

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	Yeh Chen / Zhang Yalan			
				YEH BROS 1 Team			
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	11-21	DR=limit,1N/1m : 6-10; 2N/1m : 11-13;3N/1m : 14-16	NEW SUIT BY RESP IS F	
1♦		4	4♥	11-21	DR=limit,1N/1m : 6-10; 2N/1m : 11-13;3N/1m : 14-16	NEW SUIT BY RESP IS F	
1♥		5	4♦	11-21	DR=limit,1N=6-10; 2N=inv;3N=14-16BAL	NEW SUIT BY RESP IS F	
1♠		5	4♥	11-21	DR=limit,1N=6-10; 2N=inv;3N=14-16BAL	NEW SUIT BY RESP IS F	
1NT				15-17,BAL.	2♣= stayman; 2♦=2♥ ; 2♥=2♠;2♠=3♣ ; 3♣=3♦	3LEVEL F,2LEVEL NF	
2♣	*	0	4♠	22+ or 9 tricks	2♦=0~7, 2nt=8-9,suit=8+,5+cards		
2♦	*	5+		preempt	2NT=Asking;shortness		
2♥	*	5+		preempt	2NT=Asking;shortness		
2♠	*	5+		preempt	2NT=Asking;shortness		
2NT				19-21	3♣=stayman,Transfer Majors;		
3♣		5+		preempt			
3♦		5+		preempt			
3♥		5+		preempt			
3♠		5+		preempt			
3NT				Gambling	4C/4D/Pick up		
4♣				preempt			
4♦				preempt			
4♥				preempt			
4♠				preempt			

HIGH LEVEL BIDDING

4NT is mostly for Blackwood 04、1、2、3

W B F Convention Card

CATEGORY: Natural-GREEN

13-Jan-2013

NCBO: JAPAN

EVENT: _____



PLAYERS: Dawei CHEN Kazuo FURUTA

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Occasionally 4-cards at 1-level. 8-21HCP.
RESP: Mixed raise; SPL; New suit=constructive; J/S=NAT, PRE
CUE=Limit raise+ or good hand
after DBL of our 1-level OC, same as after DBL of our openings
(1X)-1M-(2X/2Y)-2NT=3+SUPP, defensive mixed raise
REOPENING: May be a bad suit. Jump=Intermediate
RESP: CUE=F1
1NT OVERCALLS
(good14)15-17(bad18)HCP, frequently off-shape
RESP: As same as our strong 1NT open
1NT/2NT REOPENINGS
1NT=10-17HCP RESP: 2♠=asking
after 2♠, 2♦/2M/2NT/3M=no 4M/4M/15-17/5M,15-17
2NT=17-19HCP RESP: As same as our 2NT open
JUMP OVERCALLS (Style; Responses)
1-Suit: Weak(NV); not so weak, like an Intermediate(V)
RESP: 2NT=Short suit ask, CUE=LIMIT+
New suit=F1(May not be suit)
2-Suit: Unusual 2NT=Lower rank 2-suiter; (1♠)-2♦=5+♥ & 5+♠
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
Direct: Michaels, but (1♠)-2♣ shows 44/45/54/46/64 Ms
RESP: (1M)-2M-2NT=minor ask; 3♠/4~6m/7♠=P/C; 3♦=INV to 4M
(1M)-3M=asks stopper
(1m)-3m=NAT, PRE(NV)SOUND(V)
VS. NT (vs. Strong / Weak; Reopening; PH)
Vs. Strong: 2♠=Ms; 2♦=1M; 2M=4+M & 5+m
2NT=1m, PRE
Vs.Weak or Mini: 2NT=strong 2-suiter; others=same as vs.Strong
REOPEN: 2♠=Ms; 2♦=1M, good hand; 2M=NAT, bad hand
Vs.Strong: DBL=puppet to 2♠, m or M+m
by passed hand: 2♦=1M; 2M=4+M & 5+m
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O DBL up to 4♥: Lebensohl: Leaping Michaels: (4♥)-4N=2-suiter
(2M)-4M=stronger ms than 4NT: (4m)-4N/(4m)-X-4N=NAT
VS. ARTIFICIAL STRONG OPENINGS
(1♠)-X/1♦=♥/♠
-1♥/1♠/1NT=♠♣ or ♥♦/♠♥ or ♦♠/♠♦ or ♥♣
OVER OPPONENTS' TAKEOUT DOUBLES
TRF (NAT or have SUPP with value in TRF suit)
1X-(X)-2X/2X-1=shows SUPP unwilling/willing to compete further
1M-(X)-3M/2NT/JumpShift=PRE/Limit+/Fit Jump
1M-(X)-4M/3NT=PRE w/o defensive trick /PRE w/ 1+defensive trick
1m-(X)-2NT/CrissCross=NAT, INV/FG raise

