


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>LEAD</b>	<b>IN PARTNER'S SUIT</b>	
8-17HCP, 4+Cards		<b>SUIT</b>	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Resp:Cuebid=F1    New suit=NF		<b>NT</b>	4 <sup>th</sup>	4 <sup>th</sup>	
Jump shift=INV    Jump Cuebid=4+ FIT, INV+		<b>SUBSEQ</b>	As Above; ATT	As Above; ATT	<b>SYSTEM SUMMARY</b> <b>GENERAL APPROACH AND STYLE</b>
		<b>OTHERS:</b>			
		<b>LEADS</b>			<b>Precision</b> <b>Bidding Style: aggressive</b> <b>1NT=14--16HCP, BAL, m6/Siff OK</b> <b>2/1= FG But rebid=NF</b>
<b>INT OVERCALL(2<sup>ND</sup>/4<sup>TH</sup> LIVE;RESPONSES;REOPENING)</b>		<b>LEAD</b>	<b>VS. SUIT</b>	<b>VS. NT</b>	
2 <sup>nd</sup> : 16-18HCP, system on		<b>A</b>	AKx(+); Ax(+); AKJ10(+)	Ax(+);AKx(x)	
4 <sup>th</sup> : 12-15HCP, 2♣=STAY, 2♦/♥=TRF		<b>K</b>	KQ; AK; KQJ(+); KQx(+)	AQJ10(+)/AKJ10(+)	
<b>JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)</b>		<b>Q</b>	QJ; QJx(+); Qx	QJ; QJx(+); KQ109(+); Qx	
1 Suit: Weak		<b>J</b>	J10; J10x(+)	J10; J10x(+); AQJx(+)	
Unusual 2NT: LOWEST 2 suits		<b>10</b>	109x(+);(A/K)J10x(+); 10x	10x; 109x; (A/K)J10x(+)	
		<b>9</b>	9x; 98x(+); H109(+)	98x(+); H109(+)	
		<b>HI-x</b>	HxSx; xxS; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx	
		<b>LO-x</b>	HxS;HxxxS; xxS; xxxxS(+)	HxS; 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> <b>2♦=weak in one major</b> <b>3NT=Gambling with Solid m7</b> <b>Unusual 2NT= ♣♦55+</b> <b>Michaels Cue=♥♠55+</b> <b>Jump Cue=ASK STOP</b>
Michaels			<b>PARTNER'S LEAD</b>	<b>DECLARER'S</b>	
Jump Cue=ASK STOP		<b>SUIT</b>		<b>DISCARDING</b>	
<b>VS. NT (VS. STRONG/WEAK; REOPENING; PH)</b>		<b>NT</b>			<b>SPECIAL FORCING PASS SEQUENCES</b> <b>1X-(DBL) -XX-(2Y)-P=F1</b>
X=opening value					
2♣=♥♠44+, 2♦=♥ or ♠5+, 2M=M5m4, 2NT=♣♦55					
4 <sup>th</sup> SAME					
<b>VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)</b>		<b>DOUBLES</b>			<b>1♣-(1x)-2y=8+</b> <b>2M=M+m,55+,weak</b> <b>2NT=20-21,BAL</b>
DBL=T/O, 2NT=16-18HCP, 3NT=To Play, LEB					
DBL 4M=Option, 4NT=2 Suits		<b>TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)</b>			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b> <b>PSYCHICS: RARE</b>
<b>VS. ARTIFICIAL STRONG OPENGINGS</b>		MB light with Classic Shape			
(1♣)-DBL=♥♠44+, (1♣)-1NT=♣♦54+		<b>SPECIAL,ARTIFICIAL &amp; COMPETITIVE DOUBLES/ REDOUBLES</b>			
(1♣)-P-(1♦)-DBL=♥♠44+, (1♣)-P-(1♦)-1NT=♣♦54+					
		Neg DBL THRU 4♥			<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>
		Resp DBL THRU 3♣			
		Max DBL			
		Lightner DBL			<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>
		Support DBL THRU 2♥			
RD: 9+HCP, Pen Seeking    1M (X) followed by TRF bidding(NAT when PH)					

