



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>WORLD BRIDGE FEDERATION</b>  <b>CONVENTION</b>  <b>CARD</b>
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)		OPENING LEADS STYLE			
Style: aggressive, 1 level 8-16 HCP, 5(4+) suit, 2 level 10-17 HCP		LEAD	IN PARTNER'S SUIT		
Resp : Cue = INV+, New suit : 1,3 level = F, 2 level = semi-F	SUIT	01 3 <sup>rd</sup> /5 <sup>th</sup>	01 3 <sup>rd</sup> /5 <sup>th</sup>		
Jump Raise = Pre, Jump Cue = INV w/ 4+Fit	NT	02 4 <sup>th</sup>	02 4 <sup>th</sup>		
R/O : 6-15 HCP, 4+ suit, Resp: Cue = F1	SUBSEQ	As Above, ATT	As Above, ATT		
	Others: Will lead high from xxx if supported partner's suit			CATEGORX: NATURE RED	
	5-level up: A ask for ATT, K for CT			NEBO: CHINESE TAIPEI      EVENT: All	
	LEADS			PLAYERS: Chen Yin-Shou      Lin Yin-Yu	
1NT OVERCALL(2 <sup>ND</sup> /4 <sup>TH</sup> LIVE;RESPONSES;REOPENING)	LEAD	VS. SUIT	VS. NT		SYSTEM SUMMARY
2 <sup>nd</sup> /4 <sup>th</sup> live = 15-18 HCP, R/O = 12-15(16) HCP	A	AKx(+), Ax(+), AKJT(+)	Ax(+), AKx(x)		GENERAL APPROACH AND STYLE
RESP : systems on; (1X) P (1Y) 1N unbid suit 54+ if PH	K	KQ(+), AK(+), KQJ(+)	KQx(+), AKJT(+)		
	Q	QJ, QJx(+), Qx	AQJ(+), QJx(+), KQT9(+)		
	J	JT, JTx(+),KJT(+),Jx	JT, JTx(+), Jx,QJ98(x)		
JUMP OVERCALLS (STYLE;RESPONSES;UNUSUAL NT)	10	Tx, T9x(+), HT9(+)	Tx,T9x, (A/K)JTx(+)		Modified Bridge-World-Standard
1 <sup>st</sup> 6+cards, usually 12-15 (except NV vs Vul)	9	9x, 98x(+)	9x, 98x(+), HT9(+)		Bidding Style : Aggressive, wild
R/O : 6+cards 2M=11-13; 3m=13-15	HI-x	Xx, Xxx (optional)	HxxXx(+), Xx, Xxx, xXxx		1NT=(10)11+-14HCP when in 1 <sup>st</sup> ,2 <sup>nd</sup> ,4 <sup>th</sup> seat NV;others (13)14+-17HCP
(1x)-2N=2 lower unbid suit 55+, 6+HCP(NV)/10+HCP(V) (if x=3+)	LO-x	3 <sup>rd</sup> /5 <sup>th</sup>	HHxX(+), HxxX(+),HxX		2/1= FG
	SIGNALS IN ORDER OF PRIORITY				Transfer response after 1♣ opening
DIRECT AND JUMP CUE BIDS (STYLE;RESPONSES;REOPEN)		PARTNER'S LEAD	DECLARER'S	DISCARDING	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
(1x)-2x : Michaels 55M 5+HCP(NV)/8+HCP(V) (if x=3+)	SUIT	1 U/D ATT	U/D CT	Low = ENC	
(1M/2M) 3M= ask for stopper		2 U/D CT	S/P	U/D CT	2♣= 22+ or 8.5 tricks w/ 16+HCP
		3 S/P			3NT = 7+solid m less than one outside K (in 3 <sup>rd</sup> seat = to play)
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	NT	1 U/D ATT	U/D CT	Lavinthal	Two-way-checkback = after 1m-1x 1N, 2C= puppet 2D, 2D= GF
X= power, 16+HCP(Strong NT)/ 14+HCP(weak NT) w/o PH		2 U/D CT	S/P	U/D CT	Michaels Cue = 5-5+M, 5+HCP(NV)/8+HCP(V)
2♣=Both 44+Ms, 2♦=5+♥ or ♠, 2M=4M&5+m, 2NT= 55+ ms		3 S/P			Unusual 2NT= 2 lower unbid suit 55+, 6+HCP(NV)/10+HCP(V)
R/O = the same	SIGNALS(INCLUDING TRUMPS):				Transfer Lebensohl = 1N (2x) 3y= transfer
	UDCA, LAV for NT only				2♦ = Weak ♥+♠ (4)54+
VS.PREEMPTS ( Doubles, Cue-bids ,Jumps ,NT bids )	DOUBLES				
