

Opening	Art. tick	No. of card	Negative Dbl. Through	Description	Responses	Subsequence Auction	Modification Over Comp. with Passed Partner
PASS				Nothing to say			
1♣		3	3♣	10~21 HCP , 3+card	Single raise=GF, 2D/3C=INV	Splinter raise, 4th suit F	2N/3m after T/O=Pre/limit.raise
1♦		3	3♣	10~21 HCP , 3+card (3-card only when 4-4-3-2)	Jump raise= PRE. 5+card Jump 2H/S= PRE 6+card 1NT=6~10HCP , 2NT=Inv. 3NT=16~18HCP	Long game try after major direct raise only 1♣/♦ 1 Major 4♣/♦ Conc. 6~4 with fit	3♣/3♦ after T/O X = Limit raise 2NT after comp. = INV 1m 3m' X = Ms 4C/D=4xH/S+6D,MAX. 1m-2/3m=6-10/10-11(5+,after P)
1♥		5	3♣	10~21 HCP , 5+card	Limit raise, (1H-2S) or (1S-3H)=PRE	Splinter,4th suit F.Long game try	Drury ( re-bid suit = min.)
1♠		5	3♣	*3 <sup>rd</sup> position maybe 4cards	1NT=F, 2NT=13~15HCP 、♥/♠fit 2C=Nebulous 3♣/3♦=10~12/7~9HCP,♥/♠ 4 cards fit & bal-hand	Rebid 3NT after 2/1 =19~21 pts 1M – 2C (GF) 2D=D suit or any5332 2H/2S=H/S suit (If open 1S/1H) 2M=6+M 2/3N=NAT-min/18-19 3C/3newsuit=4+C/ 4+C&Splinter	2N/J raise after T/O=INV/PRE CUE bid = INV or better P 1M 3C/D = 4M+5C/D(semi solid) 1M – 2C 2D – 2M/OM=3+M/waiting 3C=3card C.
1NT				15~17 HCP,BAL. or semi-balance. 5-card M or 6-card m are possible	Puppet St.(Resp.2/3N=Ms & Inv/Max) Jacob / Tex TR. 2♣= INV 2NT/3♣=TR 3♣/3♦ 3♦=5-5majors、4~7HCP 3♥/♠=5-4 minor、9~13HCP. &♥/♠=3 4♣= Gerber 4♠=Sign off , 4NT=INV	New suit after TR = GF Splinter bid after TR 3♥/♠ after 2N/3♣TR=♠/♥(4card) 3♦ after 2N TR=♦ (4card) 1N – 2C 2D - 3C/D/H/S = 4441, splinter 4N = Ms, Inv.	Lebensohl after NAT overcall X = *Penalty(2 level) **Take/out(3 level)
2♣	√	0		22 HCP up or equivalent valued hand	2♣=0~5HCP or waiting 2♥~3♦=6+HCP , 5+card 2NT/3NT=6~8/9~11HCP 3♥~4♦=Semi-solid suit	Stayman after 2N/3N response 2♣ -2♦ -2N- 3C/D,H=Stayman/TR 2♣ -2♦ -3H/S=4H+5D/4S+5D 2♣ -2♦ -3♣ -3♦=waiting	2♣ 3Y - = negative X = positive 2♣ 4Y - = positive X = negative
2♦	√	6		2♦=Weak ♥ or ♠	2♥/2♠/3♥/3♠=P/C 2NT=Inquiry usually GF 3♣/3♦/3NT=To play	2D - 2NT 3C/D=H/S min. 3H/S=S/H MAX 2D - 4C(Ask) 2D - 4D(Ask) 4D/H=H/S 4H/S=H/S	
2♥		5		2♥= Weak ♥ and other 5-5	2NT=Inquiry usually GF 2♠/3♠/3♦=P/C		
2♠		5		2♠= Weak ♠ and minor 5-5	2NT=Inquiry usually GF 3♠/3♦=P/C 3♥=To play		
2NT				20~21HCP , BAL. or Semi-BAL. 6-card minor is possible	Stayman , 3♦/3♥/4♦/4♥=TR 4♠/4NT = Gerber/INV	2N - 3C 3D - 3H/S=4H+5S/4S+5H	After 4♣ Gerber : Use lower 4NT / 5♣ to ask King
3♣~3♠		6+		Normal PRE. 7+card	New suit = F 3NT = To play		
3NT	√			Gambling, 7+card solid minor	4♣/4♦/5♣ =Pass or correct 4NT= Blackwood	Slam Approach and Convention and Abbreviation	
4♣/4♦	√	0		STR 4♥/4♠ opening	4D/H=slam interesting	Geber J = Jump TR = Transfer Max. = maximum GSF = Grand slam forcing T/O = take out F = forcing PRE = preemptive CAB = control asking bid M = major m = minor GF = game forcing COMP. = competitive DOPI / DEPO Lebensohl Drury min. = minimum	
4♥/4♠		7+		Normal 4♥/4♠ opening			
4NT	√			At least 6-5 ms,3~4 losers			

