


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				<div>WORLD BRIDGE FEDERATION</div> <div>CONVENTION</div> <div>♠♥♦♣</div> <div>CARD</div> <div></div>	
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)		OPENING LEADS STYLE					
			LEAD	IN PARTNER'S SUIT			
6-18 HCP, 4+ suit,Light overcall at 1 level		SUIT	4 th	4 th , MUD,		CATEGORX: PRECISION BLUE	
Resp : Cue = FG, New suit = Semi F		NT	4 th	4 th , Lo From xxx			
Jump Raise = Pre, Jump Cue = INV w/ Fit		SUBSEQ	Low = E, Hi =D	As Above, ATT			
R/O : 6-15 HCP, 4+ suit		OTHERS:				NEBO: CHINESE TAIPEI EVENT: All	
Resp:Cue = F1		LEADS				PLAYERS: Violet Liu, Gloria Ho	
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT		VS. NT		SYSTEM SUMMARY
		A	AKx(+), Ax(+), AKJT(+)		Ax(+), AKx(x)		
2 nd /4 th live = 15-18 HCP,R/O = 12-15 HCP		K	KQ(+), AK, KQJ(+),KQx(+)		KQx(+),AKJT(+)		GENERAL APPROACH AND STYLE
RESP : The Same as 1C- 1D- 1NT		Q	QJ, QJx(+), Qx		AQJ(+),,QJx(+),KQT9(+)		
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		J	JT, JTx(+),KJT(+),Jx		JT, JTx(+),Jx		Precision : STR 1♠(16+),1♦ (0+♦)
		10	T9x(+),(A/K)109x(+), 10x		Tx,T9x, (A/K)JTx(+)		Bidding Style : Aggressive
JUMP O/C :1 st or R/O Usually INTERM ,		9	9x, 98x(+)		98x(+), HT9(+)		1NT=14-16 HCP.
UNT : 2NT=2-lower unbid suits,1NT O/C 2NT= any 2 suits 5-5		HI-x	xSx, xSx(+), Sx		HxxSx(+), Sx, Sxx, xSxx		2/1= FG
		LO-x	(H/T)xS, HxxxS		HHxS(+), HxxS(+)		
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)		SIGNALS IN ORDER OF PRIORITY					SPECIAL BIDS THAY MAY REQUIRE DEFENCE
				PARTNER'S LEAD	DECLARER'S	DISCARDING	
Direct Cue = Michaels w/ unlimited strength.;RESP 2NT=(R)		SUIT	1	U/D ATT	U/D CT	O=E, E=S/P	2♦= 0-10 HCP : weak in both major,Could be 4-4,2NT = INQ
Jump Cue = Try 3NT w/ running suit, ASK stopper			2	U/D CT	S/P	Only 1 st Card	2♥= 0-10 HCP, 5(+),♥,2NT= INQ
RESP= m is P/C, R/O=THE SAME			3	S/P			2♠= 0-10 HCP, 5(+),♠,2NT = INQ
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		NT	1	U/D CT	U/D CT	O=E, E=S/P	Michaels Cue = 5-5+
			2	U/D CT	S/P	Only 1 st Card	Unusual 2NT= 2 lower unbid suit
X= OPT, the same value as OPP NT			3	S/P			1M opening after OPP. O/C, 4♣/4♦= Better Game Raise[16]
LANDY 2♠=Both M, 2♦= 1M, 2M=4+M+5+m, 2NT=any 2 suiters		SIGNALS(INCLUDING TRUMPS):UDCA+O/E					VS FLANNERY 2♦,DBL= ♦ Sui t, 2♥ = T/O
R/O =THE SAME.		Trumps : Hi-Low=Intend to Ruff,					3NT=Gambling
PH = THE SAME,Maybe lighter.		DOUBLES					Escaping from 1NT DBL[17]
VS.PREEMPTS (Doubles, Cue-bids ,Jumps ,NT bids)							
T/O DBL thru 4♥, Cue-bid over weak 2= Michaels, 3NT=To Play,		TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)					
VS. ARTIFICIAL STRONG OPENGINGS		10+Value, Could Be light with Classic Shape					
		R/O : 8+Value					
DBL=Ms, ,1NT=ms,		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES					SPECIAL FORCING PASS SEQUENCES
		Neg DBL Up To 4♠, Support DBL Up To 2♥					1M (DBL) REDBL F to 2NT
		Resp DBL[19] Up To 3♠, Max. DBL Up To 3♥					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENT'S TAKEOUT DOUBLE		L-D DBL, COMP DBL, DEPO,DOP1					Light or shades opening in all seats ; Speed Principle[18] ; Aggrasive Approach & Style, Wild Pre or Overcall at 3rd Seat or Favorite Vul, Frequent false carding.
