

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				<div>WORLD BRIDGE FEDERATION</div> <div>CONVENTION</div> <div>♠♥♦♣CARD</div> <div>CATEGORX: Precision Blue</div> <div>NEBO: CHINESE TAIPEI EVENT: All</div> <div>PLAYERS: GONG FANGWEN HU SHEAU-FONG</div> <div>SYSTEM SUMMARY</div> <div>GENERAL APPROACH AND STYLE</div> <div>Precision : STR 1♠(16+),1♦ (0+♦)</div> <div>Bidding Style : Aggressive</div> <div>1NT=14-16 HCP.</div> <div>2/1= FG</div> <div>SPECIAL BIDS THAY MAY REQUIRE DEFENCE</div> <div>2♦= 0-10 HCP : weak in both major,Could be 4-4,2NT = INQ</div> <div>2♥= 0-10 HCP, 5(+♥). 2NT = INQ</div> <div>2♠= 0-10 HCP, 5(+♠). 2NT = INQ</div> <div>Michaels Cue = 5-5+</div> <div>Unusual 2NT= 2 lower unbid suit</div> <div>1M opening after OPP. O/C 4♣/4♦= Better Game Raise[18]</div> <div>VS FLANNERY 2♦,DBL= ♦ Suit, 2♥ = T/O</div> <div>3NT=Gambling</div> <div>Escaping from 1NT DBL[19]</div> <div>SPECIAL FORCING PASS SEQUENCES</div> <div>1X (DBL) REDBL F to 2NT</div> <div>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</div> <div>Light or shades opening in all seats ; Speed Principle[21] ; Aggrasive Approach & Style</div> <div>PSYCHICS: RARE</div>
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)	OPENING LEADS STYLE					
6-18 HCP, 4+ suit,Light overcall at 1 level	SUIT	LEAD	IN PARTNER'S SUIT			
Resp : Cue = FG, New suit = Semi F	NT	4 th	4 th ,MUD,			
Jump Raise = Pre Jump Cue = INV w/Fit	SUBSEQ	Low=E,Hi=D	As Above; ATT			
R/O : 6-15 HCP, 4+ suit	OTHERS:					
Resp:Cue = F1	LEADS					
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)	LEAD	VS. SUIT	VS. NT			
2 nd /4 th live = 15-18 HCP, R/O = 12-15 HCP	A	AKx(+); Ax(+); AKJT(+)	Ax(+);AKx(x)			
RESP : 2♣=STAY, 2♦/♥/♠ =TRF ♥/♠/m , 3X=INV,4♦/♥=TEXAS	K	KQ(+); AK; KQJ(+); KQx(+)	KQx(+)/AKJT(+)			
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	Q	QJ; QJx(+); Qx	AQJ(+);QJx(+);KQT9(+);			
1- Suit : Weak	J	JT; JTx(+),KJT(+),Jx	JT; JTx(+);Jx			
2-Suit : 2NT=unt : 2-lower unbid suits;1NT o/c 2NT=any 2 suits 5-5	10	T9x(+);(A/K)J10x(+); 10x	Tx;T9x; (A/K)JTx(+)			
R/O : INTERM	9	9x; 98x(+);	98x(+); HT9(+)			
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	HI-x	xSx; xSx(+); Sx	HxxSx(+); Sx; Sxx; xSxx			
Direct Cue = Michaels w/ unlimited strength.;RESP 2NT=(R)	LO-x	(H/T)xS;HxxxS;;	HHxS(+); HxxS(+)			
Jump Cue M= 6+O/M+5m; 8+ playing tricks.	SIGNALS IN ORDER OF PRIORITY					
RESP : m = P/C		PARTNER'S LEAD	DECLARER'S	DISCARDING		
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	SUIT	1	U/D ATT	U/D CT	O=E E=S/P	
X= OPT, the same as OPP's value		2	U/D CT	S/P	Only 1 st Card	
LANDY 2♣=Both M, 2♦= 1M, 2M=4+M+5+m, 2NT=any 2 suiters		3	S/P			
R/O : THE SAME AS ABOVE.	NT	1	U/D CT	U/D CT	O=E E=S/P	
PH : the same as no passed		2	U/D CT	S/P	Only 1 st Card	
VS.PREEMPTS (Doubles, Cue-bids ,Jumps ,NT bids)		3	S/P			
T/O DBL thru 4♥, Cue-bid over weak 2= Michaels, 3NT=To Play,	SIGNALS(INCLUDING TRUMPS)					
(4♥)- 4NT=2 Suits, (4♠)- 4NT= T/O w/ 4+♥	Trumps : Hi-Low=Intend to Ruff,					
VS. ARTIFICIAL STRONG OPENGINGS	DOUBLES					
V : DBL=Ms, 1X=NAT,1NT=6+♣ or 5+♦+5M, 2♣=6+♦ or 5+♥+5m,	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)					
2♦=-6+♥,or 5+♠+5m. 2♥/2NT=Ms/ms	10+Value, Could Be light with Classic Shape					
NV : 1♥= ♥ or ♠, 1♠=6+♣ or 5+♦+5M,1NT=meanless	R/O : 8+Value					
Others are the same as V.	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES					
OVER OPPONENT'S TAKEOUT DOUBLE	Neg DBL Up To 4♠ ; Support DBL Up To 2♥					
RDBL : 11+HCP, PEN Seeking. 1♦/1M (X) [20] followed by TRF bidding. 1M (X) Jump Raise=PRE, 2NT/4C=Limited/STR Raise	Resp DBL[22] Up To 3♠ ; MAX DBL[23] Up To 3♥ ;					
	MAX-EXT DBL[24] Up To 3♥					
	L-D DBL ; COMP DBL ;					
	DEPO,D0P1					

