



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>WORLD BRIDGE FEDERATION</b>  <b>CONVENTION</b>  <b>CARD</b>	
<b>OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)</b> 7~16HCPS,tend 5cards RESP: Jump raise = preempt; Jump-CUE=INV;CUE=Oniy F	<b>OPENING LEADS STYLE</b>			<b>CATEGORY: NATURAL GREEN</b>  <b>PLAYERS: CHANG,KUAN-WEI /LIN,XUAN-DA</b>		
		<b>LEAD</b>	<b>IN PARTNER'S SUIT</b>			
	<b>SUIT</b>	0-1 4 <sup>th</sup>	Same as left			
	<b>NT</b>	0-1 4 <sup>th</sup>	Same as left			
	<b>SUBSEQ</b>	low ECG	Same as left			
	<b>OTHERS:</b>					
	<b>LEADS</b>					
<b>INT OVERCALL(2<sup>ND</sup>/4<sup>TH</sup> LIVE;RESPONSES;REOPENING)</b> 2 <sup>nd</sup> POS: 15-18HCP; Stayman 4 <sup>th</sup> POS: 12-15HCP;	<b>LEAD</b>	<b>VS. SUIT</b>	<b>VS. NT</b>	<b>SYSTEM SUMMARY</b>		
	<b>A</b>	AKx; Ax; AQ(+)	AKx; Ax ;AQ(+)			
	<b>K</b>	AK; KQx(+)Kx	AK; KQx(+); Kx			
	<b>Q</b>	QJ; QJx(+)AQJx(+)	QJ(+); Q(+)AQJx(+)			
<b>JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)</b> Weak,2NT ask shortness JUMP 2NT OVERCALLS: unusual bid	<b>J</b>	J10(+);KJ10(+)Jx	J10(+);KJ10(+)Jx	2NT: 20–21 HCP		
	<b>10</b>	K109(+);Q109(+);109(+) AT98	K109(+);Q109(+);109(+) AT98	3NT: solid minor		
	<b>9</b>	9x	9x	2♣: STR,		
	<b>HI-x</b>	Xx 10Xxx	Xx 10Xxx	MINI-MULTI		
	<b>LO-x</b>	xXx xXxx(+) AxX(+)KxX (+)QxX (+)JxX (+)	xXx xXxx(+) AxX(+)KxX (+)QxX (+)JxX (+)			
<b>DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)</b> Michaels cue-bid: (1m)-2m: 5-5+ both Ms, 16+ value or 8-value (1M)-2M: 5-5+ M and m, 16+ value or 8-value	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>		
		<b>PARTNER'S LEAD</b>	<b>DECLARER'S</b>		<b>DISCARDING</b>	
	<b>SUIT</b>	1	Lo=encourage		Hi-Lo=odd	O/E
		2	Hi-Lo=odd			
3						
<b>VS. NT (VS. WEAK / STRONG; REOPENING; PH)</b> CAPP: DBL=Strong; 2♣=one suit 2♦=5-5both Ms, 2♥/2♠:=M+m 2NT=both ms DONT: DBL= one suit ;2♣=5-4♣+M 2♦=5-4♦+M 2♥=5-4both Ms 2♠=♠6+ 2NT= both ms	<b>NT</b>	1	Lo=encourage	Hi-Lo=odd	O/E	2 OVER 1 Response:
		2	Hi-Lo=odd			1M-2m: 4 + m GF unless rebid
		3				1S-2H: FG
						MINI-MULTI 2♦/2♥/2♠
	<b>SIGNALS(INCLUDING TRUMPS)</b>			Jacoby 2NT		
	<b>DOUBLES</b>					
<b>VS.PREEMPTS ( Doubles, Cue-bids ,Jumps ,NT bids )</b> DBL= T/O up to 4♥	<b>TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)</b>					
<b>VS. ARTIFICIAL STRONG OPENGINGS</b> VS Strong 1C: 1D/1H/1S=4+card 1NT=2 Minor 2C=5+cards, 2D /2H/2S=Weak DBL=2 Major	Support DBL/RDBL up to 2♥					