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♥	16+HCP Any	1♦=0-7HCP, 1♥/♠/2♣/2♦=8+HCP, 5+card 1NT=8-13/16+HCP BAL, 2♠=14-15HCP BAL[6] 2♥/NT/3♣/♦=8+HCP, 4441, ♠/♣/♦/♥SPL[7]	TRUMP ASK[1];RANGE ASK;CONT ASK[2] TRUMP SUPP ASK[3] 1♣-1♦, 1NT=17-19HCP,2NT=22-23HCP, 2♥=KOKISH RELAY[4] 3♥/♠=♥/♠+♦(4M5♦+),FG 1♣-1NT[5]	
1♦		2	4♥	11-15HCP, ♦1+	1♥/♠=4+;2♦=10+HCP, Force to 3♦ 1NT=7-11HCP,DENY M; 3♦/3M=PRE 2NT=12-13HCP, INV ; ; 3♣=INV,55m 2♥=7-10,55M 2♠=weak,55m	2-way; 4SF 1♦-1♥/♠-2♣=9+minors	1♦-2♦=NF
1♥/♠		5	4♦	11-15HCP	1NT=6-12HCP,Semi-F; 1M-2m=F1.1♥-3♠=10-12,any SPL 1♥-2♠=FG,4♥ ; 1M-2NT=BAL, GF 1♠-3NT=10-12,any spl 1♥-3♠=4♥, 10-12; 1♥-3♦=4+♥,7-9; 1♠-3♣=4♠FG 1♠-3♦/3♥=4+♠,INV; 3M=6-9HCP, 1♥-3NT=♠spl,13+	CHECKBACK, 4SF 1M-2M-3x=HSGT	REV Drury 2NT=minors,55+ Jump shift= FIT SHOWING
1NT			4♦	14-16HCP, BAL	2♣ Stayman, 2♦/2♥=TRF, 2♠=ms 3♣/♦=INV; 3♥/♠=spl; 4♠=GEBER 2NT=PUPP to 3♣	1NT-DBL-RD=SOS -PASS=F to RDBLE	
2♣		5	4♦	11-15HCP, 6+♣ or 5+♣4M	2♦=Relay;2♥/♠=NF 2NT=TRF 3♣[8];2♣-3♣/♦/♥/♠=INV, 4♦=RKCB, 4♣=Pre, 4NT=Blackwood	2♣-2♦-2M=ART, relay followed 2♣-2♦-3♥/♠=65,MAX 2♣-2♦-3♦=4♦ 2♣-2♦-3NT=SOLID 6+♣,MAX	
2♦	*	0		Weak in one M	2♥/♠=P/C 3♥/♠=P/C;3m=F; 2NT= ASK	2♦-2NT=ASK: 3m=MAX,C=H,D=S 3♥/♠= MIN	
2♥/♠		5		5M+5m,weak+	2NT=ask		
2NT				20-21HCP,BAL	STAY,TRF,TEXAS,3♠=minors		
3♣/♦		6		5-10HCP, ♣/♦6+	4Om=RKCB, 4♥/♠=To Play, 3X=F1, 4m=Pre	<b>HIGH LEVEL BIDDING</b>	
3♥/♠		6		5-10HCP, ♥/♠6+	4♣=RKCB; 4♥/♠=To Play		
3NT	*			Gambling, Solid m7 No side A/K (4th to Play)	4♠=P/C, 4♦=Ask SPL, 5NT=GSF	RKCB 1403, Blackwood Gerber 1403, Cue, 5NT GSF, SPL	
4♣/♦		7		PRE	4NT=RKCB	D0P1, DEPO, REPO, Exclusion RKCB	
4♥/♠		7		PRE	4NT=RKCB		
4NT	*			♣♦55+, PRE	4NT=RKCB		

**1. RELAY**

1) 1 C                    1 D  
 2 H: F.G            2 S( artificial)  
 NEW SUIT: 5-7 6+ GOOD SUIT

1C                    1 D  
 2 H                    2S  
 2 NT : 24-26 hcp bal  
 3NT: 27-29hcp bal  
 3 C/D/S: 4+ card H + named suit

1C            2C  
 2D: RELAY: (同伴 PASS HAND 或 1C 后敌叫牌还原成 NAT)  
 2H/S: 5+ NAT  
 2NT : 5+D,  
 3C : 16+HCP, 4+C FIT  
 3D/H/S: SOLID NAT  
 3NT : 17-19HCP, BAL  
 4H/S: MIN, 7+H/S, to play  
 4C : C FIT, RKCB