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's suit		
Suit	3rd or lowest	often an unsupported honor		
NT	Attitude	3rd or lowest		
Subseq	Suit: 2nd/4th, 2nd from bad suit			
Other: Ace asks standard ATT; King asks standard CT or ATT				
vs. NT: K asks UB/CT				
LEADS				
	Lead	Vs. Suit	Vs. NT	
Ace	Ax(+); AKx(+)		AKx(+)	
King	AKx(+); KQx(+)		AKJ10(+); AKQ10(+); KQ109	
Queen	QJx(+)		KQx(x); QJx; QJ10(+)	
Jack	J10x(+); HJ10x(+)		J108(+); HJ10(+)	
10	109x(+)		1097(+); H109(+); AQ109(+)	
9	9x; HH9(x); H109(x)		9x; H98(+); H9x	
Hi-x	Sx; HxSx(xx)		Sx; xSx(+); HSx(x)	
Lo-x	Hx(xx)S; xx(xx)S		HxSx; HxxSx(+); HHxxS	
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	Lo=ENCRG	Hi/Lo=ODD	ODD/EVEN
	2	Hi/Lo=ODD	S/P	Hi/Lo=ODD
	3	S/P		S/P or ATT
NT	1	Lo=ENCRG	Hi/Lo=ODD	ODD/EVEN
	2	Hi/Lo=ODD	S/P	Hi/Lo=ODD
	3	S/P		S/P or ATT
Signals (including Trumps): Hi/Lo=ODD or S/P				
basically UDCA, but opening leads of A and K ask standard signals				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
GENERAL STYLE; Naturalish style but occasionally light				
RESP: Jump=INV, but PRE over RDBL				
CUE=F1				
REOPENING: May be lighter RESP: CUE=F1				
SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Negative DBL through 4♥; Responsive DBL through 4♥				
Competitive DBL through 4♥; Maximal overcall DBL through 3♥				
Support DBL/RDBL through 3♥				
Strong OC DBL; Stolen DBL				
Step DOPI, DEPO, ROPI				

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Major
various ART raises after MAJ/MIN openings
TRF after OPP's T/O DBL
1NT Opening: 15-17
2 OVER 1 Response: FG except 1♠-2♥
SPECIAL OPENINGS & RESPONSES
1♠=2+♠, could have longer ♦, transfer responses after 1♠ opening
2♠=Artificial Strong
2♦=Weak♥/♠
2♥=4+♥ & 4+♠, 0-10
2♠=♠ & minor, 0-10
3NT=16-20, 6 or 7-card semi running minor
4♠/4♦=Very good 7+♥/♠, 8.5-9 playing tricks
1♥-1♠=4 or less ♠, F1: 1♥-1NT=5+♠, F1
1♠-2♥=NAT, NF: 1M-2♠=ART, FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1m-(1NT)-2♠/2♦/2♥/2♠=Ms/♥/♠/ms:
1M-(1NT)-2m=m & oM
1♠-(1♦)-1♥/1♠=4+♠/4+♥: 1♦-(2♣)-3M=4M & 5+♦
1♠-(1♦)-2♦/2♥/2♠=6+♥, INV+/6+♠, INV+/limit raise or better
1♦-(2♣)-X/2♦/2♥/2♠/3♠/3♦=Ms/5+♥/5+♠/4M, INV+/LR+/MIXED
1m-(1♥)-X/1♠=4+♠, F1/0-3♠, F1
1m-(1♥)-2♥/2♠=6+♠, INV+/limit raise or better
1m-(1♠)-2om/2♥=♥, INV+/om, INV+
1m-(2♥)-3♥/3♠=6+♠, INV+/FG raise
1m-(2♠)-3om/3♥=♥, INV+/om, INV+
(3m)-4♠/4♦=MAJs/any strong 1-suiter
after (1m)-P-(1NT), 2♠/2♦/2M=Ms/1M, good hand/NAT, bad hand
1M-(1♠/2m/2OM)-2NT=3SUPP, 10-12 or 4+SUPP, 8-10
after 1♠-(3m) & 1♥-(2♠/3♠), CUE=SPL; (CUE+1)=better than 4M
after 1m-1♠-(3m) & 1m-1♥-(2♠/3♠), same as above
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
We occasionally response & rebid 3-card suit as NAT
We occasionally neglect our lead & signal treatments
PSYCHICS
Opening: occasionally, for lead or with other intention
Others: frequent Comic OC; Fake CUE; Fake game try