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, 5+card 1NT=8-13/16+HCP BAL. 2♠=14-15HCP BAL 2♥/2NT/3♣/♦=8+HCP, 4441,Short in ♠/♣/♦/♥ 3M=4-7 HCP 7+Suit; 4♣/♦ : 8+♥/♠ w/ A / K 4♥/♠ : 8+♥/♠ w/o A / K	-1♦ : 2M/3m=STR F1 w/ 2 nd NEG -1M : 1NT= ASK CTRL[1]→2M=TRUMP ASK[2] 2X/3X=CTRL ASK[3] -1NT : 2♣=[4]; 2X/3♣= TRUMP SUPP ASK[5] -2♠ : 2NT=BARON,3X= 3-STEP SUPP ASK[6] -2♣/♦ : 3♣/♦=FIT w/ S/S. -2♥/2♠/3♣/♦: R [7]	
1♦		0	4♠	11-15 HCP (Could Be Void In D)	1♥/♠=6+,4+M ; 2♣/♦=F to 3NT 1NT/2NT=7-11/11-13 HCP BAL, 3m=7-11 INV. 2♥=ms 2♠=1m	-2♣=[8] ; -2♦=[9] -2♥=[10] ; -2♠=[11] - 1♥/♠=[12] -2NT : 3M=MAX,Short in O/M, ♦ Suit or ms	1♦-2♣/♦=NF
1♥/♠		5	3M	11-15 HCP (3 rd seat may only 4-card)	1NT=F1 . 2/1= FG. 4X=SPL -1♥->2♠/1♠->2NT=JUMP CONVENTION [13]; -1♥->3♦/1♠->3♥=-INV 2M/3M=The Same Value w/ 3/4-card Supp	-1♥->1 NT : 2m = Could be 2-Card -1♠->1NT : 2m = 3+ Card -1 NT : 2NT/3M=6+M Max:UNBAL/BAL After Raise : (R)=G/T S/T	2♣=Drury Rebid Trump is Min
1NT			3♠	14-16 HCP. BAL or Semi-BAL	Stayman. GEBER. QUANT 2♦/♥/NT/3♣TRF2♥/♠/3♣/♦, 4♦/♥= TEXAS 2♠=INV.BAL or 1Minor suit. 3♦= 5-5+ Majors,INV 3M = 1/2 ms,Short In O/M	1NT-DBL-[19] -2♣ : 2♦ Then 2♥= Ms. 2♠ = ASK minor -2♦ : 2♥ Then 2♠(R) to 2NT=4441	
2♣		5	4♥	11-15 HCP, 6+♣ or 5+♣ w/ 4M	2♦=INQ 2♥/♠=NF 2NT/3X= INV, 4♦=Ms	-2♦ : 2M=4-M 2NT= BAL. 3♣=MIN UNBAL ; 3NT=SOLID 6+♣,MAX. 3X=S/S, 6+MAX -2NT : 3X=S/S 6+♣,MAX.	
2♦	*	0		0-10 HCP; BOTH Ms	2NT= INQ [14] 3M=More PRE Than INV 3m=NF	-2NT : 3♣=MIN.4-5/5-4 Up. 4♣/4♦=MAX.S/S,5-5UP	
2♥/♠		5		0-10 HCP; 5+♥/♠	2NT= INQ [15] .2♠/3♣/♦/♥=♠/♣/♦/♥ suit F1 3M= More PRE Than INV		
2NT				22-24 HCP BAL	3♣=STAY[16],3♦/♥/4♦/♥TRF♥/♠.TEXAS, 3♠= ASK m, QUANT GEBER.5♥/6♥=ToPick up S/GS 4O/m=Trump H ASK[17], 4♥/♠=To Play ; 3X = F1 NAT . 4m=PRE	HIGH LEVEL BIDDING	
3♣/♦		6		PRE,6+♣/♦	4♥/♠=To Play ; 3X = F1 NAT . 4m=PRE		
3♥/♠		6		5-10HCP, 6+♥/♠	4♣/♦= 5-STEP CTRL ASK[3] . 4♥/♠=To Play	BLACKWOOD 、 RKCB 、 GERBER 、 QUANT 、 5NT GSF 、 SPL D0P1 、 DEPO 、 REPO,	
3NT	*			Gambling	m=P/C		
4♣/♦		7		PRE	New Suit F. Except 4♥/♠. 5X=CTRL ASK[3];4NT=RKCB		
4♥/♠		7		PRE	4♠=To Play . 5X= CTRL ASK[3] . 4NT=RKCB		

