

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>		<b>OPENING LEADS STYLE</b>				<b>CATEGORX: PRECISION BLUE</b> <b>NEBO: CHINESE TAIPEI</b> <b>EVENT: All</b> <b>PLAYERS: YVONNE WU, WEN-CHUAN TSAI</b>
			<b>LEAD</b>	<b>IN PARTNER'S SUIT</b>		
6-18 HCP, 4+ suit, Light overcall at 1 level Resp : Cue = FG, New suit = Semi F		<b>SUIT</b>	4 <sup>th</sup>	4 <sup>th</sup> , MUD,		
Jump Raise = Pre, Jump Cue = INV w/ Fit R/O : 6-15 HCP, 4+ suit Resp: Cue = F1		<b>NT</b>	4 <sup>th</sup>	4 <sup>th</sup> , Lo From xxx		
		<b>SUBSEQ</b>	Low = E, Hi =D	As Above, ATT	<b>SYSTEM SUMMARY</b>  <b>GENERAL APPROACH AND STYLE</b> Precision : STR 1♠(16+), 1♦ (0+♦) Bidding Style : Aggressive 1NT=14-16 HCP. 2/1= FG	
<b>INT OVERCALL(2<sup>ND</sup>/4<sup>TH</sup> LIVE;RESPONSES;REOPENING)</b>		<b>OTHERS:</b>				
		<b>LEADS</b>				
		<b>LEAD</b>	<b>VS. SUIT</b>	<b>VS. NT</b>		
2 <sup>nd</sup> /4 <sup>th</sup> live = 15-18 HCP, R/O = 12-15 HCP RESP : The Same as 1C- 1D- 1NT		<b>A</b>	AKx(+), Ax(+), AKJT(+)	Ax(+), AKx(x)		
		<b>K</b>	KQ(+), AK, KQJ(+), KQx(+)	KQx(+), AKJT(+)		
		<b>Q</b>	QJ, QJx(+), Qx	AQJ(+), QJx(+), KQT9(+)		
<b>JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)</b>		<b>J</b>	JT, JTx(+), KJT(+), Jx	JT, JTx(+), Jx		
JUMP O/C : 1 <sup>st</sup> or R/O Usually INTERM , UNT : 2NT=2-lower unbid suits, 1NT O/C 2NT= any 2 suits 5-5		<b>10</b>	T9x(+), (A/K)109x(+), 10x	Tx, T9x, (A/K)JTx(+)		
		<b>9</b>	9x, 98x(+)	98x(+), HT9(+)		
		<b>HI-x</b>	xSx, xSx(+), Sx	HxxSx(+), Sx, Sxx, xSxx		
		<b>LO-x</b>	(H/T)xS, HxxxS	HHxS(+), HxxS(+)		
<b>DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)</b>		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b> 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			<b>PARTNER'S LEAD</b>	<b>DECLARER'S</b>		<b>DISCARDING</b>
		<b>SUIT</b>	1 U/D ATT	U/D CT		O=E, E=S/P
			2 U/D CT	S/P		Only 1 <sup>st</sup> Card
			3 S/P			
<b>VS. NT (VS. STRONG/WEAK; REOPENING; PH)</b>		<b>NT</b>	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 <sup>st</sup> 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			
<b>VS. PREEMPTS ( Doubles, Cue-bids , Jumps , NT bids )</b>		<b>DOUBLES</b>				
T/O DBL thru 4♥, Cue-bid over weak 2= Michaels, 3NT=To Play,		<b>TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)</b>				
		10+Value, Could Be light with Classic Shape R/O : 8+Value				
DBL=Ms, , 1NT=ms,		<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DOUBLES/ REDOUBLES</b>				
		Neg DBL Up To 4♠, Support DBL Up To 2♥ Resp DBL[19] Up To 3♠, Max. DBL Up To 3♥				
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>		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						
		<b>PSYCHICS: RARE,</b>				

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 <sup>nd</sup> 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 <sup>rd</sup> 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	<b>HIGH LEVEL BIDDING</b>	
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		

## SUPPLEMENTARU SHEET

NCBO : CHINESE TAIPEI

PLAYERS : YVONNE WU, WEN-CHUAN TSAI

**(NOTE 1)** 1 C-1M- 1NT = ASK CTRL

+1 = 0-2 CTRLS

+2 = 3 CTRLS

+3 = 4 CTRLS

+4 = 5 CTRLS

+5 = 6 CTRLS

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

+1 = 5/6-Card w/o Honor

+2 = 5-Card w/ 1 Honor

+3 = 5-Card w/ 2 Honor

+4 = 6-Card w/ 1 Honor

+5 = 6-Card w/ 2 Honor

+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

Either 1C 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

+1 = XX(+), w/o A or K

+2 = X

+3 = VOID

+4 = K

+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 ASK

(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.

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

- +1 = 8 - 10 HCP, ≤JXX
- +2 = 8 - 10 HCP, 3 w/1+ Honor OR XXXX
- +3 = 8 - 10 HCP, 4 w/ 1+ Honor
- +4 = 11 - 13 HCP, ≤JXX
- +5 = 11 - 13 HCP, 3 w/ 1+ Honor OR XXXX
- +6 = 11 - 13 HCP, 4 w/ 1+ Honor

**(NOTE 6)** 1 C-2H / 2NT / 3C / 3D -2S/3C/D/H= RELAY ASK

1C 2H / 2NT / 3C / 3D= 8+ PTS, 1444 / 4441/ 4414 / 4144.  
2S/3C/D/H= RELAY ASK

- +1 = 8-10 HCP,
- +2 = 11-13 HCP,
- +3 = 14-16 HCP,

**(NOTE 7)** 1 D 2C = 4+ C F TO 3NT

- 7.A 2D/3D = D ≥ 5, MIN / MAX.
- 7.B 2H/2S = D + H / S , MAX.
- 7.C 2NT = 11 - 13 HCP, C ≤ 3, BAL.
- 7.D 3C = 4+ C, BAL, MIN.
- 7.E 3H/S/NT = H / S / D = 1, C ≥ 4, MIN.
- 7.F 4D/H/S = D / H / S ≤ 1, C ≥ 4, MAX
- 7.G 4C = 4+ C, BAL, MAX.