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	Dawei CHEN	Kazuo FURUTA	JAPAN	13-Jan-2013
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	IMPORTANT NOTES
1 ♣		2	4 ♥	10+pts. could have longer ♦	1♦/1♥/1♠=4+♥/4+♠/4+♦ or not suitable for ♣ raise 1NT/2♣/2♦/2♥/2♠=5+♠&4+♥, 5-11/NAT/FR/LR/PRE 2NT/3♣/3♦~3NT=INV/MIXED R/TO PLAY	1♣-1♦-2♦=NAT or 6+♣ or 4♥: 1♣-1♥-2♥=NAT or 6+♣ or 4♠ 1♣-1♠-2♠=11-13, 4♦ or 17+, 4♦ and/or 6+♣ 1♣-1♠-1NT-2M=5M&6+♦, SPL w/ 5+♦ & 4+♣ or SPL w/ 6+♦ 1♣-1♠-1NT-3M=SPL w/ 6+good ♦: 1♣-1R-2NT=6+♠&3♥/♠, 14-16 1♣-1NT-2♦/2NT=PUPP 2♥, ART INV+ / strength & shape asking 2-way Checkback Stayman(2♣⇒2♦/2♥=FG)	CUE=Limit or better Jump CUE =request to bid 3NT Jump shift by PH=Fit Jump P-1♣-2♦/P-1♦-3♣=LR
1 ♦		4	4 ♥	10+pts.	1M/1NT/2♣/2♦/2♥=could be 3-card/6-10/FG/NAT/LR 2♠/2NT/3♣/3♦/3♥~3NT=FR/INV/INV/MIXED/TO PLAY	after 1♣-1♥-2♥ or 1♦-1♠-2♥, 2♠/3om=waiting/5+♠ 1♣-1♠-2♥-2♠/2NT/3m=ART, waiting/NF/NAT, FG 1♣-1♠-2♠-2NT/3♣/3♦/3♥=NF/NF/6+♦, FG/3+♣, FG Jump or double jump reverse is SPL, 3-level is stronger than 4-level Shortness ask/Help Suit/Short Suit Game Try after major fit is found 1♦-1M-2♠/2NT=NAT or 6+♦ 17+ or 4M SUPP 17+/6+♦&3M, 14-16	
1 ♥		5(4)	4 ♦	10+pts.	1♥-1♠=4 or less ♠, F1: 1♥-1NT=5+♠, F1	1♥-1♠-1NT=4♠: 1♥-1NT-2NT=strength & length of ♠ asking	Reversed Drury
1 ♠				May be only 4cards in 3rd /4th position	1M-2♣=ART, FG: 1M-2♦=5+♦, FG 1♠-1NT=F1, including 5+♥ FG hand: 1♠-2♥=5+♥, NF Constructive single raise Double raise=PRE: 3NT=good PRE: SPL=8-12 (-1)/(-2)/(-3)/(-4)=Limit/Bal/Shape/3-cards Raise after (-4), (+1)/(+2)/(+3)=SSA/FG, waiting/INV after (-3), next=SSA after (-2), (+1)/(+2)/(+3)=TCA/BAL, min/UNBAL, min	1M-2♣-2♦=deny 6M & 4OM & 4♠: 1M-2♣-2♦-2OM=ART 1♠-2♥-2NT=strength & length of ♥ asking 2♣ rebid after 1♥-1♠/1♥-1NT/1♠-1NT is NAT or any 17+ Jump rebid/new suit shows 14-16: 1♥-1♠-2NT/1♠-1NT-2NT=ART FG 1♥-1♠ or 1NT-2♥-2NT/3♣/3♦/3♥=♠/♦/2(+), INV+/6+♠, INV+ 1♠-1NT-2♠-2NT/3♣/3♦/3♥/3♠=♠/♦/6+♥, INV+/5♠2, INV+/5♥&0-1♠, FG 1♥-1♠-2♠-2NT/3♣/3♦/3♥/3♠=♠/♦/2(+)/♥/4♠, FG/4♠, INV Shortness ask/Help Suit/Short Suit Game Try after single raise	Fit Jump P-1♠-2NT=Fit Jump of ♣ P-1♠-3♣=NAT
