



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			
Normal style, promise 4+ <i>suit</i> , usually 5+ <i>suit</i>		LEAD		IN PARTNER'S 5+CARDS SUIT	
Resp: Transfer response; New suit = F1; Raise = PRE;		SUIT	3 <sup>rd</sup> or low from even/odd	Same as left	
R/O: 8-15 value, 4+ <i>suit</i>		NT	2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> or low from even/odd	
1N OVERCALL (2 <sup>ND</sup> /4 <sup>TH</sup> LIVE; RESPONSES; REOPENING)		SUBSEQ	Low = E, Hi =D	Top from xxx if raised 2M	
2 <sup>nd</sup> /4 <sup>th</sup> live = 15-18 value; R/O 1N = 12-15 value		OTHERS: AT 5+ level, K from AK and demands count			
R/O 2N = 14-17 value		LEADS			
JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)		LEAD	VS. SUIT	VS. NT	
1 <i>suit</i> : 2X = PRE (5)6+		A	AKx(+), Ax(+)	Ax(+), AKx(+), AKJ(+)	
UNT: 2N = 11+ value, 5-5+ two-lowest unbidden suits		K	AK, KQ(+), Kx	AKJT(+), KQTx(+), KQx(+), Kx	
R/O: 14-16, 6+ cards		Q	QJ(+), Qx	KQT9(+), QJT(+), QJ9(+), QJ(+), Qx	
DIRECT AND JUMP CUE BIDS (STYLE;RESPONSES;REOPEN)		J	JT(+), KJT(+), Jx	AQJ(+), JT9(+), JTx, Jx, AJx	
Direct Cue = Michaels 5-5+ over NAT, intermediate or strong		10	T9(+), HT9(+), Tx	AJT(+), KJT(+), HTx, T9x, Tx	
Jump Cue = ask for stopper		9	9x, 3 <sup>rd</sup> or low	HT9(+), 9x	
(2M) 3M = ask for stopper		8	3 <sup>rd</sup> or low	H98x, T8x, 98x, 8x, 4th	
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		HI-x	Sx, 3 <sup>rd</sup> from even	Sx, xSx, xSxx(+), H98Sx(+)	
VS. Strong NT or PH: Woolsey	VS. Weak NT: Landy	LO-x	Low from odd	HHxS(+), HxxS(+), HxS	
Dbl = Constructive+ 4+M 5+m	Dbl = Penalty				
2♣ = Constructive+ 4+♠ 4+♥	2♣ = Intermediate+ 4+♠ 4+♥				
2♦ = Constructive+ (5) 6+♠/♥	2♦ = Intermediate+(5)6+♠/♥				
2M = Constructive+ 5+M 4+m	2M=Intermediate+ M+m5-4+				
2N = Cons+ minors or good hand	2N = Strong both suits				
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)		SIGNALS IN ORDER OF PRIORITY			
DBL: T/O up to 4♥			PARTNER'S LEAD	DECLARER'S	
(4♠)-X = Power; (4♠)-4N = T/O			DISCARDING		
Leaping Michaels: 14+ (2M)-4m / (2♦)-4♣ / (2M)-4M = 4oM+6m		SUIT	1 U/D ATT	U/D CT	
VS. ARTIFICIAL STRONG OPENGINGS			2 U/D CT	S/P	
VS Strong 1♣: Pass = may be strong hand			3 S/P		
Dbl = 4+♥ 4+♠		NT	1 U/D ATT	U/D CT	
NT = 4+♦ 4+♣			2 U/D CT	S/P	
2X = NAT, 5+cards			3 S/P		
OVER OPPONENT'S TAKEOUT DOUBLE		SIGNALS (INCLUDING TRUMPS): UDCA+S/P			
1♣ (X): XX = 5+♦	1M (X): XX = GT+, 0-2M, F to 2N	DOUBLES			
1♦♥ = 4+♥♠	1N~2M-1 = Transfer	TAKEOUT DOUBLE (STYLE; RESPONSES; REOPENING)			
1♠ = 8+Bal or 6-10ms	23M = PRE	11+value, with support to other suits			
1N = 6-10 5+♣	2N = GT+, 4+M	16+value, strong			
2♣♦♥ = 6-9 or GF Tsf	3X = FSJ, 4+M, 5+X	R/O: 8+value, with support to other suits			
2♠ = GT+ 5+♣	1♦ (X); XX = 11+ (semi-)BAL	RESP: CUE = F1, promise rebid			
2N = 8-10 6+♣	1M = NAT	SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			
3x = PRE	2♣ = F1 5+♣	NEG DBL up to 4♥			
	2♦ = NF 3+♦	SUPP DBL/REDBL up to 2M-1			
	2N = GT+ 4+♦	RESP DBL up to 4♦			
		MAX DBL up to 3♥			
		LIGHTNER DBL against slam			
		PSYCHICS: Rare			

