

| DEFENSIVE AND COMPETITIVE BIDDING |
|---|
| OVERCALLS (Style; Responses; 1/2 level; Reopening) |
| 8-17HCP; Maybe 4-card suit at 1-level; |
| RESP ; Cue=F1, INV+ ; Cue then new suit=FG ; New suit=NF; |
| Jump raise=PRE; |
| Jump cue-bid=good 4(+) fit , INV. (mixed raise) |
| INT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 2 nd : 15+-18HCP. |
| 4 th : 11+-15 HCP, no stopper guarantee. |
| Resp= the same as 1NT opening. |
| 4 th ;2NT=19-20HCP; DBL then 1NT/2NT=16-18/21-22 values |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| 1-suit: weak; |
| 2-suit: Unusual NT 2 lower unbid suit |
| BAL. position = 12-15, 6+card suit |
| VUL Jump = 12-15, Inter-medium 6 or 7-card suit. |
| DIRECT and JUMP CUE BIDS (Styles; Responses; Reopen) |
| Michael cue bid: 1m-2m=2Ms; 1M-2M=OM+m, 55+; |
| (PREE or STR) |
| (2M)-4m = m+oM, 5-5 , good hand. |
| (1M/2M)-3M = asking stopper. (1m)-3m = asking stopper. |
| VS. Strong /Weak NT |
| DBL= both majors; 2♣/2♦/2♥/2♠= natural, 5+ suit. |
| 2NT= both minors; 3♣/3♦/3♥/3♠=PREE. |
| Reopen: 2♣=2Ms; 2♦=any 6+M, 12-15; 2♥/♠= natural; X=2ms. |
| VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) |
| LEB after (WK2x)-DBL-(P)-2NT; 1/2M-3M=stopper asking; |
| Over WK 2M: 4♣=♣+OM, 55+; 4♦=♦+OM, 55+; |
| VS. ARTIFICIAL STRONG OPENINGS : 1♣ |
| Dbl= 2Ms. 1♦/1♥/1♠/2♣= natural , 1NT = 2ms ; 2♦/♥/♠ = natural, wk , 3♣/♦/♥/3♠ = 6+suit, wk. |
| VS precision 1♦: |
| 1♥/♠/2♣/2♦=NAT ; 1NT=15+~18-, BH. |
| 2♥= 2Ms, 5-5+, WK/STR. |
| 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 , B.H. |
| 2N= INV+ 4M , 3M = PREE. |
| After 1m (X) : 2N= PREE , 3m = INV value. |

| LEADS AND SIGNALS | | | |
|---|---------------------------------------|---|------------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's suit | |
| Suit | 0-1, 3 rd /5 th | 0-1, 3 rd /5 th | |
| NT | 0-2, 4 th | 0-2, 4 th , low from 3+card. | |
| SubSeq | 0-1 4 th | | |
| Others: 0-1 4 th | | | |
| 5-level : A= ATT , K= CT (NT same). | | | |
| LEADSXXS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | AKx(+); Ax | AK(+); Ax | |
| King | KQ(+); AK; Kx | AKJ10(+); KQ(+) | |
| Queen | QJ(+); Qx; | QJ(+); Qx; KQ109(+) | |
| Jack | KJT(+); J10(+);Jx; | J10(+); AQJ(+); Jx | |
| 10 | K109(+);109(+);10x | 109(+); AJ10(+); KJ10(+);10x | |
| 9 | 9(+); 9(x) | 9(x); H109(+) | |
| S | Sx | xSxx(+); Sxx, Sx | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declare's Lead | Discarding |
| Suit | 1 Reverse attitude | Reverse count | Reverse attitude |
| | 2 Reverse count | S/P | Reverse attitude |
| | 3 S/P | | |
| NT | 1 Reverse attitude | | Reverse attitude |
| | 2 Reverse count | Reverse count | Reverse attitude |
| | 3 S/P Lavinthal | | |
| Signals (including Trumps): | | | |
| A for Count ; K for Attitude. Trump : hi-lo = ruffing intention | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| 11+ with classic shape; Cue bid promise rebid; | | | |
| Reopening maybe lighter; | | | |
| SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES | | | |
| T/O DBL thru 4♥. | | | |
| Neg. DBL thru 3♠. | | | |
| Resp. DBL thru 3♠. | | | |
| Sup. DBL thru 2♥. | | | |
| Lightener DBL; | | | |
| MAX. DBL. | | | |
| 1m-(1H)-X= 4+S , F1 / 1S= Negative Dbl , S < 4. | | | |

WORLD BRIDGE FEDERATION

CONVENTION CARD



NEBO: HKTW

EVENT: A11

PLAYERS : Lin Chih Mou / Chi Jen Li

| SYSTEM SUMMARY |
|---|
| GENERAL APPROACH AND STYLE |
| Natural 5-5-4-2 |
| 1NT opening: 15-17, may 5-M or 6-m possible. |
| 2 over 1 Response: Almost GF |
| SPECIAL BIDS THAT MAY REQUIRE DEFENCE |
| 2♦ = WK , ♠ & ♥ , 4-4 up. |
| 2♥ = WK , 5+♥ |
| 2♠ = WK , 5+♠ |
| 3NT= Gambling |
| R. Drury. |
| Lebensohl. |
| Bergen Raise |
| Natural against 1NT. |
| 4 th seat opening : 2D/2H/2S = 12-15 , 6+ good suit. |
| 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 (look as 3 cards suit strength worst than J9xx. Or 4333 prefer play NT) |
| May not open 1M if suit worse than J9xxx (open 1C/D) instead) |
| PSYCHICS: Rare. |