1NT		3 ♠		(good14)15-17 Occasionally off-shape	2♣=stayman, may not have 4M: 2♦=xfer to 2♥ 2♥=♠suit: 2♠=mss; 3♣=puppet stayman 2NT=xfer to 3♣, S/O w/ ♣ or FG with 4M 3♦=INV: 3M=♠/♦ FG: 4♦/4♥=Texas	1NT-2♣-2♦-2♥/2♠=crawling/asking:1NT-2♣-2♦-3M=5+Ms, INV/FG 1NT-2♣-2♥-2♠=ask length of ♠ & strength: Reverse minor showing 1NT-2♣-2♠-3♥=strong ♠ raise: 1NT-2♥-2♠-3♥=6+♠, FG 1NT-2♦-2♥-2♠⇒2NT-3m/3♥/3♠/3NT=6om/6+♥/0544/sol 5m+2CON 1NT-2NT-3♣-3♦/3♥/3♠/3NT=4♠&3♥/4♠&0-2♥/0-2♠&4♥/3♠&4♥ 1NT-3♣-3♦/3♥/3♠/3NT=1 or 2 4M/no 4M/5♠/5♥	Rubensohl
2 ♣		0		(1)Artificial Strong (2)22+ BAL	CTRL showing by 2♦/2♥/2♠=0, 1 or 4+/2/3 2NT=5+♠&5+♦ 3♣/3♦/3♥/3♠=6+♦/♥/♠/♣: 4♣=any solid suit	2♣-2♦-2NT=22-24 BAL: 2♣-2♦-2♥=puppet to 2♠ 2♣-2♦-2♥-2♠-2NT/3m/3♥/3♠/3NT=25+BAL/5+♥&4+m/5+♥&4♠/solid ♥ 2NT rebid may be off-shape: After 2NT rebid, same as 2NT open	DBL=Bad hand Bid=System on
2 ♦		0		weak ♥/♠	2M, 3M and 4♥=P/C: 2NT=asking: 3♦=MSS 3♠⇒3♦, then 3♥/3♠/3NT+=♠/♦/1M 4m=good 6+M & good 2+OM, no CTRL in bidding m	2♦-2NT-3♣/3♦/3♥/3♠/3NT=5-cards weak/♥min/♠min/♥max/♠max 2♦-3♣-3♦-3NT=strong BAL w/1M 2♦-3♣-3♦-4m/4M=solid 1M, no CTRL in bidding m/OM	
2 ♥		4		4+♥ & 4+♠ 0-10	2NT=asking: 3♦=MSS: 4♠/4♥=TRF to 4♥/4♠ 3♣⇒3♦, then 3♥/3♠ shows ♠/♦	2♥-2NT-3♣/3♦/3♥/3♠/3NT=4♠5♥/5♠4♥, min/max/5♠5♥, min/max 2♥-2NT-3♣-3♦-3♥/3♠=min/max	
2 ♠		5(4)		♠ & minor, 0-10	2NT=asking: 3♣/4m/5m/6m/7♣=P/C 3♦=INV to 4♠	2♠-2NT-3♣/3♦=♠ & ♠, min/♠ & ♦, min -3♥/3♠=♠ & ♠, max/♠ & ♦, max	
2NT		3 ♠		(good19)20-21HCP, BAL	3♣=puppet stayman: 3♦/3♥=Jacoby: 3NT=♠suit 3♠=PUPP 3NT; TO PLAY or minors 4♠=♦suit: 4♦/4♥=Texas: 4♠=mss	2NT-3♣-3♦/3♥/3♠/3NT=1 or 2 4M/no 4M/5♠/5♥ Reverse minor showing	
3NT				16-20HCP 6/7m w/o M shortness	4♣=strongest slam try 4♠/4NT=Slam try with fit/Slam try with HCP 4♦/4♥=Texas: 5m/6m/7♣=P/C	3NT-4♣-4♦/4♥/4♠=ask to bid for RKCB/♣ RKCB/♦ RKCB 3NT-4♠-4NT/5♥/5♠=min, ⇒5♠/♠ RKCB/♦ RKCB 3NT-4NT-5♥/5♠=♠ RKCB/♦ RKCB	DBLs at 4-level=COMP Free bids=not strong
4 ♣		0		7+♥, about 8.5-9tricks	4NT=RKCB: 4♦/4♠/5♣=ask about control in ♠/♠/♦	HIGH LEVEL BIDDING	
4 ♦		0		7+♠, about 8.5-9tricks	4NT=RKCB: 4♥/5♠/5♦=ask about control in ♠/♦/♥	Roman Key Card Blackwood (1430style): 4♦ for RKCB of minor: Exclusion RKCB(0314style)	
3 ♣		6		Normal PRE May be light if NV vs V	New suit=F1, may be suit, may be lead showing	Roman Gerber(0314style): Step DOPI/ROPI, DEPO: Various relays after the fit is found: TCA	
4NT				Direct Ace Asking	5♠/5♦/5♥/5♠/5NT/6♣=no A/♦A/♥A/♠A/♣A/2A	In forcing situation, Pass and Pull is the strongest auction.	