1C            2C  
 2D            2H : 6+C + 4+ANY 8-10HCP OR 6+C HAVE SPL, THEN 2S ASKING  
               2S : 8-10HCP, THEN 2NT ASKING  
               **2NT** : 11+HCP , 6 张 C  
               **3C/D/H** : 11+HCP,4+ D/H/S TRAN  
               3S : 14+HCP, BAL  
               3NT : 12-13HCP, BAL

1C            2C  
 2D            2H  
 2S            2NT/3C/D/H : 8-10HCP,6 张 C/4 张 D/H/S

1C            2C  
 2D            2S  
 2NT            ? 3C/D/H: 4+D/H/S  
               3S : 6+C, NO SPL  
               3NT : BAL

1C            2C  
 2D            3D

3H ? 3S/4D : SPLINTER  
3NT: NO SPL  
4C : C BETTER

1C 2C  
2NT ? 3C : WAITING CANBE 4M (8-10HCP)  
3D : D FIT  
NEW SUIT: NAT, 11+HCP

1C 2C  
3C ? 3D/3H/3S: HAVE STOP OR WAITING

1C 2D  
2H : RELAY (同伴 PASS HAND 或 1C 后敌叫牌还原成 NAT)  
2S/3C : NAT  
2NT : H 套  
3D : 4+张 FIT  
3NT : NAT

1C 2D  
2H ? 2S : 8-10HCP THEN 2NT ASKING  
2NT/3D/H: 11+HCP, 4+C/H/S  
3C : 11+HCP, 6+ D  
3S : 14+HCP, BAL  
3NT: 12-13HCP, BAL

1C 2D  
2H 2S  
2NT ? 3C : 8-10HCP,6+张 D  
3D/H/S : 8-10HCP,4 张 H/S/C 套  
3NT : 8-10HCP,BAL

## 2. ASKING BID

### A) TRUMP ASKING:

1) 1C 1M  
2 M ; (trump asking)

2) 1C 3C  
3 H (trump asking)  
RESP: 1 step: no honor  
2 step: 1 honor  
3 step: 2 honors  
4 step: 3 honors

- 3) 1C            1NT  
      2C                    2D (4H)  
      2H: FIT H  
      2S: ASK ANOTHER    2NT/3C/D:4S/C/D:  
    3H:3433

**B) CONTROL ASKING**

- 1) 1 C            1H  
      2 H            2NT  
      3 C: (side suit asking)

**C) RANGE ASKING**

- 1) 1 C            2NT  
      3 C (asking point)  
      RESP : 1 step: 8-10 hcp  
              2 step: 11-13 hcp  
              3 step: 14+ hcp

**D) SUPPORT ASKING**

- 1) 1 C            1 NT  
      2D/H/S/NT: (support asking)

**E) STAYMAN**

- 1) 1 C            1NT  
      2 C            2 D: 8 –10 hcp 4 H  
                      2 H: .....4 S  
                      2 S: .....no 4 M  
                      2 NT: 11-13 hcp 4333  
                      3 C: .....4 C + 4X  
                      3 D ;.....4 D + 4 H  
                      3 H: .....4 H + 4 S
- 2) 1 C            2 S ( 14- 15 hcp bal)  
      2 NT            3 C : 4 C + 4 X  
                      3 D: 4 D + 4 H  
                      3 H: 4 H + 4 S  
                      3 S: 4 S + 4 D  
                      3 NT: 4333
- 3) 1C            1D  
      2NT            3C  
      3NT: MS

## F) TWO-WAY CHECK BACK

- 1) 1H      1S                      1D      1M  
    1NT    ?                      1NT    ?
- 2 C:PUP TO 2D
  - 2D:FG
  - 2M:Nf
  - 2NT:PUP TO 3C
  - 3C/D/H/S:FG

## G) SHORT SUIT ASKING

- 1) 1D      1M  
    2M      2NT: short suit asking
- 2) 1D      2NT: 14+ hcp short suit asking

## 3. DEFENCE BIDDING

### A) VS STRONG C

- 1) 1C      1M      -    ?    1NT: 3 M fit 9+ hcp  
   2 NT: 4 M fit inv  
   jump new suit: nat + 3 S fit  
   3M: PRE
- 2) 1C      -      1D      ? X: MS