SUPPLEMENTARU SHEET

NCBO: CHINESE TAIPEI PLAYERS: Fang-Wen Gong Sheau-Fong Hu

(NOTE 1) 1 C-1M- 1NT: ASK CTRL

- 1.A +1 = 0-2 CTRLS
1.B +2 = 3 CTRLS
1.C +3 = 4 CTRLS
1.D +4 = 5 CTRLS
1.E +5 = 6 CTRLS

(NOTE 2) 1 C-1M- 1NT-2X-2M= 6-STEP TRUMP ASK

- 2.A +1 = 5/6-Card, w/o Honor
 2.B +2 = 5-Card w/ 1 Honor
 2.C +3 = 5-Card w/ 2 Honor
 2.D +4 = 6-Card w/ 1 Honor
 2.E +5 = 6-Card w/ 2 Honor
 2.F +6 = 5/6-Card w/ 3 Honor

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

3H/S-4C/D= 5-STEP CTRL ASK

Either1C	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

- 3.A +1= XX(+), w/o A or K
3.B +2= X
3.C +3= VOID
3.D +4= K
3.E +5= A.

(NOTE 4) 1 C-1NT-2C= INQ

- 4.A 2D = 8 - 10 HCP, H = 4, Then 2H ASK H Honor(0,1,1,1+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, H / S ≤ 3, Then 2NT Relay
(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 w/ 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.