DEFENSIVE AND COMPETITIVE BIDDING		LEAD AND SIGNAL		WBF PAIRS AND TEAMS CONVENTION CARD		
OVERCALL : 7~16 HCP , tend 5 cards RESP. : CUE = Only F J-CUE = INV J-raise = PRE	SUIT	3rd - 5th	<u>4th</u>	CHINESE TAIPEI U21		
	NT	3rd - 5th	<u>4th</u>	XUANDA LIN / TZUAN CHEN JINGSIANG SHEN / IHSIN CHEN NAME OF PLAYERS		
TAKE OUT DOUBLE : 11 HCP up RESP. : CUE = Only F      Jump after XX = PRE 4th seat could be light	SUB-LEADS : Top from sequence lead			SYSTEM      SUMMARY		
1NT OVERCALL : 15~18 / 12~15 at 2 / 4 seat RESP. : Same as open 1NT (no puppet)	OPENING LEADS VS NT / SUIT ( mark / - )			GENERAL APPROACH & STYLE Nature with 5 card major opening (5-5-3-3). 2/1=GF, Signal:UDCA		
Jump OVERCALL : Weak , 2NT ask shortness	AKx	KQx	QJx	JTx	Txx    xxx	
Jump 2NT OVERCALL : 2 Lowest un-bid suit	AKJx	KQxx	QJT	JT9x	T9x    xxx	
Direct CUE = Michaels 5-5 up , strength depend on V. RESP. : 2NT ask second suit	AJT	KQJx	KQT	KJT	98x    xxxxx	
Vs.Strong NT: DON'T.(Strength or shape depend on V) X : one suit                      2H: H+S(4-4 up) 2C: C + higher suit (4-4 up)    2S: NAT 2D: D + higher suit (4-4 up)    2N: D+C(5-5 up) 1N 2C – 2D=P/C                  1N 2D – 2H=P/C 2M= to play                      2S/3C=to play 1N 2C X P/XX/2D,H,S=agree C/Ask suit/to play 1N 2C 2X X/2Y,2Z/3C=Ask suit/to play/Pre 1N 2S X 2N/3S=Inv/Comp. 1N 2S 3X X=Inv.	AJx	KT9x	AT98	KT9x	QT9x    xxxxxx	
	AJxx	Kxx	Qxx	Jxx	Jxxx	Jxxxx
	KJxx	Kxxx	Qxxx	Jxxx	Txxx	Txxx
	SIGNAL WHEN FOLLOWING SUIT OR DISCARD ( 1 / 2 / E / D / S = ODD / EVEN / Enc / Disc /Suit P. )					
Vs. Weak NT : CAPP(Strength or shape depend on V) X : optional                      2H: H+m(5-4 or 4-5) 2C: one suit                      2S: S+m(5-4 or 4-5) 2D: H + S(5-4 or 4-5)          2N: D+C(5-5 up)	SPECIAL OPENING THAT MAY REQUIRE DEFENCE					
Vs. Preemptive : take out up to 4♥	1. 2♦ : Weak ♥ or ♠ 2. 2♥ : Weak ♥ and other 5-5 3. 2♠ : Weak ♠ and minor 5-5 4. 3NT : To play(solid minor) 5. 4♠/4♦ : Good hand. in ♥ / ♠					
Vs. Artificial 1♣ : 1/2 line=CRASH/Multi. All Resp.=P/C X/1D/1M/NT=color/ranking/NAT/shape 2C/2D/2H/2S=NAT	SPECIAL COMPETITIVE BIDS					
Vs. Multi : X = Weak NT or strong hand Suit = NAT      NT = Strong NT Vs. Prec.1D(D≤2) X=T/O or STR hand, 1H~2D=NAT, .1N=Open 1N. 2H~3D=WK. 2N=D+C	CARDS	HIGH	LOW	ODD	EVEN	
	SUIT	Partner Declarer Discard	D1 D1 E	E2 E2 D/E	S	
Vs. Take out double : XX = 10 HCP up RESP.: 1 / 2 - level suit = F 1 round / NF 1M X 2NT / 3M = Limit raise / PRE 1m X 2NT / 3m = PRE / limit raise	NT	Partner Declarer Discard	D1 D1 E	E2 E2 D/E	S	
	SIGNAL IN TRUMP SUIT Ability to ruff			OTHER SIGNAL SWITCH IN TIMES		
"NOTES"THAT DO NOT FIT IN ELSEWHERE						
1. Light or shapes opening in all seat(maybe under 10HCP)						
2. Wild PRE. or overcall in 3rd seat or NV.						
3. Frequent false card						
1. Negative double to 3♠ 2. Responsible double to 3♣						
3. Lightner double                      4. Support double to 2♥						
5. Competitive double for all direct raise up 2♠						
6. Maximum double    7.RKCB (0314) & BW 04/1/2/3						