

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Light at 1-level, Sound at 2 or higher level. VUL dependent
RESP New suit – constructive but NF
CUE = F1, shows fit by passed hand
Jump CUE = invitation with 4+ card fit
Jump shift = strong invitation, but fit showing by PH
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 at 2 <sup>nd</sup> position, 12-15 at reopening position
System-on
Two lowest unbid suits by passed hand
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak except VUL against NV, which is intermediate
Reopen: intermediate
(1M) 2NT (DBL) – RDBL = TRF to 3♣, 3♠ = TRF to 3♦
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct CUE is MICHAELS CUE-BIDS, overcall strength
Jump CUE in M asks for stopper. Jump cue in m is natural
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
CAPP: X = power; 2♣ = any one suit; 2♦ = both majors
2♥ = ♥ + m; 2♠ = ♠ + m; 2NT = both minors;
3♣/3♦ = natural
PH: X = a minor or both majors; 2♣/2♦ = suit + a major
2♥/2♠ = natural; 2NT = a 6-card minor + 4-♥
3♣/3♦ = 6-card suit + 4-♠
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O double up to 4♥. Double of 4♠ is optional
Jump to 4NT shows both minors
Non-jump 4NT: vs. 4♥/4♠ is take-out for minors/two suiters
vs. 4♣/4♦ is natural
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1♣: X = majors, NT = minors
2♣: X = asking to lead
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1-level new suit = Forcing, 2-level new suit = NF
RDBL = power, normally 10+ and forcing to 2 of opener's suit
Jump to 2NT: 1M (X) 2NT = JACOBY raise; 3M = pre-emptive
1m (X) 2NT = pre-emptive; 3m = limited raise
1M (X) 3♣/3♦ = BERGEN raise while PH RESP = Fit Showing

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3+5/LOW	3+5/LOW	
NT	4th	4th	
Subseq	Attitude	Attitude	
Other: 9/10 shows zero or 2 higher, Jack denies higher			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax, Axxxx	AKx, AKxx	
King	KQx(x) AK, Kx	KQx(x), AKJ10x	
Queen	QJx(x), Qx	QJx(x), AQJx, KQ109x, QJ98	
Jack	J10x(x), Jx	J10x(x), Jx	
10	109x(x), 10x, HJ10x(x)	109x, 10x, HJ10xx	
9	9x, H109(x)	9xx, 9x, H109(x)	
Hi-X	Xx, xxX, xxXx, xxxX	Xx, Xxx, xXxx(x)	
Lo-X	HxX, HxXx, HxxxX	HxxX, HxxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (UDCA)	Count (UDCA)	Suit Preference
Suit 2	Count (UDCA)		UDCA
3	Suit Preference		
1	Attitude (UDCA)	Count (UDCA)	Suit Preference
NT 2	Count (UDCA)		UDCA
3	Suit Preference		
Signals (including Trumps):			
Trump echo shows odd number of card and possible ability to ruff.			
LAVINTHAL for 1 <sup>st</sup> discard, frequent false signals or not giving true signals			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Shaped or too strong for other actions			
RESP - CUE is the only force			
Most doubles in competition are for T/O, especially OBAR double			
Low level reopening doubles are mostly for T/O			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support DBL up to two of responder's suit; Support RDBL in 1-level only			
Responsive DBL up to 4♥			
SNAPDRAGON Double in XYZ sequence (1♦ 1♥ 1♠ X)			
Invitational doubles (1♥ 2♦ 3♥ X) or (1♥ 1♠ 3♥ X)			
LIGHTNER Double against slams.			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Chinese Taipei</b>
<b>PLAYERS: Liu-Mou CHEN / Edward YEH / Herstein LIU</b>
<b>EVENT: 2018 Yeh Bros Cup</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card majors, ART weak 2-bids
2/1 F/G except rebid or in competition
15-17 INT, 4-way TRF
Frequent use of non-penalty DBL
Inverted raise in minors by unpassed hand
JACOBY 2NT to 1M opening. 1m – 3NT is balance raise but NF
Forcing 1NT and Bergen to 1M opening