SUPPLEMENTARU SHEET

NCBO: CHINESE TAIPEI PLAYERS: Fang-Wen Gong Sheau-Fong Hu

(NOTE 5) 1 C-1NT-2D/H/S/3C= TRUMP SUPP ASK

- 5.A +1 = 8 - 10 HCP, \leq JXX
- 5.B +2 = 8 - 10 HCP, 3 w/1+ Honor OR XXXX
- 5.C +3 = 8 - 10 HCP, 4 w/ 1+ Honor
- 5.D +4 = 11 - 13 HCP, \leq JXX
- 5.E +5 = 11 - 13 HCP, 3 w/ 1+ Honor OR XXXX
- 5.F +6 = 11 - 13 HCP, 4 w/ 1+ Honor

(NOTE 6) 1 C - 2S -3D/H/S/3C = 3-STEP TRUMP SUPP ASK

- 6.A +1 = \leq JXX
- 6.B +2 = 3 w/ 1+ Honor OR XXXX
- 6.C +3 = 4 w/ 1+ Honor

(NOTE 7) 1 C-2H / 2NT / 3C / 3D -2S/3C/D/H= RELAY ASK

1C 2H / 2 NT / 3C / 3D = 8+ HCP 1444 / 4441/ 4414 / 4144.

2S/3C/D/H= RELAY ASK

- 7.A +1 = 8-10 HCP, Rebid S/S IS ASK CTRL(+1=0-2 , +2=3 , +3=4)
 - 7.B +2 = 11-13 HCP, Rebid S/S IS ASK CTRL(+1=0-3 , +2=4 , +3=5)
 - 7.C +3 = 14-16 HCP, Rebid S/S IS ASK CTRL(+1=0-3 , +2=4 , +3=5, +4=6)
- Suit Bids = 4 - STEP Honor ASK, 0, 1, 1 1/2, 2

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

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

(NOTE 9) 1 D 2D = 4+ D F To 3NT

- 9.A 2H = 11 - 15 HCP, D = 3, UNBAL, OR 14 - 15 HCP, D \geq 4, NO S/S
2S RELAY: 2NT = 14 - 15 HCP, D \geq 4, NO S/S;
3C/D = MIN, H/S = 1,
3H/S = MAX, H/S = 1
- 9.B 2S = D=1, 2NT RELAY: 3C = MIN.3D RELAY(3H/S/NT=3415 / 4315 / 4414)
3D/H/S = MAX. 4414 / 3415 / 4315.
3NT = MAX, 4414 w/ D Honor.
- 9.C 2NT = 11 - 13 HCP, BAL, D \leq 3.
- 9.D 3C = D = 0. Then 3D RELAY 3H = MIN, 3S = MAX
- 9.E 3D = 11 - 13 HCP, BAL, D \geq 4.
- 9.F 3H/S/NT = H / S / C \leq 1, D \geq 4, MIN.
- 9.G 4C/H/S = C / H / S \leq 1, D \geq 4, MAX

SUPPLEMENTARU SHEET

NCBO: CHINESE TAIPEI PLAYERS: Fang-Wen Gong Sheau-Fong Hu

(NOTE 10) 1 D 2H = 0-10 HCP, MINORS 5 – 4 UP.

10.A 2S = RELAY, Then 2 NT = 5 – 5 UP.

10.B 3C/D = To Play.

(NOTE 11) 1 D 2S = 0-10 HCP, 1-MINOR SUIT

11.A 2NT = D SUIT.

11.B 3C/D = P/C.

(NOTE 12) 1 D 1M = 6+ HCP, 4+(3)H/S, NEW SUIT IS F

12.A 2H/S = LIMITED RAISE ;

2S/2NT IS GF, DIRECT NEW SUIT IS S/S GF

12.B 3H/S = MAX, LIMITED RAISE w/ 2-4-5-2 / 4-2-5-2 ;

3S/NT IS RELAY, DIRECT NEW SUIT IS S/S

12.C 2S / 2NT = H/S = 3, D \geq 6, MAX. OR MIN H / S = 4 w/ VOID.

1D	1H	1D	1S
2S	2NT = ASK	2NT	3C = ASK
3C	C = 1	3D	C H \geq 2
3D	C S \geq 2	3H	H = 1
3H	S = 1	3S	C = 1

3S/4C/D S / C / D = 0 4C/D/H C / D / H = 0

3NT 2 – 4 – 2 – 5 MAX. 3NT 4 – 2 – 2 – 5 MAX.