WORLD BRIDGE FEDERATION



**CONVENTION**  
**CARD**

CATEGORY: Red  
 NCBO: CHINESE TAIPEI EVENT: ALL  
 PLAYERS: Ho-Yee So (Qriousbaby) Tzu-Lin Wu (avernus)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE  
 Flexible at points range and suit length  
 1M promise 4 cards at 3rd/4th seat  
 Natural 5542 / (13)14-16 / (14)15-17 1N  
 1♣ opening may have longer ♦ if BAL  
 2 over 1 response: GF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ = PRE, (5)6+♠ or ♥  
 2♥ = PRE, 4+♠ 4+♥  
 2♠ = PRE, 5+♠ 4+m  
 3N = Gambling, 7~7.5 tricks, solid 7+ minor suit w/ at most 1 side K  
 4N = PRE both minors 5-5+  
 Others:  
 1m-2♥/♠ = Both Majors, weak/GT  
 Transfer responses after 1♣ (1♦♥♠=F1 4+♥♠♦)  
 Lebensohl/Rubensohl (Weaker hands bypass 2N)  
 Bergen Raise 2M+2=GF with shape; 2M+3=GT; 2M+4=Mixed Raise

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	V	2	3♠	11-21 Could be longer ♦ if BAL Could be 5♦332	1♦♥♠=F1 4+♥♠♦; 1/2/3N=6-10/GT/GF; 2♣/♦=GF/GT, 4/5+♣; 3♣/4♣=PRE 5/6+♣; 2♥=PRE, 5♠ 4-5♥; 2♠=GT, 5-6♠ 4♥; 3♦♥♠=SPL, 6+♣	-1♦♥: 1M=11-16, 3M; 2♦=Gazzilli 17+; 2oM=Strong 4+oM 5+♣; 2N/3♣=14-16 good 6+♣ with/w/o 3M; 4♣=14-16=4+M 6+♣; 2M/3M=11-13/14-16 4M; 3N=Gambling; 3oM4♦oM=SPL; -1R-2M; 2M+1=Ask for soft value; 3M=GT; 3x=short; 4x=long. -1♠: 2♣=11-16 5+♣; 2♦/3♦=11-13/14-16 4+♦; 2♥=17+Gazzilli; 2♠=17+ 4♠+ 5+♣; 2N=17-18 BAL; 3♣=14-16 6+♣; 3♥♠=SPL 4+♦;	1♣-2♣=GT, 4+♣ 1♣-2♦=8-10 value 5+♣
1♦		4	3♠	11-21 5+♦ or 4441 or 14-16 1444.	1M=F1 NAT 4+M; 2♣=GF 4+♣ or GT+ 6+♣; 2♦=GF 4+♦; 3♣=GT 4+♦; 3♥♠4♣=SPL, 4+♦; 3♦/4♦=PRE 5+♦; Others same as above	-1M: 1N=Gazzilli 14-16 3M unBAL or 17+w/o 4M; 2♣♦M3M=NAT; 2oM=17+4+M; 2N/3♦=14-16 6+♦ with/w/o 3M; 3♣=14-16 5♦5♣; -1M-2M: 2M+1=Ask for short; 3M=GT; 3x=short; 4x=long.	1♦-2♦=GT, 4+♦ 1♦-3♣=8-10 value 4+♦
1♥		(4)5	3♠	11-21 May be only 4 cards or lighter at 3 <sup>rd</sup> 4 <sup>th</sup> seat	1♠=NAT 4+suit, F1; 1N=Semi-F1; 2♣=GF NAT, may 3+♣ w/ M fit; 2♦=4+♦; 2♥=8-10; 2♠=GF, 4+♥; 2N=GF 4+♥ w/ short; 3♣/♦=GT/7-9 4+♥; 3♥=PRE; 3♠=12-14, 4+♥ w/ an unknown singleton; 3N/4♣/♦=12+, 4+♥ void ♠/♣/♦.	-1N: 2♣=Gazzilli, NAT 3+♣ unless 4-5-2-2 or 16+ any; 2♦=11-15 3+♦; 2M=11-15 6+M; 2N=GF 6+M 4+x; 3m=14-16, 5-5 up; 3M=14-16 6+M; 3N=7+ Solid M; -2♠: 2N/3♣/♦=Short ♠/♣/♦; 3♥/♠=No short extra/min; 3N/4♣/♦=5+♠/♣/♦; -2N-3♣: 3♦/♥/♠=Short ♣/♦/♠;	-2♣=Drury, 3M supp -2♣: 2♦=ART, 12+ 5+M 2M=NF, weak, 4+M -2♦=Drury, 4+M supp -2N=NF, 6+m