	<b>SPECIAL,ARTIFICIAL &amp; COMPETITIVE DOUBLES/ REDOUBLES</b>			SPECIAL FORCING PASS SEQUENCES		
	NEG DBL thru 3♠ (including opener's suit) and at 3-level					
	MAXIMAL OVERCALL DBL of raised suit			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>		
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b> New suit = F at 1-level only;				Splinter		
				<b>PSYCHICS:</b>		

	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	3♣	11-21 HCP; 12+ if BAL	1♥/1♠ = 4+cards 6+ HCPs; 2♥/3♣=weak 2♣ = FG 12+ HCPs; 2♦=♣,10-11 2♠=♣,7-9 3♦/3♥/3♠=SPL 1NT = 6-10; 2NT = INV; 3NT = 13-15;	SPL raise,4th suit F Long game try Two ways	
1♦		4	3♣	11-21 HCP; 12+ if BAL	2♣ = ♣FG 12+ HCP; 2♦ = ♦FG 12+ HCP; 3♣=♦ fit 10-11 ; 2♠=♦ fit 7-9 1NT = 6-10; 2NT = INV; 3NT = 13-15; 2♥/3♦=weak; 3♥/3♠/4♣=SPL	SPL raise,4th suit F Long game try Two ways	
1♥/1♠		5	3♣	11-21HCP;4+cards in 3rd/4th possible	FORCING 1NT (6-12) ; simple raise=8-10,3+fit JACOBY 2NT=FG,4M+ ; 2♣ = 3+♣,FG 12+ HCP; 2♦ = 4+♦,FG 12+ HCP; 1♠-2♥ = 5+♥,FG 12+ HCP NEW-SUIT DOUBLE JUMP=SPL,1♥-3♠,1♠-4♥=SPL 1♥-2♠= WEAK JUMP SHIFT;3♣10-12,4+fit;3♦=7-9,4+fit 4♥/4♠=TO PLAY 3NT=3CARDS BAL 13-15HCP	SPL raise,4th suit F Long game try	Drury (re-bid suit=min.) 2NT After T/O X=INV. Jump raise afterT/O X or COMP.=PRE. CUE bid =INV.
1NT			3♣	15-18 HCP; or semi-balance	2♣ = Stayman ; 2♦/2♥/2♠/3♣=TRAN to 2♥/2♠/3♣/3♦ 2NT =INV. 4♣ = Gerber 4♦/4♥=Texas TRAN 4NT/5NT=INV.	New suit AfterTR=F Splinter bid After TR	
2♣	✓	0		ART, STR	2♦ = waiting , 4+HCPS ; 2♥=0-3HCPS 2♠/2NT/3♣/3♦ = ♠/♥/♣/♦ 5+card 8+HCPS	Stayman After 2/3NT response opener jump=Soild suit	
2♦	✓	6		WEAK 1 MAJOR	2NT= ASKING SUIT ; 3NT=TO PLAY ; 2♥/2♠/3♥/3♠/4♥=P/C		
2♥	✓			WEAK♥+ANY SUIT 5-4+	2NT= ASKING SUIT ; 3NT=TO PLAY ; 2♠ = P/C , SUIT =F1		
2♠	✓			WEAK♠+1 5-4+	2NT= ASKING SUIT SUIT ; 3NT= TO PLAY ; 3♣= P/C , SUIT =F1		
2NT				20-21 HCP; may with 5M or 6m	3♣= Puppet Stayman: 3♦/3♥/4♦/4♥=TRAN 3♠= ASK MINOR 3NT = TO PLAY 4♣= GERBER ; 4NT/5NT=INV.		After 4♣ Gerber:Use lower4NT/5♣ To ask KING
3♣/3♦	✓	6		weak♣/♦ suit, 6+cards	New suit=F 3NT=Toplay		
3♥/3♠	✓	6		weak♥/♠ suit, 6+cards	New suit=F 3NT=Toplay		
3NT	✓			Solid minor.	4♣/5♣ = P/C; = asking short suit, 4♥/4♠ = to play. 4NT = Blackwood	<b>HIGH LEVEL BIDDING</b>	
4♣/4♦	✓	7+		weak♥/♠suit(Romex Namyats)	4♣-4♥/4♦-4♠=to play;New suit=LackWood	RKCB(1403) · GERBER · 5NT GSF · SPL DOP1	
4♥/4♠		7+	weak♥/♠suit	New suit=LackWood; 4NT=RKCB;5NT=GSF			
4NT	✓			At least6-5minor,3-4losers			