T/O DBL thru 4♥, 3NT=To Play	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)				SPECIAL FORCING PASS SEQUENCES
Cue-bid over weak 2= ask for stopper	10+HCP, Could Be light with Classic Shape				After GF
(2M/3M) 4m= 5oM+5m	R/O : 8+HCP				1N (12-14)-(X=power) -Pass
	T/O DBL thru 4♥				
	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Neg DBL up to 4♥, Support DBL up to 2♥				1M maybe light and 4-card in 3 <sup>rd</sup> seat
VS. ARTIFICIAL STRONG CLUB OPENGINGS	Resp DBL, Lightner DBL, DEPO, D0P1				Frequent upgrade value
DBL=Ms, 1NT=ms	Maximal double				
					PSYCHICS: RARE,

	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND
1♣		2	4♥	11-21 HCP in 1 <sup>st</sup> ,2 <sup>nd</sup> ,4 <sup>th</sup> seat NV must unBAL or 15+	-1♦/♥/♠ = 4+♥/♠/♦, F1; 1NT = 6-10; 2NT = 11-12 -2♦ = 6+♦, inv.; 2♣ = 4+♣, inv.+; 3♣ = 5-9 HCP -2♥/♠ = weak ; 3♦/♥/♠ = SPL		
1♦		4	4♥	11-21 HCP in 1 <sup>st</sup> ,2 <sup>nd</sup> ,4 <sup>th</sup> seat NV must unBAL or 15+	-1♥/♠ = 4+ suit, F1; 1NT = 6-10; 2NT = 11-12 -2♣ = 4+♣ suit, FG -3♣ = 6+♣, inv.; 2♦ = 4+♦, inv.+; 3♦ = 5-9 HCP -3♥/♠/4♣ = SPL -2♥/♠ = weak		
1♥/♠		5(4)	4♥	11-21 HCP (in 3 <sup>rd</sup> seat may only promise 4-card)	-3♣ = 4+M, 9+-12 HCP; 3♦ = 4+M, 6-9 HCP -3♥(1♥) = 4+♥, 0-5; 3♥(1♠)=6+♥ inv. -3♠(1♥)/4♣/4♦/4♥(1♠) = SPL -3NT = 3-card M w/ honor, 12-15 any 4333	1♥-1NT : 2♣ = Could be 2 card when 4522 1♠-1NT=2m = 3+ Card	1♥/♠-1NT=semi-F 2♣/2♦=3/4M drury 3m=fit-showing 2♠(1♥)/3♥(1♠)=FS
1NT			4♥	in 1 <sup>st</sup> ,2 <sup>nd</sup> ,4 <sup>th</sup> seat NV (10)11+-14 Others (13)14+-17	-2♦/♥/NT/3♣ TRF2♥/♠/3♣/♦, 4♦/♥ = TRF -2♠ = 5-5+ms weak/FG or 6+m inv. -3♦ = 5-5M, FG; 3♥ = 3145; 3♠ = 1345; 4♣ = Gerber -4♠/4NT = inv. w/ even/odd Ace(s)	-2♠: 2NT =3+♦; 3♣ =3+♣ (3-3m bid better) -3♣ : 3♦ Then 3♥=3154, 3♠=1354 -2NT : 3♣ Then 3♦/3♥/3♠/3NT=(4441)	
2♣	*	0	4♥	22+HCP any or 8.5 tricks w/ 16+HCP	-2♦ =8+HCP -2♥ =0-7 HCP -2NT=5+H, 8+HCP	-2X; 2NT : same as 2NT opening -2♦;3♣-3♦ =waiting	
2♦	*	0		Weak ♥+♠ (4)54+, less than 11 HCP may terrible NV 1+3 seat(down to 0 HCP)	-2NT=ask; 3m=NF; 3M=to play	-2NT : 3♣=min,4-5 Up;3♦/NT=min/max 4-4 4♣/4♦ =MAX,S/S,5-5 Up	
2♥/♠		6(5)		Less than 11 HCP, Follow 2/3/4 rule may terrible NV 1+3 seat(down to 0 HCP)	-2♠(2♥)/NT(2♠)=Ask short and value -2NT/3♣/♦/♥ = ♠/♣/♦/♥ suit F1		
2NT				20-21 HCP, BAL	-3♣=stayman,3♦/♥/4♦/♥ TRF♥/♠ -3♠ = ask m, ms or ♦ ST; QUANT; GERBER	<b>HIGH LEVEL BIDDING</b>	
3♣/♦		6+		6+♣/♦,less than 11 HCP, Follow 2/3/4 rule	-4♥/♠ =To Play; 3X=F1, 4♣(3♦)=rkcb; 4♦(3♣)=rkcb	BLACKWOOD, RKCB, GERBER, QUANT, 5♠ GSF, SPL	
3♥/♠		6+		6+♥/♠,less than 11 HCP, Follow 2/3/4 rule	-4♣ RCKB	D0P1, DEPO	
3NT	*			7+solid m less than one outside K,3 <sup>rd</sup> seat to play	-4m/5m/6m/7♣=P/C		
4♣/♦		7+		7+♣/♦,less than 11 HCP, Follow 2/3/4 rule	New Suit F1 except 4♥/♠, 4NT=RKCB		
4♥/♠		7+		7+♥/♠,less than 11 HCP, Follow 2/3/4 rule	4♠ : To Play, 4NT=RKCB		