

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
7-17 ,good 4+ at 1 level permitted
Cue is the only forcing response,Jump cue=Invitation with fit
Change of suit is constructive but NF
Jump raise =Inv. in minors
Jump raise =Pre-emptive in majors,splinter bids
Change of suit F vs pre-emptive opening
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 in direct seat ,12-15(9-11 by pass hand) in balancing
System on for all responses
Direct INT overcall by pass hand = both minors
Sandwich INT overcall by pass hand = unbid 2 suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak vs natural suit opening
Strong vs pre-emptive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael 2-suiter with overcall strength (may depend on Vul.)
Jump raise invitational ; 2NT inquires shortness ,3m to play
Jump cue is stopper asking vs major suit opening ,Nat. vs minor
VS. NT (vs. Strong/Weak; Reopening;PH)
CAPP all position
Dbl by pass hand showed Club
Dbl = opening hand vs super weak NT(e.g. 10-12 NT)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Cue is Michael 2-suiter vs natural weak 2 opening
T/o dbl up to 4D , dbl of 4H is optional tend to t/o ,dbl of 4S is
Optional tend to for penalty
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1C opening : dbl = good hand
2D= 2 majors ; INT=2 minors
OVER OPPONENTS' TAKEOUT DOUBLE
Redbl = 9+ ,w/ or w/o fit , forcing until 2S (if new suit bidding)
1 level suit =F1,Jump=weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th TON after supported	
NT	4 th with honor(include T); high or second high if no honor	4 th , TON after supported	
Subseq			
Other: 9/T leads shows zero or 2 higher , Jack denies (sometimes 9 is 3 rd when vs suit)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(xx),Ax	AKx(xx),Ax	
King	KQx(xx),AK,Kx	KQx(xx),AKJTx,Kx	
Queen	QJx(xx),Qx	QJx(xx),KQT9(xx),Qx	
Jack	JTx(xx),Jx	JTx(xx),QJ98(xx),Jx	
10	T9x(xx),Tx,HJT(xx)	T9x(xx),Tx,HJT(xx)	
9	9x,HT9(xx)	9x(x),HT9(xx)	
Hi-X	HiX	HiXX,XHiXX	
Lo-X	XXXXLo,XXloX,XXlo	HXXloX,HXXlo,HXlo	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	UDCA	Upsidedown Count	Lavinthal SP(1 st disc)
Suit 2	SP		Upsidedown Att.
3			
1	Upsidedown Att.	Upsidedown Count	Lavinthal SP(1 st disc)
NT 2	Upsidedown Count		Upsidedown Att.
3	SP		
Signals (including Trumps):			
UDCA+Lav. disc			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light shaped t/o dbl permitted. 3+ support in unbid major(s) unless strong			
Cue is the only forcing resp.			
Double jump in major typically shows 5+/10 hcp or equivalent			
Jump after opps' redbl is weak; Balancing dbl maybe light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg. dbl/Res dbl up to 3S			
Support dbl /re-dbl up to 2H (below 2 level of pd's suit)			
Maximum dbl with fit (only if opps raise directly)			

W B F CONVENTION CARD
CATEGORY: Blue
COUNTRY : Chinese Taipei
EVENT:
PLAYERS: Lin Chih Mou / Walter Chen / Jerry Huang
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF (No Exception)
Reverse-Bergen raise (including pass-hand and no interruption)
Inverted Minor raise (unpass-hand and no interruption)
Weak jump shift vs minor opening
Reverse Drury
RKC 1430 , specific K , DEPO/D0P1 vs interference
Forcing 1NT response may include fit with weak hand
Jacoby 2NT : 3X=shortness ,4X=long suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak jump raise in comp.
CAPP vs 1NT opening
Unusual NT for 2 lowest unbid suits
Michael Cue over natural suit opening
Michael Cue over natural weak 2 opening
Gambling 3NT with solid minor and outside stuff
Direct 1NT overcall by pass hand = both minors
Sandwich 1NT overcall by pass hand = unbid 2 suits
Unusual vs Unusual 2NT overcall
Leb. after opps overcall on our 1NT
Leb. after X on opps' weak 2 opening (if certain suit)
SPECIAL FORCING PASS SEQUENCES
Our side showed game invitational or better : 2 level up new suit , cue-bid ,3 level up negative
Up to 2S after dbl and redbl sequence but 1NT or raise pd's suit is NF
Pass and Pull is stronger than direct bid
IMPORTANT NOTES
Light/Distributional opening bids possible
Wild pre-emptive 3 rd hand fav. Vul possible
PSYCHICS: rare, uncontrolled, mainly lead prohibiting

