



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: CHINESE TAIPEI EVENT: All PLAYERS: LIN YIN-YU CHEN YIN-SHOU LIU PEI-HUA HSIAO KUAN-CHU			
			LEAD	IN PARTNER'S SUIT				
6-18 HCP, 4+ suit, Light overcall at 1 level		SUIT	4 th	4 th , MUD,				
Resp : Cue = FG, New suit = Semi F		NT	4 th	4 th , Lo From xxx				
Jump Raise = Pre, Jump Cue = INV w/ Fit		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			
R/O : 6-15 HCP, 4+ suit		OTHERS:						
Resp:Cue = F1		LEADS						
INT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT	VS. NT	GENERAL APPROACH AND STYLE Precision : STR 1♠(16+), 1♦(0+♦) Bidding Style : Aggressive 1NT=14-16 HCP. 2/1= FG			
2 nd /4 th live = 15-18 HCP, R/O = 12-15 HCP		A	AKx(+), Ax(+), AKJT(+)	Ax(+), AKx(x)				
RESP : The Same as 1NT opening		K	KQ(+), AK, KQJ(+), KQx(+)	KQx(+), AKJT(+)				
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		Q	QJ, QJx(+), Qx	AQJ(+), QJx(+), KQT9(+)				
JUMP O/C : 1 st or R/O Usually INTERM		J	JT, JTx(+), KJT(+), Jx	JT, JTx(+), Jx				
UNT : 2NT=2-lower unbid suits		10	T9x(+), (A/K)J10x(+), 10x	Tx, T9x, (A/K)JTx(+)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE 2♦= 0-10 HCP : weak in both major, could be 4-4 when NV or 3 rd pos. 2M= 0-10 HCP, 5(+M) 1M opening after OPP. O/C, 4♠/4♦ = Better Game Raise[16] Michaels Cue = 5-5+ Unusual 2NT= 2 lower unbid suit 3NT=Gambling Escaping from 1NT DBL[17]			
		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						
Direct Cue = Michaels w/ unlimited strength.;RESP 2NT=(R)			PARTNER'S LEAD	DECLARER'S	DISCARDING	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.		
Jump Cue = Try 3NT w/ running suit, ASK stopper		SUIT	1	U/D ATT	U/D CT			U/D
RESP= m is P/C, R/O=THE SAME			2	U/D CT	S/P			
			3	S/P				
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		NT	1	U/D CT	U/D CT			S/P
X= OPT, the same value as OPP NT			2	U/D CT	S/P			
LANDY 2♠=Both M, 2♦= 1M, 2M=4+M+5+m, 2NT=any 2 suiters			3	S/P				
R/O =THE SAME.		SIGNALS(INCLUDING TRUMPS):UDCA+O/E			PSYCHICS: RARE,			
PH = THE SAME, Maybe lighter.		DOUBLES						
VS.PREEMPTS (Doubles, Cue-bids ,Jumps ,NT bids)		TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)						
T/O DBL thru 4♥, Cue-bid over weak 2= Michaels, 3NT=To Play,		10+Value, Could Be light with Classic Shape						
VS. ARTIFICIAL STRONG OPENGINGS		R/O : 8+Value						
DBL=Ms, ,1NT=ms,		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			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.			
		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,D0P1 4S DBL IS Optional.			PSYCHICS: RARE,			
1D(x) [20] 1M (X)RDBL : 11+HCP, PEN Seeking. 1M (X) Jump Raise=PRE, 2NT/4C=Limited/STR Raise								