Two way check back after 1NT rebid
1♣/1♦ (1♥) 1♠ = less than 4-card ♠, X = 4 or more ♠
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
CAPELLETTI / modified DONT vs. 1NT opening
MICHAELS CUE-BIDS vs. natural opening
LEAPING MICHAELS vs. natural weak 2♥/2♠
Unusual against unusual
Pre-emptive jump raises
Unusual 2NT overcall
2♦ opening = weak 1M, VUL dependent
2♥/2♠ opening = weak with ♥/♠ plus a minor
Light initial action possible (opening/responses/overcalls)
Wild pre-emptive at 3 <sup>rd</sup> seat and favorable VUL possible
Conventional bids over opponent's 1NT overcall
Gambling 3NT opening and overcall
2NT Mixed Raise for major overcall or opening vs. competition
Reverse Drury for PH response to 1♥/1♠ opening
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Frequent upgrade/downgrade. Point ranges for reference only
<b>PSYCHICS: rare and uncontrolled</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	12+ bal. or 11+ unbal.	Inverted raise, 2NT = Invitational, 3NT = 13-15	Two way check back after 1NT rebid	Single raise
				Weak jump shift (6-9), 2♥ = 5♠ + 4♥ PH: 2♦ = 5♠ + 5♥; 2♥ = 4♠ + 6♥; 2♠ = 6♠ + 4♥	LEBENSÖHL after reverse	1m (1♥) 1♠ = less than 4-♠, DBL= 4+♠	
1♦		3	4♥	3-card only if 4-4-3-2	Ditto (PH: 2♦ = single raise)	Ditto	Ditto
1♥		5	4♦	4-card possible at 3 <sup>rd</sup> seat	F1NT, J2NT, 3♠ = Splinter with void on ♣ or ♦ or ♠, 3NT/4♣/4♦ = Splinter with singleton on ♠/♣/♦ 2/1 FG except rebid, Bergen raise 3♣>3♦	Two-way check back after 1NT rebid	
1♠		5	4♦	Ditto	Ditto; 3NT = Splinter with void on ♦ or ♥ or ♣, 4♣/4♦/4♥ = Splinter with singleton on ♣/♦/♥	4 <sup>th</sup> suit forcing	
INT			3♠	15-17, bal. or semi-bal.	4-way transfer with super accept. 3♥/3♠ = short	After minor transfer, 3-level is natural, 4-level is short	LEBENSÖHL-SLOW shows stoppers
				3♣ = weak with m's. 3♦ = asking 5 cards Major	SMOLEN, SPLINTER		
				3♥/3♠ = 4-4-4-1 singleton in bid M			
2♣	V	0		22+ or 9+ winners	2♦ = FG, 2♥ = NEG, 2NT = 5+♥	Puppet Stayman applied	
2♦	V	0		Weak 2 in Major	2NT = asking; 2♥/2♠/3♥/3♠ = P/C 3♣/3♦ = natural and forcing; 4♣ for TRF, 4♦ ask to bid suit	RESP to 2NT: 3♣/3♦ = MAX with ♥/♠ 3♥/3♠ = min with ♥/♠	
2♥		5		Weak with ♥ and m	2NT = asking minor, 3m = natural NF	New suit after 2NT is forcing	
2♠		5		Weak with ♠ and m	2NT = asking minor, 3m = natural NF	New suit after 2NT is forcing	
2NT				20-21, BAL or S-BAL	3♣ = puppet, 3♦/3♥/4♦/4♥ = TRF, 3♠ = 5♠/4♥	2NT 3♣; 3♦ 3♥=4-♠, 3♠=4-♥, 4♦=both M's	
3♣		6		VUL dependent	New suit F, 4♦ = RKC for ♣		
3♦		6+		Ditto	5♣ = 3-step control asking bid		
3♥		6+		Ditto	5♣/5♦ = 3-step control asking		
3♠		6+		Ditto	Ditto		
3NT				Gambling with solid minor	4♣/4♦/5♣ = P/C, 4NT = ask for trump solidity		
4♣		6/7		Normal pre-emptive	4♦ = RKC for ♣		
4♦		6/7		Ditto			
4♥		6-7		Ditto	5♣/5♦ = 3-step control asking		
4♠		6-7		Ditto	Ditto		
4NT	V			Both minors with 3-4 losers	5♥ asks for major suit Aces		
5♣		7-8		Normal pre-emptive		<b>HIGH LEVEL BIDDING</b>	
5♦		7-8		Ditto		RKC with 14/30 response, next step asks for trump Q, 5NT for specific K	
5♥						Jump to 5-level for EXCL-RKC 0/3, 1/4, 2; any 4♦ jump after 2♣/3♣=RKC for ♣	
5♠						DOPI for interference below 5-level trump; DEPO for beyond 5-level trump	
						When 4NT gets doubled, all responses ignore the double but RDBL = to play, pass = extremely poor hand. Asker can RDBL to continue asking.	
						Void showing resp to RKC: 5NT = odd number of KC + void, 6-level new suit = even KC + void in bid suit (6 trump suit = even KC + void in higher suit)	
						Jump to 5NT = pick a slam when no suit firmly agreed, or GSF with trump agreed	