12.D 3D / 3H = 4 – 4 – 4 – 1 OR 5 – 4 – 3 – 1 INV.

1D	1H	1D	1S
3D	3S ASK S / S	3H	3NT ASK S / S

3NT/4C/D S / C / D = 1 4C/D/H C / D / H = 1.

12.E 3S / 3NT = MAX. H / S = 4 w/ VOID, Then 3NT / 4C ASK VOID

12.F 3NT/4C/D/H = MAX. SPL, (3NT IS SHORT IN S)

12.G 4H / 4S = MAX. H / S = 4 w/ D = 6, .

(NOTE 13) 1H - 2S/1S - 2NT=JUMP CONVENTION

13.A 1H 2S = STRONG FIT, H \geq 3, OR 14 – 15 H \geq 4, BAL.

1. 2NT/3C/D = S/C/D \leq 1 ; 3H = MAX, NO S/S.

THEN CUE BID, FOLLOWING THE SPEED PRINCIPLE

2. 3S/4C/D = S/C/D = 0 ; MIN ; 4H = MIN, NO S/S.

3NT = VERY BAD TRUMP SUIT. MIN.

13.B 1H 2NT = VOID SPLINTER, 11+HCP, 4+ H, w/ A VOID SUIT.

3C ASK : 3D/H/S = D / C / S VOID 14 - 16 HCP.

4C/D/3NT = C / D / S VOID 11 - 13 HCP.

13.C 1H 3C = 6-STEP TRUMP ASK,

THEN 5 - STEP CTRL ASK.

13.D 1S 2NT = STRONG FIT, S \geq 3, OR 14-15 S \geq 4, BAL.

1. 3C/D/H = C/D/H \leq 1, 3S = MAX, NO S/S.

THEN CUE BID, FOLLOWING THE SPEED PRINCIPLE.

2. 4C/D/H = S/D/H = 0, MIN, 4S = MIN, NO S/S.

3NT = VERY BAD TRUMP SUIT. MIN.

SUPPLEMENTARU SHEET

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13.E 1S 3C = VOID SPLINTER, 11+HCP, 4+ S w/ A VOID SUIT.

3D ASK : 3H/3S/3NT H / C / D = 0, 14 - 16 HCP.

4C/4D/4H C / D / H = 0, 11 - 13 HCP.

13.F 1S 3D = 6-STEP TRUMP ASK,

THEN 5 - STEP CTRL ASK

(NOTE 14) 2D - 2NT = INQ ;INV.UP

2D = 0 - 10 HCP, $H \geq 4+S \geq 4$.

MIN requires : (NV) total M numbers *2 + HCP ≥ 22 .

(V) total M numbers *2 + HCP ≥ 24 .

14.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.

14.B 3D = 4-4 MIN .Then 3H/S NF

14.C 3H = 4-5 MAX.

14.D 3S = 5-4 MAX.

14.E 3NT = 4-4 MAX.

14.F 4C/D = MAX. S/S, 5-5-2-1(5-5-3-0)/5-5-1-2(5-5-0-3)

14G 4H = MAX. 4-6.

14.H 4S = MAX. 6-4.

(NOTE 15) 2H/S - 2NT = INQ. INV.UP

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

MIN requirs (NV) H/S numbers *2 + HCP ≥ 14 ; (V) H/S numbers *2 + HCP ≥ 16

15.A 2H 2S /3C / D = S/C/D NAT ; Semi-F1.

15.B 2H 2NT = INQ

1.3C/D/S = Medium , S/S, RESPONDER BID 3H NF.

2.3H = MIN.

3.3NT = Medium . NO S/S.

4.3S/4C/D = MAX . S/S

5.4H = NO S/S ,MAX.

Responder Bid 4S Waiting Opener CUE void, outside value or Rebid H.

15.C 2S 3C/D/H = Suit ; F1

15.D 2S 2NT = INQ

1.3C/D/H = Medium. S/S RESPONDER BID 3S NF.

2.3S = MIN.

3.3NT = Medium . NO S/S.

4. 4C/D/H = Medium . S/S

5.4S = NO S/S ; MAX.

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

SUPPLEMENTARU SHEET

NCBO: CHINESE TAIPEI PLAYERS: Fang-Wen Gong Sheau-Fong Hu

(NOTE 16) 2NT – 3C = INQ

2NT = 22-24

16.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

3. 3NT = 2Ms

4D/H = TR 4H/S.

16.B 3D/H 4D/H = TR TO 3H/S 4H/S.

16.C 3S = ASK Minor, Could Be One Minor Suit Only.

1. 3NT : MIN, Could Have 4 Cards Minor Suit.

2. 4C/4D : C / D = 4. 4H ASK A. 4NT SIGN OFF.

3. 4H : C = 4 & D = 4 MIN. 4NT ASK A.

4. 4S : C = 4 & D = 4 MAX. 4NT ASK A.

5. 4NT : C = 3 & D = 3 MAX. 5H ASK A.

16.D 4C = GERBER

16.E 4NT = QUANTITATIVE.

16.F 4S = ms

16.G 5H/6H = To Pick Up A Slam/Grand Slam

1. Any Suit Bid = 4-Card Suit.

2. 5NT/6NT = One 5-Card Suit.

THEN Bid The Lower 3-Card Suit To Fit.

(NOTE 17) 3C/3D 4D/4C = INQ, TRUMP Honors ASK

17.A +1 = 1 Honor

17.B +2 = 1 Honor +J

17.C +3 = 2 Honors

17.D +4 = AK

17.E +5 = AKQ

(NOTE 18) 1M opening after OPP. O/C, 4♣/4♦ = Better Game Raise

18.A 1H (X/1S/2D/H) 4C = Better Game Raise.

4H = No Interest In Slam.

18.B 1S (X/2D/H/S) 4C = Better Game Raise.

4S = No Interest In Slam

18.C 1H/S (2C) 4D = Better Game Raise.

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(NOTE 19) Escaping from "1NT DBL"

19.A 1NT (X) 2C/D/H = TRF To 2D/H/S

XX = TRF To 2C , BUT May Have No C Suit.

19.B 1NT (X) P P

? Opener Could RDBL To Show MAX,w/ 5+m.

RESP Bid 2C w/ Weak Hand..

19.C 1NT (P) P (X)

P (P) XX = S.O.S.

(NOTE 20) 1D/1M AFTER X

20.A 1D (X) XX/1H = 4+ H/S, F1

1S = NO 4-M

2D/H/S = 6+ H/S/m INV

1NT/2NT = Both Minors ,9+(5+-4+)/10+(5-5+)

20.B 1H/S (X) 2H = Simple Raise

1NT = Both Minors ,INV. or Below.

2S = TRF To 2NT.

2NT/4C = Limited/STR Raise.

(NOTE 21) "SPEED PRINCIPLE" IN FG Sequence

SPEED	ATTITUDE	GAME LEVEL	HAND QUALITY
SLOW	DISCOURAGING	NON PASSING	SUB MIN
SLOW	ENCOURAGING	NON PASSING	MED
SLOW	ENCOURAGING	PASSING	MAX
SLOW	DISCOURAGING	PASSING	SUPPER
FAST	GOOD	TRUMPS AND SUIT BID.	MIN / MED

(NOTE 22) RESP DBL

22.A (1M) X (2M) X = Show length in ms.

22.B (1m/M) X (3m/M) X = Show power,useful values.

22.C (1m/M) 1M/2m (2m/M) X = Show length in unbid M.

(NOTE 23) MAX DBL : There is no room for any other game try

23.A 1H (2D) 2H (3D)

X = GameTry.

23.B 1S (2H) 2S (3H)

X = GameTry.

23.C (1D/H) 1H/S (2D/H) 2H/S

(3D/H) X = GameTry.

(NOTE 24) MAX-EXT DBL

1H (P) 2H (3D) X= Game Try

1S (P) 2S (3H) X= Game Try