### B) VS MICHAEL CUE BID

- 1) 1D      2D      ?    **2H**: 5+ C F.G  
   **2S**: 5+ D F.G  
   2NT: NAT  
   3C/D: NAT **N,F**  
   X: HCP,BAL, can penalty one M  
   First pass then X: can penalty both M
- 2) 1H      2H      ?    3H: N.F  
   2S: H FIT INV  
   3C/D: NAT **N,F**  
   X: HCP then bid **new suit f**

### C) VS UNUSUALLY NT



5) 2D      3S: S NO STOP    H HAVE 3 CARD  
          2M      P            3OM:= CUE BID

#### F) VS WEAK TWO M

1) 2 H      3 H: asking H stopper  
          4 C/D: 5+ C/D + 5+ M 15+ HCP  
          4 H: both ms good hand  
          4 NT: both ms distribution

#### G) VS 3 LEVEL PREEMPTIVE

1) 3 X      3 NT - 4 C: (asking)  
                  4 D/H: tran  
                  4S: C+D 5+-5+

2) 3 X      3 NT - 4 C  
          4 NT: 16-20 hcp bal  
          4 X: 20+ HCP long suit  
          CUE BID: strong hand or 21+ hcp long suit

3) 3 NT      X: 15+ HCP  
          4 C: Ms DISTRIBUTION  
          4 D: Ms good hand

4) 3C      3S      P      4C: S FIT

#### 4. LENBENSOHL

1) 1NT      2 H ?    X: BAL T/O  
                  2 NT: lenbensohl  
                  3 C: TRAN 5+ D INV  
                  3 D: = cue bid 3 suits  
                  3 H: 5+ S G,F  
                  3 S: 5+ C G,F

2) 1NT      2 S ?    X: T/O  
                  2 NT: lenbensohl  
                  3 C: 5+ D inv  
                  3 D: 5+ H G,F  
                  3 H: = cue bid 3 suits  
                  3 S: 5+ C G,F

3) 2 H      X      P      ? 2 NT (lenbensohl)



4) 2 H    X    P    2 NT  
-        3 C        PASS/3D: 0-7 hcp 4+ C/D

5) 2H        X    P    2 NT  
          3 D/S: 19+hcp 5+ D/S

## 5. SOS

1) 1NT    X        ?    PASS:    F TO XX (have 5 card suit)  
                          2 C: C + another suit 4-4  
                          2 D: D + M 4-4  
                          2 H: H+ S 4-4  
                          2NT: good 2 suits  
                          3 X: pre  
                          4 D/H: tran to 4H/S

2) 1NT    X    2 m    X: T/O  
                  2 M    X: PEN

## 6. GOOD-BAD 2NT

1) 1D        1M    P        2M  
   2NT: ( good-bad 2nt)  
2) 1D        1M    X        2M  
   2NT ( good-bad 2 NT)  
3) 1H        1S    X        2S  
   2NT: (good-bad 2 NT)  
4) 1H        1S    P        2S  
   2NT: ( good-bad 2NT)

2NT=REBID 1<sup>ST</sup> SUIT, MIN

## 7. SPECIAL BID

1) 3C        3 H        -        5 H: asking for partner control in C bid slam

2) 1 D        1 NT        ? 2 C: Ms n.f  
                          2 D/H/S/NT/: tranfer

3) 1 C        1 S        1 NT        ? X: HCP  
                          2 C: T/O D+ H

2 D/H: 6+ card D/H NF  
2 NT: 4 S fit inv  
3 S PRE  
3 C: 3 S fit inv  
3 D/H: 3 S fit + 5 card D/H

6): SACRIFICE BID

: NV - VUL

a) 2 H 2 S 4H 6S

PASS: one or no defence trick

X: two defence trick

B) 2 H 2 S 4 H 6 S

- - PASS: two defence trick

X: one .....

BID 7H: no .....

C) 4H 4S P 5C

X: WANT TO SACRIFICE

7): SPECIAL LEAD

A) 1H P 3S(SPL) X (WANT TO LEAD C)

B) 4H 4S 5H 5S

6C/D: WANT TO LEAD C/D

8): SLAM BIDDING

1 H 2C

2D 3H

4NT 5C

5D: ASKING HQ

5S: ASKING K

6C/D: ASKING C/D 3<sup>RD</sup> CONTROL BID 7H

1H 2C/D

3C/D 4C/D: KICKBACK RKB IN C/D: