



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION  CONVENTION  CARD	
OVERCALLS (STYLE; RESPONSES; 1/2LEVEL; REOPENING)		OPENING LEADS STYLE				
		SUIT	LEAD	IN PARTNER'S SUIT		
6-18 HCP, 4+ suit, could be Light		SUIT	3/5 rd	3/5 rd		
RESP : Cue = F1 INV+ , 2NT=NAT		NT	4 th	4 th		
RESP : 1&3 level new suit=F1 , 2 level new suit = NF		SUBSEQ	Low = Eng, Hi = Dis	As Above, ATT	CATEGORX: PRECISION BLUE	
Jump Raise = mixed raise, Jump Cue = INV w/ Fit		OTHERS:			NEBO: CHINESE TAIPEI EVENT: ALL	
R/O : 6-15 HCP, 4+ suit		LEADS			PLAYERS: LIU Pei-Hua Hsiao Kuan-Chu	
1NT OVERCALL (2 ND /4 TH LIVE; RESPONSES; REOPENING)		LEAD	VS. SUIT	VS. NT	SYSTEM SUMMARY	
		A	AKx(+), Ax(+), AKJT(+)	Ax(+), AKx(+)		
2 nd /4 th live = 15-18 HCP, R/O = 12(11)-15(16) HCP		K	AK,AKx(+),AKJT(x),KQx(+)	AK,AKx(+),AKJT(x),KQx(+)	GENERAL APPROACH AND STYLE	
RESP : The Same as 1NT opening		Q	QJ, QJx(+), Qx	QJx(+), KQT9(+)		
JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)		J	JT, JTx(+), (A/K)JTx(+), Jx	JT, JTx(+),AQJ(+),Jx	Precision : STR 1♠(16+),1♦ (0+♦)	
JUMP O/C :1 st or R/O Usually Intermediate		10	T9x(+),10x	Tx, T9x, (A/K)JTx(+)	Bidding Style : Aggressive	
except NV vs VUL or opp gf bidding		9	9(x)	9x, HT9(+)	1NT=14-16 HCP.	
Unusual 2NT = 2-lower unbid suits (all range)		HI-x	xxS, xxSx, Sx	HxxSx(+), Sx, Sxx, xSx(x)	2/1= FG	
		LO-x	(H/T)xS, HxSx , HxxxS	HHxS(+), HxxS(+)		
DIRECT & JUMP CUE BIDS (STYLE; RESPONSES; REOPEN)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
			PARTNER'S LEAD	DECLARER'S		DISCARDING
(1x [2+])-2x! = both Majors 5-5+ (all range)		SUIT	1	U/D ATT	U/D CT	U/D
(1M)-2M! =oM+m 5-5+ (all range)			2	U/D CT	S/P	
(1M)-2M!-(P)-2N! = asking ; (1M)-2M!-(X)-2N!/3m = ask m/ to play			3	S/P		
(1x[2+])-3x = ask stopper, w/ a running suit, resp 4y is P/C		NT	1	U/D ATT	U/D CT	S/P
VS. NT (VS. STRONG/WEAK; REOPENING; PH)			2	U/D CT	S/P	
X= points			3	S/P		
LANDY 2♠= Both M 4-4+, 2♦ = 1M 5+, 2M=4+M & 5+m		SIGNALS (INCLUDING TRUMPS): UDCA, LAV only for NT			3NT=Gambling, no more than one side K at 1st,2nd Seat	
2NT= any 2 suits 5-5+					3NT=To play at 3rd,4th Seat	
R/O =THE SAME PH = THE SAME, Maybe lighter		DOUBLES			Escaping from 1NT DBL [Note 17]	
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)		TAKEOUT DOUBLE (STYLE; RESPONSES; REOPENING)				
T/O DBL thru 4♥, Cue over weak 2= ASK stopper,		10+Value, Could be light with Classic Shape				
Jump Major is good hand, Jump to 4 level minor is Leap-Michael		R/O : 8+Value				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
Vs 1♠! : DBL=Majors, 1NT=minors		Neg DBL Up To 4♥, Support DBL to 1M when opp. bid 1♠/2♥			1M (DBL) REDBL F to 2NT	
(1♠!) P (1♦!) DBL/1NT = ♦/minors		Resp DBL Up To 3♠, Max. DBL Up To 3♥				
Vs 2♠! : DBL=Majors, 2NT=minors		L-D DBL, COMP DBL, DEPO, DOP1			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
(2♠!) P (2♦!) DBL/2NT=♦/minors					Light or shades opening in all seats ; Aggressive Approach & Style, Wild Pre or Overcall at 3rd Seat or Favorite Vul, Frequent upgrade/downgrade bidding or false carding.	
OVER OPPONENT'S TAKEOUT DOUBLE					PSYCHICS: RARE,	
1♦ (X) XX/1♥/1♠ =TSF [note 19]						
1M (X) RDBL =11+HCP, PEN Seeking, 1M (X)?? :Jump Raise=PRE,2N/4♠=Limited/STR Raise [Note 16]						