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE			
4-18 value, usually 5+suit (non-Vul might quite light)		Lead	In Partner's suit	
RESP: new suit=F1 , cue-bid=fit	Suit	01 4th	01 4th	
Jump cue-bid=good fit	NT	02 4th	02 4th	
Jump raise=PRE	SubSeq	LOW=ENCRG.	Same as left	
	Others: Same as opening leads			
IN OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			
15 ⁺ -18value. (12-15value at 4th);	Lead	Vs. Suit	Vs. NT	
Development same as 1N opening	Ace	Ax(+); AKx(+)	Ax(+); AKx(+)	
	King	AK(+);KQx(+); Kx	KQx(+); Kx; AKJTx(+)	
	Queen	QJx(+); Qx ; KQT9(+)	QJx(+); KQT9(+)	
	Jack	KJT(x); JT(x); Jx	AQJxx(+); JT(x); Jx	
	10	Tx; T9x	Tx; HJT(+); T9x	
	9	9x	9x	
	Hi-x	xSxx; xSx; Sx	xSxx; xSx; Sx	
	Lo-x	HxxS(+);	HxxS(+); HxS, JTxS(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	SIGNALS IN ORDER OF PRIORITY			
2X / 3X = PRE, often 6 / 7 cards;		Partner's Lead	Declare's Lead	Discarding
2N=55+on two lowest unbidden suits		LOW=ENG	L-H=even	ODD=ENG
	Suit	L-H=even		Even=S/P
	NT	LOW=ECG	L-H=even	ODD=ENG
				Even=S/P
DIRECT and JUMP CUE BIDS (Styles;	Signals (including Trumps):			
Michael cue-bid: 1m-2m: 54+ on Both M's	A for Attitude; K for Count			
1M-2M: 55+ on oM and m				
(2M)-4m = m+oM, 5-5				
VS. NT (vs. Strong / Weak; Reopen; same as 2nd seat)	DOUBLES			
DBL: Penalty;	TAKEOUT DOUBLES (Style; Responses; Reopening)			
2♣: 1siut	10+ value; with support to other suits.			
2♦: both majors	16+ value any			
2♥/2♠: H+m / S+m	R/O 8+ value w/ support to other suits			
2N= minors	RESP: CUE = F1, promise rebid.			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	SPECIAL, ARTIFICIAL AND COMPETITIVE			
DBL= T/O to 4♥	NEG DBL up to 3♠			
4♠-X: PEN; 4♠-4N: 2 suits	SUPP DBL/REDBL up to 2♠			
	MAX DBL			
VS. ARTIFICIAL STRONG OPENINGS	1m-(1H)-X=S-suit / 1S=negative ,S<4			
(1c) X:Majors ; 1D/1H/1S/2C=Natural ; 1N=minors				
2D = 1 weak Major ; 2H=H+m ; 2S=S+m				
OVER OPPONENTS' TAKEOUT DOUBLE				
After 1M (X): 1 level suit is forcing / 2 level suit non-forcing				
XX=show power , usually 10 HCP or more				
2N= INV+ 4M				
3M= PRE				