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: Yeh Bros 1 Team EVENT: All PLAYERS: Wang Ping, Shih Juei-Yu			
			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:						
2 nd /4 th live = 15-18 HCP, R/O = 12-15 HCP RESP : The Same as 1C- 1D- 1NT		LEADS						
		LEAD	VS. SUIT	VS. NT				
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		A	AKx(+), Ax(+), AKJT(+)	Ax(+), AKx(x)				
JUMP O/C : 1 st or R/O Usually INTERM , Unless favorite Vul. UNT : 2NT=2-lower unbid suits, 1NT O/C 2NT= any 2 suits 5-5		K	KQ(+), AK, KQJ(+), KQx(+)	KQx(+), AKJT(+)				
		Q	QJ, QJx(+), Qx	AQJ(+), QJx(+), KQT9(+)				
		J	JT, JTx(+), KJT(+), Jx	JT, JTx(+), Jx				
		10	T9x(+), (A/K)J10x(+), 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 = ASK 2♥= 0-10 HCP, 5(+♥), 2♠=ASK 2♠= 0-10 HCP, 5(+♠), 2 NT =ASK 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 C* *T			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)		SIGNALS(INCLUDING TRUMPS):UDCA+O/E					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.	
T/O DBL thru 4♥, Cue-bid over weak 2= Michaels, 3NT=To Play,		DOUBLES						
VS. ARTIFICIAL STRONG OPENGINGS		TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)						
		10+Value, Could Be light with Classic Shape R/O : 8+Value						
V : DBL=Ms, 1X=NAT, 1NT=6+♣ or 5+♦+5M, 2♣=6+♦ or 5+♥+5m, 2♦=-6+♥ or 5+♠+5m. 2♥/2NT=Ms/ms		SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES						
NV : 1♥= ♥ or ♠, 1♠=6+♣ or 5+♦+5M, 1NT=meaningless Others are the same as V.		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								
		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♠=14-15HCP 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♣/♦=TRUMP ASK[2]	
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 in 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	-1♥->1NT : 2♣ = Could be 2-Card -1♠->1NT=2m = 3+ Card -1NT : 2NT/3M=6+M Max:UNBAL/BAL	
1NT			3♠	14-16 HCP. BAL or Semi-BAL	2M/3M=The Same Value,3/4-card Supp Stayman, GEBER, QUANT	After Raise : (Relay)=G/T S/T	
					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	-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♦ = Ms	-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=ASK[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+♥/♠	2♠/NT=ASK[13] ;2NT/3♣/♦/♥=♠/♣/♦/♥ suit F1 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♥/♠ , 5X=CTRL ASK[3],4NT=RKCB		
4♥/♠		7		PRE	4♠ : To Play, 5X= CTRL ASK[3] , 4NT=RKCB		