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♥	16+HCP Any, OR 8+Playing Tricks EXCEPT 16 & 22-24 BAL	1♦=0-7 HCP, 1♥/♠/2♣/2♦=8+HCP, suit 5+ 1NT=8-13/17+HCP BAL 2♣=14-16 HCP BAL F to 4N , then 2N is Baron 2♥/2NT/3♣/♦=8+HCP, 4441 shape Short in ♠/♣/♦/♥ [Note 6] 3M=4-7 HCP 7+Suit;	-1♦ : 2M/3m=STR F1, then use 2 nd NEG(2S/3C/D/H) -1M : 1NT=ASK CTRL [Note 1] → then 2M= TRUMP ASK [Note 2] , 2X/3X=CTRL ASK [Note 3] -1NT : 2♣=INQUIRY [Note 4] 2X/3♣= TRUMP SUPP ASK [Note 5] -2♣/♦ : 3♣/♦=TRUMP ASK [Note 2]	
1♦	*	0	4♥	11-15 HCP (Could Be Void in ♦ when 4405)	1♥/♠=6+,4(3)+M ; 2♣/♦=Nat 4+ F to 3NT 1NT/2NT=7-12(-)/12-13 HCP BAL 3♣/♦= 6+♣/♦ INV, (7)8-11 HCP 2♥/2♠= 6+♥/♠ INV, (7)8-11 HCP 3♥/3♠= 7+♥/♠ Pree	-2♣=GF [Note7] ; -2♦=♦4+GF,ASK relay [note 8] -2NT : 3M=MAX, Short in oM, ♦ Suit or ms -1M-1N : 2♣=inv relay - 2M/3M=M3 w/ ruff value 2♦/2♥=Tsf 2♥/2♠, weak or GF 2♠=Bal GF ; 2N=INV ; 3N=to play	1♦-2♣/♦=NF
1♥/♠		5	4♥	11-15 HCP (3 rd seat may only 4-card)	1NT=F1; 2/1=FG ; 4X=SPL 1♥→2♠/1♠→2NT=JUMP CONVENTION [Note 10] 1♥→3♦/1♠→3♥=INV Fit M 2M/3M=The Same Value,3/4-card SUPP	1♥-1NT : 2♣ = Could be 2 Cards when 4522 1♠-1NT : 2m = 3+m -1NT : 2NT/3M= 6+m Max / 7+m min After Raise : (Relay)=GT. ST.	1M-2♣/♦=NF 1NT=semi-F
1NT			4♥	14-16 HCP. BAL or Semi-BAL	STAYMAN, GEBER, QUANT(4N & 5N), 4♠=minors sign off 2♦/♥/NT/3♣= TRF 2♥/♠/3♣/♦, 4♦/♥= TRF 4♥/♠ 2♠= BAL INV or 1 minor or 2 minors INV; 5♠=pick a slam 3♦= 5-5+ Majors INV ; 3M = minors,short in oM	-2♣-2♦-2♥= Ms 4-4+ weak ; 2♠= ask minor GF -2♦-2♥-2♠ = 3 suits GF,Relay to 2NT [Note 11] -2♣-2♥/2♠-2♣/3♥ = Fit ♥/♠ GF, then Cue -4♠-4N = NF	
2♣		5	4♥	11-15 HCP, 6+♣ or 5+♣ w/ 4M concentrated	2♦=INV+ASK 2♥/♠=NF 2NT/3♥/3♠=INV 3♦= 5-5+Majors INV 4♦= Blackwood (04/1/2/3) ; 3♣/3N/4♥/♠=To play	-2♦ : 2M=4-M, 2NT= BAL 6+♣, 3♣=min unbal 6+♣ 3NT=BAL Solid 6+♣ , 3X= MAX, S/S 6+♣ -2NT : 3X=S/S, MAX.6+♣	
2♦	*	0		Weak ♥+♠ 44+, less than 10 HCP may terrible NV 1+3 seat (down to 0 HCP)	2NT=ASK ; 3M=More PRE Than INV 3m=NF	-2NT : 3♣=MIN,4-5/5-4 Up ; 3♥/3♠=4-5/5-4 MAX 3♦/NT= MIN/MAX. 4-4 4♣/4♦=MAX, S/S, 5-5+ [Note 12]	
2♥/♠		6(5)		Less than 10 HCP, Follow 2/3/4 rule may terrible NV 1+3 seat (down to 0 HCP)	2♠/NT=ASK; 2NT/3♣/♦/♥=♠/♣/♦/♥ suit F1 3M= More PRE Than INV	[Note 13]	
2NT				22-24 HCP, BAL	3♣=STAYMAN , 3♦/♥/4♦/♥=TRF♥/♠ 3♠= ASK m, QUANT, GEBER [Note 14]	HIGH LEVEL BIDDING	
3♣/♦		6		PRE , 6+♣/♦	4om= ASK KC [Note 15] 4♥/♠=To Play ; 3X= F1 NAT, 4m=PRE		BLACKWOOD, RKCB(5N/6X=odd/even w/ void somewhere)
3♥/♠		6		PRE , 6+♥/♠	4♣/♦= 5-STEP CTRL ASK ; 4♥/♠=To Play	GERBER(04/1/2/3), EKB (0 / 1 / 1+trumpQ / 2 / 2+trumpQ)	
3NT	*			Gambling,no more than one side K at 1/2 Seat To play at 3rd,4th Seat	m=P/C	DOP1, DEPO, QUANT, 5NT,SPL	
4♣/♦		7		PRE	New Suit F, Except 4♥/♠ , 5X=CTRL ASK,4NT=RKCB		
4♥/♠		7		PRE	4♠ : To Play, 5X= 5-STEP CTRL ASK, 4NT=RKCB		

(NOTE 1) 1 C-1M- 1NT = ASK CTRL
 +1 = 0-2 CTRLS
 +2 = 3 CTRLS
 +3 = 4 CTRLS
 +4 = 5 CTRLS
 +5 = 6 CTRLS

(NOTE 2) 1 C-1M- 1NT-2X-2M= 6-STEP TRUMP ASK
 +1 = 5/6-Card w/ 0 Honor
 +2 = 5-Card w/ 1 Honor
 +3 = 5-Card w/ 2 Honors
 +4 = 6-Card w/ 1 Honor
 +5 = 6-Card w/ 2 Honors
 +6 = 5/6-Card w/ 3 Honors

(NOTE 3) 1C-1M- 1NT-2X-2M-2W/3Y -3Z = 5-STEP CTRL ASK
 3H/S-4C/D = 5-STEP CTRL ASK

Either 1C 1H/S
 1NT 2X
 2H/S 2S/3Y
 3Z
 OR 1C 1H/S
 1NT 2X
 2S/3Y
 OR 3H/S 4C/D = 5-STEP CTRL ASK
 +1 = XX(+), w/o A or K
 +2 = X
 +3 = VOID
 +4 = w/ K
 +5 = w/ A.

(NOTE 4) 1 C-1NT-2C= INQ
 4.A 2D = 8 - 10 HCP , H = 4, Then 2H ASK H Honor (0,1,1+J,2)
 4.B 2H = 8 - 10 HCP , S = 4, Then 2S ASK S Honor (0,1,1+J,2)
 4.C 2S = 8 - 10 HCP , No M ,Then 2NT ASK
 (3C/D = 4+C/D, 3H/3S = 3 H/S w/ ms)
 4.D 2NT = 11 - 13 HCP , 4-3-3-3, OR 5-3-3-2 C / D = 5
 3C Relay (3D/NT = 4+D/C,3H/3S = 4 H/S)
 4.E 3C = 11 - 13 HCP, C + ? 4-4, 3D Relay (3H / 3S / 3NT = 4-H / S / D)
 4.F 3D = 11 - 13 HCP, D + H 4- 4
 4.G 3H = 11 - 13 HCP, H + S 4- 4.
 4.H 3S = 11 - 13 HCP, S + D 4- 4.

(NOTE 5) 1 C-1NT-2D/H/S/3C= TRUMP SUPP ASK
 +1 = 8 - 10 HCP, <=JXX
 +2 = 8 - 10 HCP, 3 cds w/ 1+ Honor OR XXXX
 +3 = 8 - 10 HCP, 4 cds w/ 1+ Honor
 +4 = 11 - 13 HCP, <=JXX
 +5 = 11 - 13 HCP, 3 cds w/ 1+ Honor OR XXXX
 +6 = 11 - 13 HCP, 4 cds w/ 1+ Honor

(NOTE 6) 1C- 2H / 2NT / 3C / 3D= 8+ PTS, 1444 / 4441/ 4414 / 4144
1C- 2H/2NT/3C/3D - 2S/3C/D/H = RELAY ASK

+1 = 8-10 HCP
+2 = 11-13 HCP
+3 = 14-16 HCP

(NOTE 7) 1D 2C = 4+ C F TO 3NT

- 7.A 2D/3D = D - 5, MIN / MAX.
- 7.B 2H/2S = D + H / S , MAX.
- 7.C 2NT = 11 - 13 HCP, C - 3, BAL.
- 7.D 3C = 4+ C, BAL, MIN.
- 7.E 3H/S/NT = H / S / D = 1, C - 4, MIN.
- 7.F 4D/H/S = D / H / S - 1, C - 4, MAX
- 7.G 4C = 4+ C, BAL, MAX.

(NOTE 8) 1 D 2D = 4+ D F TO 3NT

- 8.A 2H = 11-15 HCP, D = 3, UNBAL, OR 14 -15 HCP D= 4, NO S/S (2245/2254)
2S RELAY : 2NT = 14 - 15 HCP, D=4, NO S/S;
3C/D = MIN, H/S = 1,
3H/S = MAX, H/S = 1
- 8.B 2S = D=1, 2NT RELAY : 3C = MIN.
3D = MAX.
3H = MAX w/ D Honor.
- 8.C 2NT = 11 - 13 HCP, BAL, D <= 3
- 8.D 3C = D = 0. 3D RELAY : 3H = MIN; 3S = MAX
- 8.E 3D = 11 - 13 HCP, BAL, D ≥ 4.
- 8.F 3H/S/NT = H / S / C = 1, D ≥ 4, MIN.
- 8.G 4C/H/S = C / H / S = 1, D ≥ 4, MAX

(NOTE 9) 1 D 1M = 6+ HCP, 4+(3)H/S, NEW SUIT IS F

- 9.A 2H/S = LIMITED RAISE .
2S/2NT IS RELAY ASK GT+ ,
DIRECT NEW SUIT IS S/S GT+
3H/3S IS H/S 5 CARDS INV
- 9.B 3H/S = MAX. , INV.
3S/NT IS RELAY SLAM TRY ASK , DIRECT NEW SUIT IS S/S
- 9.C 2N/3H = MAX., H / S = 3, D ≥ 5
- 9.D 2S/2N = MAX., SPL IN SOMEWHERE
2N/3C = RELAY ASK
3C/3D/3D // 3D/3H/3S = C/D/S // D/H/C =1
- 9.E 3S/4C/D // 4C/D/4H = MAX, VOID SPL
- 9.F 4H / 4S= MAX., H / S = 4, D = 6

