

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

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,Short 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♣ TRF 2♥/♠/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	BLACKWOOD, RKCB, GERBER, QUANT, 5NT GSF, SPL	
3♥/♠		6		5-10HCP, 6+♥/♠	4♣/♦= 5-STEP CTRL ASK[3], 4♥/♠=To Play	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		