CATEGORY: _____

NCBO : Chinese Taipei EVENT : Yeh Brother Cup

PLAYERS : CM_Lin / Kirk Shen / Nelson Ho

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Flexible at points range and suit length
Natural 5533, 2/1, Forcing 1N
1N Opening: 15-17, may 5M or 6m possible
2 OVER 1 Response: most GF unless rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2C = 22+ or with 8 1/2 playing tricks
2D = Mini-Multi weak major or 20-21 B.H. or 22=any4441
2H = Both Majors (4-4 or more) ,weak
2S = 5-S+4(+)-m , weak
2N/3C/3D/3H = C/D/H/S suit preempt
3S = Gambling, at most 1 outside Q
4 th seat opening : 2D/2H/2S = 11-15 6 card suit ; 3 level=natural
2N = 20-21 B.H
Drury
Michael cue-bid(5-4 or more) Major/ Unusual 2N (5-4 unbid suit)
Lebensohl
Bergen Raise
CAPP against NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Probably light opening at 3 rd position
May not response 4 card Major after stayman

OPENING	TICK IF ARTIFICI	MIN. NO. OF CARDS	NEG. DBL THRU					
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING	
1♣		3	3♠	(9-10)11-21 value	1♦/1♥/1♠=usually 4+suit; 1N=8-10; 2N=11-12 ; 3N=13-15 2♣=GF+value, 4+♣; 3♣=PRE, 5+♣; 2♦= 5+♣ INV 2♥/2♠=H/S-suit PRE	-1X: 2N=18-19, BAL; 3N=to play; 4♣=6+♣ w/ 4+M, ST; -1M: 1N=13-15, BAL, 1~3M; (1) -2♣=5+♣, 13-15; 3♣=6+♣, 16-18; -1X:2oM=reversed hand	1C-2C=6-9 , 5+C	
1♦		3	3♠	(9-10)11-21 value	1♥/1♠=4+suit; 1N=6-10; 2N=11-12 ; 3N=13-15 2♦=11+value, 4+♦; 3♦=0~7value, 5+♦; 3♣=8~10value, 5+♦ or ♣SJS; 2♥/2♠=Weak; 3♥/3♠/4♣=SPL;	-1X: 2N=18-19, BAL; 3N=to play t; 4♦=6+♦ w/ 4+M, ST; -1M: 1N=13-15, BAL, 1~3M; (1) -2♦=5+♦, 13-15; 3♦=6+♦, 16-18; -2♣: 2♦=min, 5+♦; 2M=, stopper; 2N=min B.H -1X:2oM=reversed hand	1D-2D=6-9 , 5+D	
1♥		5(4)	3♠	(9-10)11-21 value 3/4 th maybe light and 4 cards	1N= 6-12,F1; 2♠ =S-suit PRE 2m=10 ⁺ F1; 2N=Jacoby(2) 3♣=4+♥, Limited ; 3♦=4+♥, INV 3♥=4+♥, PRE 3♠/4♣/4♦ : SPL ; 3N=13-15 4+♥ B.H	1H-3C/3D ; 3S=asking shortage	1N=semi-forcing 2♣=Drury 3♣=C-suit	
1♠		5(4)	3♠	(9-10)11-21 value 3/4 th maybe light and 4 cards	1N= 6-11,F1; 2N=Jacoby(2) 2m=10 ⁺ F1; 2H=5+H-suit F1 3♣=4+♠, Limited,3♦=4+♠,INV; 3♠=4+♠,PRE 3♥=♥-suit , PRE 3N=13-15 4+♠ B.H ; 4♣/4♦/4♥ : SPL	1S-3C/3D ; 3N=asking shortage	1N=semi-forcing 2♣= Drury 3♣=C-suit	
1N				(14)15-17(18) value BAL May have 5M or 6m	2♣=STM; 2♦/♥ 4♦/♥=Transfer; 2♠=minor suit (3) 2N/ 3♣=transfer ; 3♦=55 Majors 3H/3S=3145/1345 , 11+ 4♣= GERBER; 4♠/N=Quant, INV 6N;	-2♣: 2♥/♠=4suit,2♦=no 4M; 2N=INV, may have no 4-M -2♦/♥: oM/3♣/3♦=doubleton suit, ♥/♠ 4 cards fit; -2C-2H ; 2S:relay 2N=3433 3C=4-C 3D=4-D 3H=5-H 3S=4-S -2C-2S ; 3C:relay 3D=4-D 3H=4-C 3S=5-S 3N=4333 -2C-2S ; 3H=C-suit		
2♣	V		4♠	22+value	2♦=waiting; 2♥/2♠=positive H/S-suit 2N=8+B.H. ;3♣/♦= positive C/D-suit 3N=1 semi-solid 6+card suit	-2♦: 2♥=ask to bid 2S ; 2S/2N/3C=S/C/D-suit ; 3D=3154or1354 3H=3145 / 3S=1345 2C-2D ; 2H-2S : 2N=22-24 , 3X=natural , 3N=25-27		
2♦	V			6♥/♠, PRE or 20-21B.H or 22+any 4441; 4 th seat=D-suit	2H/2S=P/C ; 2N=relay 3C/3D=suit , forcing ; 4C=asking Majors	-2N: 3♣/3♦=H/S-suit min;3♥=S-suit max;3♠= H-suit max -2M: 2N=20-21 ; 3X=4441 , X=singlton	2H/2S/2N=Natural	
2♥	V			Both Major 4-4 or more , PRE 4 th seat=H-suit	2S = to play ; 2N=relay(4) 4H/4S=to play 3C/3D=C/D-suit non-forcing ; 3H/3S=PRE	See note(4)	2S/2N/3C/3D= Natural ; 3H=INV	
2♠	V	5		5+♠, 4+m , PRE 4 th seat=S-suit	2N=relay ; 3C=asking minor ; 3D=INV 4S 3H=H-suit , forcing ; 3S=PRE ; 3N/4S=to play	-2N : 3C/3D=5+♠, 4+C/D , min ; 3H/3S=5+♠,5+C/D , MAX;	2N/3C/3D/3H= Natural ; 3S=INV	
2N		6		C-suit PRE	3♣=to play , 3D/3H/3S=suit , forcing			
3C/D/H		6		D/H/S suit PRE	New suit = NAT, F1			
3S		7		Any 7+ solid suit , PRE	3N/4H/4S=to play ; 4C/4D=Pass/or correct			
							HIGH LEVEL BIDDING	
							RKCB (after direct fit) 1430; 5N=void +even keycard; 6X=void+odd keycard+X' void	
							Grand Slam Forcing; Control Asking Bid; Exclusion KB; DEPO / D0P1;	
3N	V			Gambling		Forcing Pass (4S)-4N= any 2 suits		

