

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE			CATEGORY: Green NCBO: Chinese Taipei PLAYERS: HUANG HSIAO-TIEN, GUO HSIAO-LAN, LIN KAI-EN	
Normal style, promise 4+suit, usually 5+suit		Lead	In Partner's suit		
	Suit	0/1; 4 th	Same as left		
Reopen: 6-15 value, 4+suit, usually 5+suit	NT	0/1; 4 th	Same as left		
	SubSeq	Lo = encourage	Same as left		
	Others: MUD				
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
(15)16-18 value	Lead	Vs. Suit	Vs NT		
RESP: system on	Ace	Ax(+); AKx(+)	Ax; AKx(+)		
Reopen: 11-14 value	King	Kx; AK; KQx(+)	Kx; AK; KQJx(+); KQTx(+)		
	Queen	Qx; QJx(+)	Qx; QJTx(+); QJ9x(+); AQJx(+)		
	Jack	Jx; JTx(+); KJTx(+)	Jx; JT9x(+); JT8x(+); HJTx(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx; HT9x(+)	Tx; HT9x(+)	INT Opening: 15-17	
1 Suit: PRE	9	9x; T9x(+)	9x; T9x(+)	2D/2M opening: PRE, depend on vulnerability	
2 Suits: intermediate or strong	Hi-x	Sx; xSx(+)	Sx; xSx(+)	2/1 Response: GF	
2NT = 55+ on two lowest unbid suits	Lo-x	HxS; HxxS(+)	HxS; HxxS(+)		
Reopen: 10-15 value, 6+ cards	SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Styles; Responses) Reopen		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Direct Cue: Michael over NAT, intermediate or strong,55+	Suit	1 Lo = encourage	Lo = Even	Lo = encourage	2♣ opening = 22+ any hands
Jump Cue: ask for stopper		2 Lo = even	Lavinthal	Lo = even	2NT opening = 20-21 BAL
VS. NT (vs. Strong / Weak; Reopen; PH)		3 Lavinthal		Lavinthal	3NT opening =Gambling, solid minor suit(7+) without side A or K
VS weak NT:	NT	1 Same as Suit	Same as Suit	Lavinthal	Two-way puppet checkback after 1X-1Y;1NT
DBL = penalty; 2♣=2M ; 2♦ = 1M		2		Lo = Even	2C=xfer 2D,2D=GF
2M = M+m; 2NT =1m,intermediate ,3x=pree		3			
VS strong NT: DBL: 4M+5(+m)	Signals (including Trumps):				
2♣ = 2M,54+; 2♦ = 1M	UDCA; Trump: Hi/Lo = odd				
2♥ =H+m,54+ ; 2♠=S+m,54+ 2NT=1m,intermediate	At 5+ level, K from AK demands count signal				
3x=x,pree					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				
DBL = T/O to 4♥	TAKEOUT DOUBLES (Style; Responses; Reopening)				
(4♠)-DBL = penalty; (4♠)-4NT = T/O	11+ value with support in unbid suits or 16+ value				
(2M)-4m = oM+m, 5-5+; (3m)-4m = ♠+♥, 5-5+	RESP: jump = NAT, GT; cue = F1, promise rebid				
VS. ARTIFICIAL STRONG OPENINGS	Lebensohl while T/O at 2 level				
VS strong 1♣:	Reopen: 8+ value with support in unbid suits			SPECIAL FORCING PASS SEQUENCES	
DBL = majors, 1NT = minors	SPECIAL, ARTIFICIAL AND COMPETITIVE				
VS strong 2♣:	NEG DBL up to 3♦				
DBL = majors, 2NT = minors	SUPP DBL/REDBL up to 2♥				
OVER OPPONENTS' DOUBLE	LIGHTNER DBL against Slam			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
