORCING PASS SEQUENCES
After GF

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU				
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	3♥	12-21	1♦/♥/♠ = 4+♥/♠/♦, F1 1NT = 6-10 2♣ = 4+♣, INV+ 2♦ = 6+♦, INV 2♥/♠ = nat, weak, 0-5 3♣ = 6+♣, 0-5	-1X: 1Y = 4+Y, UNBAL; 1NT = 12-14, BAL, can have other 4M -1X: 2NT = 18-19, BAL; 3NT = solid suit; 2♣ = 5+♣, 12-15 -2♣: 2X = 3+ suit, GF; 3X = SPL; 3♣ = ♣ > 3,min; 2NT = BAL, min; 3NT = 18-19, BAL; 4X = void	
1♦		4	3♥	12-21	1X = 4+ suit, F1 1NT = 6-10 2♣ = 4+♣, GF 2♦ = 4+♦, INV+ 2♥/♠ = nat, weak, 0-5 3♣ = 6+♣, INV 3♦ = 5+♦, 0-5	-1Y: 4+Y, UNBAL; 1NT = 12-14, BAL, can have other 4M -1Y: 2NT = 18-19, BAL; 3NT = solid suit; 2♦ = 5+♦, 12-15 -2♣: 2♦ = waiting, UNBAL; 2♥/♠ = 4+suit, not min; 2NT = BAL; 3♣ = 4+♣, not min; 3♦ = 6+♦, 15-21; 3♥/♠ = SPL; 3NT = solid suit -2♦: Same as 1♣-2♣	
1♥		5	3♥	12-21	1♠ = 4+♠, F1; 1NT = 6-11(12-), F1 2♣/♦ = 0+/5+ suit, FG 2♥ = 3+♥, 8-10 2NT = 4+♥ BL, FG 3♣ = 4+♥, INV 3♦ = 4+♥, 6-9; 3♥ = PRE 3NT = any 4333, 12-15	-1NT: 2♣ = 1+♣; 2♦ = 4+♦; 2♥ = 6+♥, 12-15, 2♠ = 4+♠, 16-21; 2NT = 18-19, BAL; 3♥ = 6+♥, 16-18, 3NT = solid suit -2♣/♦: 2♥ = waiting; 2X = 4+ suit; 2NT = 18-19, BAL 3♥ = 6+♥, 15-21; 3om = 4+suit, 15-21; 3NT = solid suit -2♥: 2♣/3♣/3♦ = help suit; 2NT = ask A or K	1NT semi-forcing 2♣ = 3♥, INV 2♦ = 4+♥, INV 3♣/♦ = fit showing
1♠		5	3♥	12-21	1NT = 6-11(12-), F1 2♣/♦ = 0+/5+ suit, FG 2♠ = 3+♠, 8-10 2NT = 4+♠ BL, FG 3♣ = 4+♠, INV 3♦ = 4+♠, 6-9; 3♠ = PRE 3NT = any 4333, 12-15	-1NT: 2♣ = 2+♣; 2♦ = 4+♦; 2♥ = 4+♥; 2♠ = 6+♠, 12-15; 2NT = 18-19, BAL; 3♠ = 6+♠, 16-18, 3NT = solid suit -2♣/♦: 2♠ = waiting; 2X = 4+ suit; 2NT = 18-19, BAL 3♠ = 6+♠, 15-21; 3om = 4+suit, 15-21; 3NT = solid suit -2♠: 3♣/3♦/3♥ = help suit; 2NT = ask A or K	1NT semi-forcing 2♣ = 3♠, INV 2♦ = 4+♠, INV 3♣/♦ = fit showing
1NT				(semi)BAL (14+)15-17 or (10+)11-14 if non-vul at 1,2,4th seat.	2♣ = Stayman 2♦/♥ 4♦/♥ = Transfer 2♠ = ask m 2NT/3♣ = transfer 3♣/♦ 3♦ = 55M, GF 3♥/♠ = 3145/1345, GF 4♠/4NT = even/odd As, QUANT 5NT = QUANT	-2♣: 2♥/♠ = 4 card suit -2♠: 2NT = 3+♦; 3♣ = 3+♣ (3-3m bid better) Then 3♥/♠ = 2155/1255 -2NT-3♣ Then 3♦/♥/♠/NT = 4414/4144/1444/4441, GF -3♣-3♦ Then 3♥/♠ = 3154/1354, GF	
2♣	✓			22p+ or 16p+, 8.5 winners	2♦ = GF 2♥ = 0-3 2♠/3♣/3♦ = 5+ suit, 8+ 2NT = 5+♥, 8+	-2♦/♥: 3NT(25-27 BAL): 4♦/♥ = Transfer 4♥/♠; 4♣ = 55+Ms ; 4♠ = 55+ms -2♦/♥: 2NT(22-24 BAL): same as open 2NT	
2♦/♥/♠		6		Weak 6(5)♦/♥/♠ 4th : Nat	2NT = Asking New suit = F1	-2NT: 3♣/♦ = bad hcp, bad/good suit 3♥/♠ = good hcp, bad/good suit	
2NT				20-21 BAL	2♣ = Puppet-Stayman 3♦/♥ 4♦/♥ = Transfer 3♠ = ask 4m 3NT = 5♠+4♥ 4♠/4NT = even/odd As, QUANT	-3♣: 3♦ = have 4M Then 3♥/♠ = ask 4♠/♥; 3♥/♠ = 5 card suit -3♠: 4♣/♦ = 4+♣/♦	
3♣/♦/♥/♠		6		Weak 7(6)♣/♦/♥/♠ 4th : Nat		HIGH LEVEL BIDDING	