1♠		(4)5	3♥	11-21 May be only 4 cards or lighter at 3 <sup>rd</sup> 4 <sup>th</sup> seat	1N=Semi-F1, may GT w/ 5♥; 2♥=GF 5+♥; 2N=GF, 4+♠; 3♣=GF 4+♠ w/ short; 3♦/♥=GT/7-9 4+♠; 3♠=PRE; 3N=12-14, 4+♠ w/ an unknown singleton; 4♣/♦/♥=12+, void, 4+♠; Others same as above	-1N: 2N=14-16 6♠3♥; -2N: 3♣/♦/♥=Short; 3♠/3N=No short extra/min; 4♣/♦/♥=5+suit; -3♣-3♦: 3♥/♠/N=Short ♣/♦/♥;	-3♣/♦: FSJ, 4+M 5+♣/♦
1N				(13+)14-16 (14+)15-17 3 <sup>rd</sup> /4 <sup>th</sup> seat Vul 5M/6m possible Singleton honor allowed	2♣=Stayman; 2♥♥/4♥♥=Transfer; 2♠=Minor Stayman; 2N=Ask 4-5M; 3m=GT, 6+m; 3♥/♠=GT/ST, 5+♠ 5+♥; 4♣=Gerber; 4♠=Quant; 4N= Better Quant	-2♠-2♦: 2♥=GT 5♠; 3♥/♠=GF, 5+♠4♥/4♠5+♥; -2♣-2M: 3oM=CoG or ST; -2♠-2x; 3♣=ST, 4+m relay. 3♦=ST, 5+♦; -2♠: 2N=No 4m; 3♣/♦=4+♦/♠; -2♦♥-2♥♠: 2N=GF; 3m=Mild ST+; 3M=GT; 3oM=CoG or ST; 4m=SPL;	
2♣	V			21+, any 15+ w/ 8.5+tricks 12+ w/ 9+ tricks	2♦=Waiting; 2♥♠=GF NAT; 2N=8-10	-2♦: 2♥=5+♥ or GF BAL, puppet to 2♠; -2♦: 2N=21-22 BAL	
2♦	V			Mini-multi, PRE, 6+♥/♠ at V 5+♥/♠ at NV	23M=P/C; 2N=relay; 3♣/♦=F1 NAT; 4♣=ask to transfer; 4♦=Bid your suit; 4♥/♠=To play.	-2N: 3♣=MIN; 3♦/♥=♥/♠ bad suit; 3♠/N=♥/♠ good suit;	4 <sup>th</sup> seat: 11-13 6+♦
2♥	V	4		Lyrics, PRE 4+♥ 4+♠ NV 5♠5♥ or 6♠4♥ V.	2N=Relay; 3♣/♦=NF, NAT; 3♥/♠=PRE.	-2N: 3♣=MIN, others Max; 3♦=4♠4♥; 3♥=4♠5♥; 3♠=5♠4♥; 3N=5♠5♥; 4♣=4♠6♥; 4♦=6♠4♥;	4 <sup>th</sup> seat: 11-13 6+♥
2♠	V	5		PRE, 5+♠ (4)5+m	2N=Relay; 3♣=P/C; 3♦=♠ GT; 3♥=♥GT; 3♠=PRE.	-2N-3m: any= GF.	4 <sup>th</sup> seat: 11-13 6+♠
2N				19-20(21). May 5M/6m Singleton honor allowed	3♣=Romex; 3/4♦♥♥=Texas Transfer; 3♠=Ask m; 4♣=Gerber; 4♠=Quant; 4N=Better Quant.	-3♣: 3♦=No 5♠4♥; 3♥=4-5♥; 3♠=5♠; 3N=4♠4♥.	
3x		6		PRE	3X=NAT, F1	<b>HIGH LEVEL BIDDING</b>	
3N	V		1 solid m w/ 0-1 side K	456♣=P/C; 4♦=ask for short; 4M=To play; 4N=Quant.			
4x		7	PRE	4N=RKCB			
4N	V		PRE, both minors 5-5+	Exclusion KB (0314); D0P1; DEPO; REPO			