(NOTE 10) 1H - 2S / 1S - 2NT = STR RAISE, JUMP CONVENTION

- 10.A 1H-2S= STRONG FIT , H = 3+
 1. 2NT/3C/D = S/C/D <= 1 ;
3H = MAX , NO S/S. ; 3N = MIN NO S/S ; 4H = MIN 6+H NO S/S
THEN CUE BID
 2. 3S/4C/4D = S/C/D = 0 MIN

- 10.B 1H -2NT = 11+HCP, 4+ H, w/ A VOID SUIT.
 3C ASK : 3D / 3H / 3S = D / C / S VOID 13 - 15 HCP.
 3N / 4C / 4D = S / C / D VOID 10 - 12 HCP.
- 10.C 1H -3C = 6-STEP TRUMP ASK,
 THEN 5 - STEP CTRL ASK.
- 10.D 1S -2NT=STRONG FIT , S =3+
 1. 3C/D/H = C/D/H <=1 ;
 3S = MAX, NO S/S. ; 3N = MIN NO S/S ; 4S = MIN NO S/S
 THEN CUE BID
 2. 4C/D/H = C/D/H = 0 MIN
- 10.E 1S -3C= 11+HCP , 4+ S w/ A VOID SUIT.
 3D ASK : 3H / 3S / 3N = H / C / D VOID 13 - 15 HCP.
 4C / 4D / 4H = C / D / H VOID 10 - 12 HCP.
- 10.F 1S-3D = 6-STEP TRUMP ASK,
 THEN 5 - STEP CTRL ASK

(NOTE 11) 1NT 2D : TRF TO 2H, H SUIT OR 3 SUITERS.
 2H 2S RELAY to 2NT = 4441 SHAPE
 2NT 3C/3D/3H/3S = 3 SUITERS GF , D/H/S/C SHORT

(NOTE 12) 2D - 2NT = INQ, INV.UP
 2D = 0 - 10 HCP, $H \geq 4 + S \geq 4$.

OPENING MIN Requires : (NV) Total M numbers *2 + HCP ≥ 22 ,
 (V) Total M numbers *2 + HCP ≥ 24 .

- 12.A 3C = MIN. 4-5 / 5-4 UP.
 Then 3D = ASK a.) 3H = 4-5 MIN,
 b.) 3S = 5-4 MIN.
 c.) 4C/D = 5-5 MIN,S/S 5-5-2-1(5-5-3-0) / 5-5-1-2(5-5-0-3)
 d.) 4H = MIN , 4-6.
 e.) 4S = MIN , 6-4.
- 12.B 3D = 4-4 MIN. Then 3H/S NF
- 12.C 3H = 4-5 MAX. 3S ASK S/S , 4C/D = C/D<=1 , 4H = 4-5-2-2
- 12.D 3S = 5-4 MAX. 3NT ASK S/S , 4C/D = C/D<=1, 4H = 5-4-2-2.
- 12.E 3NT = 4-4 MAX.
- 12.F 4C/D = MAX. S/S,5-5-2-1(5-5-3-0)/5-5-1-2(5-5-0-3)
- 12.G 4H = MAX. 4-6.
- 12.H 4S = MAX. 6-4.

(NOTE 13) 2H/S - 2S/NT = INQ, INV.UP

2H/S = 0 - 10 HCP, $H/S \geq 5$

OPENING MIN Requires : (NV) H/S numbers *2 + HCP ≥ 14 ,
 (V) H/S numbers *2 + HCP ≥ 16 .

- 13.A 2H 2NT/3C/D = S/C/DSuit , F1.
- 13.B 2H 2S = INQ
 1.2NT/3C/D = Medium, S/S,RESPONDER BID 3H NF.
 2. 3H = MIN, 5-H OR H WINER LESS THAN 4.75 ALWAYS BID 3H
 3.3NT = Medium , NO S/S.
 4.3S/4C/D = Medium, S/S
 5.4H = NO S/S , MAX.
 Responder Bid 4S Waiting Opener CUE void, outside value or Rebid H.