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

- 8.A 2H = 11 - 15 HCP, D = 3, UNBAL, OR 14 - 15 HCP, D ≥ 4, NO S/S  
2S RELAY 2NT = 14 - 15 HCP, D ≥ 4, NO S/S;  
3C/D = MIN, H/S = 1,  
3H/S = MAX, H/S = 1
- 8.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.
- 8.C 2NT = 11 - 13 HCP, BAL, D ≤ 3.
- 8.D 3C = D = 0. Then 3D RELAY 3H = MIN, 3S = MAX
- 8.E 3D = 11 - 13 HCP, BAL, D ≥ 4.
- 8.F 3H/S/NT = H / S / C ≤ 1, D ≥ 4, MIN.
- 8.G 4C/H/S = C / H / S ≤ 1, D ≥ 4, MAX

**(NOTE 9)** 1 D 1M = 6+ HCP, 4+(3)H/S, NEW SUIT IS F

9.A 2H/S = LIMITED RAISE .

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

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9.B 3H/S = MAX. INV.

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

9C 2S/3H = MAX., H / S = 3, D ≥ 5

9D 3S/4C/D/H = MAX. SPL

9E 4H / 4S = MAX, H / S = 4, D = 6

**(NOTE 10)** 1H - 2S / 1S - 2NT = STR RAISE, JUMP CONVENTION

10.A 1H 2S = STRONG, H ≥ 3 ; OR 14 - 15HCP. H ≥ 4, BAL.

1. 2NT/3C/D = S/C/D ≤ 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.

10.B 1H 2NT = 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.

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

THEN 5 - STEP CTRL ASK.

10.D 1S 2NT = STRONG, S = 3+ ; OR 14-15HCP, S = 4+, BAL.

1. 3C/D/H = C/D/H ≤ 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.

10.E 1S 3C = 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.

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

THEN 5 - STEP CTRL ASK

**(NOTE 11)** 1NT 2D = TRF TO 2H, H SUIT OR 3 SUITERS.

2H 2S = RELAY to 2NT = 4441 SHAPE

2NT 3C/3D/3H/3S = 3 SUITERS GF, D/H/S/C SHORT

**(NOTE 12)** 2D - 2NT = INQ, INV.UP

2D = 0 - 10 HCP, H ≥ 4+S ≥ 4.

OPENING MIN Requires (NV) Total M numbers \*2 + HCP ≥ 22 ,

(V) Total M numbers \*2 + HCP ≥ 24 .

12.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.

## SUPPLEMENTARU SHEET

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- 12.B 3D = 4-4 MIN. Then 3H/S NF
- 12.C 3H = 4-5 MAX.
- 12.D 3S = 5-4 MAX.
- 12.E 3NT = 4-4 MAX.
- 12.F 4C/D = MAX. S/S,5-5-2-1(5-5-3-0)/5-5-1-2(5-5-0-3)
- 12.G 4H = MAX. 4-6.
- 12.H 4S = MAX. 6-4.

**(NOTE 13)** 2H/S – 2S/NT = INQ, INV.UP

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

OPENING MIN Requires (NV) H/S numbers \*2 + HCP  $\geq$  14 ,  
(V) H/S numbers \*2 + HCP  $\geq$  16.

- 13.A 2H 2S /3C / D = S/C/D NAT ; Semi-F.
- 13.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.
- 13.C 2S 3C/D/H = NAT ; Semi-F
- 13.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 = MAX , S/S
  - 5.4S = NO S/S , MAX.Responder Bid 4NT Waiting Opener Cue void, outside value or Rebid S.

**(NOTE 14)** 2NT = 22-24

- 14.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
- 14.B 3D/H /4D/H = TRF TO 3H/S/ 4H/S.
- 14.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 = MIN. C = 4 & D = 4, 4NT ASK A.

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

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

14.D 4C = GERBER

14.E 4NT = QUANTITATIVE.

14.F 4S = mS

**(NOTE 15)** 3C/3D 4D/4C =TRUMP Honors ASK

+1 = 1 Honor

+2 = 1 Honor +J

+3 = 2 Honors

+4 = AK

+5 = AKQ

**(NOTE 16)** 1M opening after OPP. O/C, 4C/4D= Better Game Raise

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

4H = No Interest In Slam.

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

4S = No Interest In Slam

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

**(NOTE 17)** Escaping from 1NT DBL

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

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

17.B 1NT (X) P P

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

RESP Bid 2C w/ Weak Hand..

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

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

**(NOTE 18)** "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 19)**RESP DBL

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

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

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

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**(NOTE 20)**1D ( DBL)

20.A XX = 4+ H, F1

20.B 1 H = 4+ S, F1

20.C 1 S = NO 4 -M

20.D 1NT = 9+ mS (Usually 5-4+)

20.E 2 C = SUIT, NF

20.F 2 D = 6+ H, INV.

20.G 2 H = 6+ S, INV.

20.H 2 S = 6+ m, INV.(Usually)

20. I 2NT =10+ mS, INV(Usually 5-5+)

1D ( 1H) X = 4+ S, F1

1 S = NO 4 -M

1NT = 9+ mS (Usually 5-4+)

2 C / D= SUIT, F

2 H = 6+ S, INV.

2 S = 5+S, PRE

2NT =10+ mS, INV(Usually 5-5+)