| OPENING | TICK IF ARTIFICIAL | MIN. No. OF CARDS | NEG. DBL THRU | Yeh Bros Super Mixed team | | | 2018/03/04 |
|---------|--------------------|-------------------|---------------|-------------------------------------|--|--|--|
| | | | | DISCRIPTION | RESPONSES | SUBSEQUENT AUCTION | PASSED HAND BIDDING |
| 1♣ | | 2 | 3♠ | 12-21 May be very light in third | 1♦/♥/♠=4+♦/♥/♠; 1NT=6-9HCP; 2♣=5+♣, GF; 2♦=5+♣, INV; 2♥/2♠=3-7HCP 2NT=11-12, Inv; 3♣=5+♣, PRE 3NT=13-15; 3X=SPL, 12-15HCP, 5♣+; | 1♣-1M-1NT-: 2♣= puppet to 2♦; 2♦=GF XYZ convention | 1C-2C= 6-9, 5+C 1C-3C= 10-11, 5+C Jump new suit = fit showing |
| 1♦ | | 4 | 3♠ | 12-21 May be very light in third | 2♣=5+♣, GF; 2♦=4+♦, GF; 2♥/♠= same 1♣ Others=the same as 1♣ open; 3♦=5+♦, PRE | 1♦-1M-1NT-2♣=puppet to 2♦; 2♦=GF XYZ convention | 1D-2D= 6-9, 4+D 1D-3D= 10-11, 4+D Jump new suit = fit showing |
| 1♥ | | 5 | 3♠ | 12-21 May be very light in third | 1NT=FIR, 2/1=almost GF; 2♣/♦=3+♣/5+♦. 2♥=8-10; 2♠=3-7HCP, 6+suit, 3♣=7-9 HCP 4+♥; 3♦=4+♥, 10-12; 2NT=Jacoby, 4+♥, GF; 3♥=4+♥ 0-6; 3♠/4♣/4♦=12-15HCP, SPL 4♥=PRE 0-8HCP 5+♥; | 1♥-2♣; 2X-2NT=13-15, BAL. 1♥-2NT; 3X= short suit / 4X=5+suit, S.I. | R Drury 2NT=4+♥ SPL w/a shortage 3♣/♦= Fit show |
| 1♠ | | 5 | 3♥ | 12-21 May be very light in third | the same as above; 3♥= PREE; 2♣/♦=2+♣/5+♦. | The same as above; | The same as above; |
| 1NT | | | | 15-17, BAL. | 2♣=puppet stayman; 2♦/2♥=transfer ♥/♠; 4♣=Gerber 4♦/♥= Texas TRF. 2♠=(1)WK/INV/ST with ms (2) INV with Bal 2NT/3♣=Transfer to 3♣/3♦ 3♦=2Ms 5-5+, INV or better. 3♥=3154 or 3145; 3♠=1354 or 1345; | 1NT-2♣-2♦(=no 5Ms): 2♥=4♠s/ 2♠=4♥s/ 2NT= INV/ 3NT= s/off / 3♣/3♦=5+♣/♦, GF. 3♥/3♠=5-♠+4♥/4-♠+5-♥, GF. 1NT-2♠-:2NT=min / 3♣/3♦=Max with good suit. | |
| 2♣ | * | 0 | | Strong hand | 2♦=GF; 2♥=0-3Hcp; 2♠/3♣/3♦=5+♠/6+♣/6+♦; 2NT=5+♥s | -2♦: 2♥=puppet to 2♠ then 2NT=25-27 | |
| 2♦ | * | 0 | | WK ♥&♠ 4-4up | 2NT= INQ; 3♣/3♦= suit, NF; 3♥/♠=PRE 4♣/4♦=suit, GF; 3NT/4♥/♠=S/O | 2♦-2NT-3♣=min 5-4+; 3♦=min 4-4; 3♥=max 5-4 3♠=max 4-5; 3NT=max 4-4; 4♣=max 5-5 ♣x; 4♦=max 5-5 ♦x; 4♥=max 4-6; 4♠=max 6-4 | 2♦-(Dble)-XX=same cds in ♥/♠ -Pass=want to play. -2♥/♠/3♣=to play. |
| 2♥ | | 5 | | 5+♥ WK | 2NT= Asking; 3♥=PRE/ New Suit = suit, NF. | -2NT: 3♣/♦/♠= ♣/♦/♠ shortness. 3♥=min. w/o shortness, 3NT=Max w/good suit. | |
| 2♠ | | 5 | | 5+♠ WK | 2NT= Asking; 3♠=PRE, New Suit = suit, NF. | -- ditto -- | |
| 2NT | | | | 20-21HCP | 3♣=puppet stayman; 3♦/♥/4♦/♥=TRF to ♥/♠; 3♠= minor asking 4♣= Gerber (0-4/1/2/3) | 2NT-3S; 3NT= none / 4♣=4+♣ / 4♦=4+♦ / 4♥= 2344 / 4♠=3244 | |
| 3♣/♦ | | 6 | | Preemptive | New Suit = suit, F; 3NT=to play. JNS=CAB, 4NT= RKCB | Gerber; D0P1; DEPO; R0P1 | |
| 3NT | * | | | one solid 7+ minor suit | 4♣/♦/5♣=P/C; 4♥/♠= to play | RKCB=0-3 / 1-4 / 5NT=void + odd keycard; 6X=X' void + even keycard | |
| 4♣/♦ | | 7 | | PREE | 4♥/♠= to play, 4NT= RKCB | GSF; 1M-(4X)-4N= RKCB, 1m-(4S)-4N= any 2 suits | |
| 4♥/♠ | | 7 | | PREE | 4NT=RKCB, New suit=CAB | SPL; (4S)-4N= any 2 suits | |
| 5♣/♦ | | 8 | | PRE; rule 2&3 | New suit=CAB; 5NT=GSF (6♣=1 loser 6♦=no trump loser) | | |