3NT	✓			7+ solid m no K or A in other suit (Gambling)		RKCB1430, DEPO, D0P1
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V.S. 2♦ = Mini-multi/Multi/2M:

(2♦)-x = 11-15, usually no 5 cards; 16+, any

(2♦)-2M/3m = 11+, NAT

(2♦)-2NT = 15-18, (semi) BAL

V.S. Transfer response:

(1♣)-(1♦=♥)-x = T/O in ♥

(1♣)-(1♦=♥)-1♥ = NAT

(1♣)-(1♠=♦)-x = 4-4+M

Open strong 1NT then OPP overcall:

1NT-(x=penalty)-Pass = transfer xx, no 5 cards to run or To play

1NT-(x=penalty)-xx/2♣/2♦/2♥ = transfer ♣/♦/♥/♠, 5+cards

1NT-(x=penalty)-2♠ = ask m, 5-5+m

1NT-(x=have suit)-? = same as 1NT-?

1NT-(2♣/♦=1suit)-x = stayman

1NT-(2♣=1suit)-2♦/♥ = transfer 2♥/♠

1NT-(2♦=1suit)-2♥/♠ = NAT, To play

1NT-(2♣/♦=1suit)-2NT = Lebensohl

1NT-(2♣/♦=2M)-x = 8+ value, penalty 1 or 2 of M

1NT-(2♣=2M)-2♦ = NAT, To play

1NT-(2♣/♦=2M)-2♥/♠ = 8+ value, have stop in M

1NT-(2♣/♦=2M)-2NT = Lebensohl

1NT-(2X=NAT)-x = T/O

1NT-(2♣=NAT)- 2♦/♥ = transfer 2♦/♥

1NT-(2X=NAT)-2Y = NAT, To play

1NT-(2X=NAT)-2NT = Lebensoh

Open weak 1NT then OPP overcall:

1NT-(x=any)-Pass = transfer xx, To play or 5 cards/any4333/44m to run

1NT-(x=any)-xx = 4+♠ & 4+♣/♦

1NT-(x=any)-2♣/2♦ = 4+♣/♦ & 4+♥

1NT-(x=any)-2♥/2♠ = 6+♥/♠

Others same as strong 1NT