After 1N-(Dbl):	RESP DBL up to 2♠			Psychic Frequency: rare	
Pass=nothing to bid	MAX DBL: 1♠-(2♥)-2♠-(3♥); Dbl. etc				
xx=xfer 2c,usually 1 suit	After opponent 1M-1NT: DBL = T/O or strong hand				
2x=x+others					

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU				
				DISCRPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	3♦	12-21 value	1♦/♥/♠ = 4+NAT; 1NT/2NT = 6-10/10-12 2♣ = ♣ GF; 3♣ = PRE 2♦ = 5+♣ INV 2♥/2♠=pre 3♦/3♥/3♠ = SPL, ST	-1X: 1NT/2NT = 12-14/18-19 BAL; 3NT = solid ♣ suit 2♣/3♣=12-15/16-18, 6+♣; 4♣ = 16+, 6+♣ with 4+M -2♣: 2♦/♥/♠ = stopper or suit; 2NT/3♣ = 12-13, NAT -2N:3♦/♥/♠=NAT,GF	2♣ = INV+ 2♦ = ♦INV
1♦		3	3♦	12-21 value	1♥/♠ = 4+NAT; 1NT/2NT = 6-10/10-12 2♣/♦=♣ GF/♦ GF; 3♦ = PRE 3♣ = 5+♦ INV 2♥/♠ = pre 3♥/3♠/4♣ = SPL, ST	-1M: same as above -2♣: 2♦ = 12-13, 5+♦; 2♥/2♠ = stopper or suit -2♦: 2♥/2♠/3♣ = stopper or suit; 2NT/3♦ = 12-13, NAT -2N:3♣/♥/♠=NAT,GF	2♦ = INV+ 3♣ = ♣ INV
1♥		5	3♦	12-21 value	1NT = F1; 2m = GF 2♠ = Jacoby, 4+♥, GF 3♣/♦/♥=4+♥,9-11/6-9/0-6 value 3♠ = singleton ♣/♦/♠ 3NT/4♣/4♦ = void ♠/♣/♦	-2m: 2♥=12-14; other = NAT, GF -2♠: 2NT/3♣/♦ = SPL ♠/♣/♦; 4♣/♦ = 5-5+ 3♥/♠ = 16+/12-15, without short suit	2♣ = 8-11, 3♥ 2♦ = 8-11, 4+♥ 3m = m INV 2NT = 6-9, 4+♥
1♠		5	3♦	12-21 value	2♥ = 5+♥, GF; 2NT = Jacoby, 4+♠, GF 3NT = singleton ♣/♦/♥ 4♣/4♦/4♥ = void ♣/♦/♥ 3♣/♦/♠=4+♠,9-11/6-9/0-6 value	-2N: 3♣/♦/♥ = SPL ♣/♦/♥; 4♣/♦/♥ = 5-5+ 3♠/3NT = 16+/12-15, without short suit Others: same as above	2♣ = 8-11, 3♠ 2♦ = 8-11, 4+♠ 3m = m INV 3♥ = 6-9, 4+♠
1NT				15-17 value BAL Maybe 6m or 5M	2♣ = Stayman; 2♦/♥ = transfer ♥/♠ 2♠ = m suit; 2NT = INV 3♣/3♦ = INV, 6+ ♣/♦; 4♣ = Gerber 4♦/♥ = Texas; 4♠/NT = INV 6NT	-2♣: 2♦ = no 4 M; 2♥/♠ = 4+♥/♠ -2♦/♥: oM/3♣/3♦ = MAX, 4♥/♠, 2 oM/♣/♦ 2NT = MAX, 4M333; 3M = 5M332 -2♠: 2NT = no 4 m; 3♣ = 4+♦; 3♦ = 4+♣	
2♣	V			22+ value, any shape	2♦ = relay 2♥ = 5+♥ 8+; 2♠ = 5+♠ 8+ 2NT= 8-10 BAL 3NT=11-13 BAL	-2N: 3♣ = Romex;	
2♦		5		NAT, PRE	2NT = asking; New suit = NAT, F1	-2N: 3♣/♥ = min/max, bad suit; 3♦/♠ = min/max, good suit	
2♥		5		NAT, PRE	2NT = asking; New suit = NAT, F1	-2N: 3♣/♥ = min/max, bad suit; 3♦/♠ = min/max, good suit	
2♠		5		NAT, PRE	2NT = asking; New suit = NAT, F1	-2N: 3♣/♥ = min/max, bad suit; 3♦/♠ = min/max, good suit	
2NT				20-21 value BAL	3♣ = Romex; 3♦/♥ = transfer ♥/♠ 3♠ = 5+♣ or ♣+♦, ST; 3NT = S/O 4♣ = 5+♦, ST; 4♦/♥ = Taxes 4♠/NT = INV 6NT 5NT = INV grand slam	-3♣: 3♥ = 4-5♥; 3♠ = 5♠; 3NT = ♥-♠ 4-4 3♦ = none of above HIGH LEVEL BIDDING RKCB (after direct fit) 1430; Splinter Grand Slam Forcing; Exclusion KB;	
3♣/♦		6		NAT, PRE	New suit = NAT, F1	DEPO DOPI	
3♥/♠		6		NAT, PRE	New suit = NAT, F1; 3♥-4♠ = S/O		
3NT				7+ solid minor, no side A/K	456♣ = P/C; 4♦ = ART, ask for shortage		