- 13.C 2S 3C/D/H = Suit, F1
 13.D 2S 2NT = INQ.
 1. 3C/D/H = Medium , S/S,RESPONDER BID 3S NF.
 2. 3S = MIN, 5-S OR S WINER LESS THAN 4.75 ALWAYS BID 3S
 3.3NT = Medium , NO S/S.
 4. 4C/D/H = Medium , S/S
 5.4S = NO S/S , MAX.

Responder Bid 4NT Waiting Opener Cue void, outside value or Rebid S.

(NOTE 14) 2NT = 22-24

- 14.A 3C : STAYMAN
 1.3D = NO 4-M
 a.) 3H = 5+S w/ 4+H
 b.) 3S = 5+H w/ 4+S
 2. 3H/S = 4(+) H/S
 a.) 3S/4H = H/S FIT , Slam Try.
 b.) 4C/D = NAT
 14.B 3D/H /4D/H = TRF TO 3H/S/ 4H/S.
 14.C 3S = ASK Minor, Could Be One Minor Suit Only.
 1. 3NT = MIN, Could Have 4 Cards Minor Suit.
 2. 4C/4D = C / D \geq 4. 4NT = RKCB
 3. 4H = MIN. C = 4 & D = 4, 4NT ASK A. (FOR C)
 4. 4S = MAX. C = 4 & D = 4 ,4NT ASK A.(FOR C)
 5. 4NT = MAX.C = 3 & D = 3, 5H ASK A.
 14.D 4C = GERBER (RESPONDER IS 04/1/2/3)
 14.E 4NT = QUANTITATIVE.
 14.F 4S = ms

(NOTE 15) 3C/3D 4D/4C =ASK KC

- +1 = 0 KC
 +2 = 1 KC , w/o trump Q
 +3 = 1 KC , w/ trump Q
 +4 = 2 KC , w/o trump Q
 +5 = 2 KC , w/ trump Q

(NOTE 16) 1M opening after OPP. O/C, 4C/4D= Better Game Raise

- 16.A 1H (X/1S/2D/H) 4C = Better Game Raise.
 4H = No Interest In Slam.
 16.B 1S (X/2D/H/S) 4C = Better Game Raise.
 4S = No Interest In Slam
 16.C 1H/S (2C) 4D = Better Game Raise.
 4H/4S = No Interest In Slam

(NOTE 17) Escaping from 1NT DBL

- 17.A 1NT (X) 2C/D/H = TRF To 2D/H/S
XX = TRF To 2C , BUT May Have No C Suit.
- 17.B 1NT (X) P P
? Opener Could RDBL To Show MAX, W/ one 5+ suit
RESP Bid 2C w/ Weak Hand.
- 17.C 1NT (P) P (X)
P (P) XX = S.O.S.

(NOTE 18) RESP DBL

- 18.A (1M) X (2M) X = Show length in ms.
- 18.B (1m/M) X (3m/M) X = Show power,useful values.
- 18.C (1m/M) 1M/2m (2m/M) X = Show length in unbid M.

(NOTE 19) 1D (DBL) ??

- 19.A XX = 4+ H, F1
- 19.B 1 H = 4+ S, F1
- 19.C 1 S = NO 4 -M , F1
- 19.D 1NT = 9+ mS (Usually 5-4+)
- 19.E 2 C = SUIT, F1
- 19.F 2 D / 2H = 6+ H / S , INV.
- 19.G 2 S = 6+ m, INV. THEN 3m IS P/C
- 19.H 2NT =10+ mS, INV (Usually 5-5+)

1D (1H) ??

- X= 4+ S, F1
- 1 S = NO 4 - M
- 1NT = 9+ mS (Usually 5-4+)
- 2 C / 2D= SUIT, F1
- 2 H = 6+ S, INV.
- 2 S = 5+S, Preemptive
- 2NT =10+ mS, INV (Usually 5-5+)
- 3 C / 3 D = 6+ C / D , Preemptive