Supplementary Note

(1) 1m-1M; 1N

- 2C: puppet to 2D, usually INV or sign-off 2D
- 2D: ART, Game Forcing
- 2M to play
- 2oM non-forcing
- 2N transfer to 3C, usually sign-off 3C

(2) 1M- 2N : usually 13(+)-17(-) , 4 card trump fit , GF

- 3X : short in X
- 4X : 2nd suit in X
- 4M : worst hand
- 3N : B.H. not min
- 3M : waiting , not min

(3) 1N -2S : minor stayman (1 minor suit INV / or both minor 5-5+ weak / or both minor 5-5+ INV+)

-2N : (D-suit better support)

- responder rebid 3C : C-suit , INV
- responder rebid 3D : both minor 5-5+ weak , sign-off
- responder rebid 3M : both minor 5-5+ INV+, singleton or void in bidding M
- responder rebid 3N : to play (usually D-suit , INV)

-3C : (C-suit better support)

- responder pass 3C : both minor 5-5+ weak , sign-off
- responder rebid 3D : D-suit , INV
- responder rebid 3M : both minor 5-5+ INV+, singleton or void in bidding M
- responder rebid 3N : to play (usually C-suit , INV)

(4)2H - 2N : relay

-3C : 5-4(+)Majors min (3D relay , development same as below)

-3D : 4-4 Majors min

-3H : 5-S+4-H Max

- 3S : 5-H+4-S Max

-3N : 4-4 Majors Max

-4C : 5-5(+)Majors Max , short in C

-4D : 5-5(+)Majors Max , short in D

-4H : 6-H+4-S Max

-4S : 6-S+4-H Max