		4S DBL IS Optional.					
1D (X) [20]							PSYCHICS: RARE,
1M (X) RDBL : 11+HCP, PEN Seeking.							
1M (X) Jump Raise=PRE, 2NT/4C=Limited/STR Raise							

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♠=14-15 HCP BAL 2♥/2NT/3♣/♦=8+HCP, 4441, Short in ♠/♣/♦/♥[6] 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; -2♣/♦ : 3♣/♦=WITH S/S	
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♥/ 2♠=7-11HCP,6+♥/ ♠,INV	-2♣=GF[7] , -2♦=GF[8] -2♥/ 2♠=2NT INQ- 1♥/♠=[9] -2NT : 3M=MAX,Shorti n OM, ♦ 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 [10]; -1♥->3♦/1♠->3♥=INV 2M/3M=The Same Value,3/4-card Supp	-1♥->1NT : 2♣ = Could be 2-Card -1♠->1NT=2m = 3+ Card -1NT : 2NT/3M/4M=6M Max/7+M,MIN/7+MAX After Raise : (Relay)=G/T S/T	
1NT			3♠	14-16 HCP. BAL or Semi-BAL	Stayman, GEBER, QUANT 2♦/♥/NT/3♣TRF2♥/♠/3♣/♦, 4♦/♥= TRF , 2♠=INV.BAL or 1Minor suit, 3♦= 5-5+ Majors,INV 3M = 1/2 ms,Short In O/M	1NT-DBL-RD=SOS -2♣ : 2♦ Then 2♥= Ms, 2♠ = ASK minor -2♦ : 2♥ Then 2♠ Relay to 2NT=4441[11]	
2♣		5	4♥	11-15 HCP, 6+♣ or 5+♣ w/ 4M	2♦= INQ 2♥/♠=NF 2NT/3X= INV, 4♦= Blackwood	-2♦ : 2M=4-M, 2NT= BAL, 3♣=MIN. UNBAL, 3NT=BAL.Solid 6+♣ , 3X= MAX.S/S, 6+♣ -2NT : 3X=S/S, MAX.6+♣,	
2♦	*	0		0-10 HCP; BOTH Ms	2NT= INQ [12] 3M=More PRE Than INV 3m=NF	-2NT : 3♣=MIN,4-5 Up,3♦/NT= MIN/MAX. 4-4 4♣/4♦=MAX,S/S,5-5UP	
2♥/♠		5		0-10 HCP; 5+♥/♠	2NT= INQ [13] ;2♠/3♣/♦/♥=♠/♣/♦/♥ NAT,Semi- F 3M= More PRE Than INV		
2NT				22-24 HCP,BAL[14]	3♣=STAY,3♦/♥/4♦/♥TRF♥/♠,TEXAS, 3♠= ASK m ,QUANT, GEBER; 4Om=Trump H ASK[15], 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♥/♠ , 4NT=RKCB		
4♥/♠		7		PRE	4♠ : To Play, 5X= CTRL ASK[3] , 4NT=RKCB		