

| DEFENSIVE AND COMPETITIVE                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |         | LEADS AND SIGNALS |      |              |  | WBF CONVENTION CARD                                         |                                                       |  |
|------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|-------------------|------|--------------|--|-------------------------------------------------------------|-------------------------------------------------------|--|
| Overcall: 7-16 HCP, Tend to 5 cards                                                | SUIT                                                                                                                                                                                                                                                                                                                                                                                                                                               |         | 4th               |      | 0/1          |  | Chinese Taipei<br><br>C.C. Chen/H.L.Yang or C.H Wu/H.L Yang |                                                       |  |
| Cue = Only F    Jump-Cue = Fit Inv                                                 | NT                                                                                                                                                                                                                                                                                                                                                                                                                                                 |         | 4th               |      | 0/2          |  |                                                             |                                                       |  |
| Jump-Raise = Pre.                                                                  | OPENING LEADS VS NT/SUIT (/)<br>A K    K Q    Q J    J T    T x    x x<br>A K x   K Q x   Q J x   J T x   T x x   x x x<br>A K J x   K Q x x   Q J T x   J T 9 x   T 9 x   x x x x<br>A K J T x   K Q J x   K Q T x   K J T x   9 8 x   x x x x x<br>A Q J x   K Q T 9 x   A T 9 8   K T 9 x   Q T 9 x   x x x x x x<br>A J x x   K x x   Q x x   J x x   J x x x x   J x x x x x<br>K J x x x   K x x x   Q x x x   J x x x   T x x x   T x x x x |         |                   |      |              |  |                                                             | System Category: Green                                |  |
| Jump Overcall: Pre.                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |         |                   |      |              |  |                                                             | SYSTEM SUMMARY                                        |  |
| T/O X : 9 <sup>+</sup> HCP, 3 <sup>rd</sup> or 4 <sup>th</sup> Seat could be light |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |         |                   |      |              |  |                                                             | OKB 2/1, 2 over 1 GF except in Competition            |  |
| Cue=Only F, Jump bid after Opp’s XX=Pre.                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |         |                   |      |              |  |                                                             | Nature 5-5-3-3 Open 1N:15-17                          |  |
| 1NT Overcall :15-18 , 12-15 at Balance Seat<br>Resp: Same as open 1NT              |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |         |                   |      |              |  |                                                             | General Approach & Style                              |  |
|                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |         |                   |      |              |  |                                                             | SPECIAL OPENING THAT MAY<br>REQUIRE DEFENSE           |  |
| Direct Cue: Michael 5-5 up. Strong or Weak                                         | Signal : UDCA                                                                                                                                                                                                                                                                                                                                                                                                                                      |         |                   |      |              |  |                                                             | 1. 3NT : Gambling, solid minor                        |  |
| Vs. 1C/D – 1H/S : Direct Bid 2H/S=Nature                                           | (1/2/E/O/S= Odd/Even/Enc/Disc/SP)                                                                                                                                                                                                                                                                                                                                                                                                                  |         |                   |      |              |  |                                                             | 2. Reverse-drury                                      |  |
| Direct bid 2C/D= The other 2 suit                                                  | CARDS    High    Low    Odd    Even                                                                                                                                                                                                                                                                                                                                                                                                                |         |                   |      |              |  |                                                             | 3. 4NT : 6-5 <sup>+</sup> minors, 3-4 losers          |  |
| Vs. NT Opening: 2C=Landy, 2D=1 Major,                                              | SU<br>IT                                                                                                                                                                                                                                                                                                                                                                                                                                           | Partner | D1                | E2   |              |  | SPECIAL COMPETITIVE BIDS                                    |                                                       |  |
| 2H/S=H/S+m, 2N=Both minors,                                                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Declare | 1                 | 2    |              |  |                                                             |                                                       |  |
|                                                                                    | NT                                                                                                                                                                                                                                                                                                                                                                                                                                                 | Discard | D(S)              | E(S) |              |  | 1. Michael Cue bid                                          |                                                       |  |
| Vs. Pre. Jump Bid : T/O X up to 4S                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Partner | D1                | E2   |              |  | 2. Unusual NT                                               |                                                       |  |
| Vs. Art.1C Opening: X=Majors, 1N=Minors                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Declare | 1                 | 2    |              |  | 3. 1A 3A --Seeking stopper.(Direct Jump Cue bid)            |                                                       |  |
|                                                                                    | Discard                                                                                                                                                                                                                                                                                                                                                                                                                                            | D(S)    | E(S)              |      |              |  |                                                             |                                                       |  |
| Vs. Multi : X = Weak NT or Strong hand                                             | SIGNAL IN TRUMP SUIT                                                                                                                                                                                                                                                                                                                                                                                                                               |         |                   |      | OTHER SIGNAL |  |                                                             |                                                       |  |
| Bid Suit = Nature    2NT = STR. NT                                                 | Ability to ruff                                                                                                                                                                                                                                                                                                                                                                                                                                    |         |                   |      |              |  |                                                             |                                                       |  |
|                                                                                    | "NOTES" THAT DON'T FIT IN ELSEWHERE                                                                                                                                                                                                                                                                                                                                                                                                                |         |                   |      |              |  |                                                             | SPECIAL ART' & COMP' DOUBLES                          |  |
| Vs. Take out D'ble : xx = 10+HCP, bid=NF                                           | 1. Light or shades opening in all seats                                                                                                                                                                                                                                                                                                                                                                                                            |         |                   |      |              |  |                                                             | 1. Neg X to 4S.      2. Resp. X to 4S                 |  |
| 1M    X    1NT,2A/(M-1) = TR(Note.8)/fit M                                         | 2. Wild Pre or Overcall at 3rd Seat or Favorite Vul                                                                                                                                                                                                                                                                                                                                                                                                |         |                   |      |              |  |                                                             | 3. Lighter X      4. Optional X to 4S                 |  |
| 1M    X    2NT/2, 3M = limit raise/PRE                                             | 3. Frequent false carding                                                                                                                                                                                                                                                                                                                                                                                                                          |         |                   |      |              |  |                                                             | 5.Support X Thru 2H, Support XX in 1 level            |  |
| 1m    X    2NT/3m = PRE/limit raise                                                | SPECIAL FORCING PASS SEQUENCES                                                                                                                                                                                                                                                                                                                                                                                                                     |         |                   |      |              |  |                                                             | Psychics: Maybe if Great-fit or Favorite Vul with fit |  |
|                                                                                    | (1Y X XX) & (1NT X 2Y X) tempo to 2S                                                                                                                                                                                                                                                                                                                                                                                                               |         |                   |      |              |  |                                                             | Or for stop lead if needed                            |  |

| Open | Art | No | Neg<br>X | DESCRIPTION                                                | RESPONSES                                                                                                                                                                                                   | SUBSEQUENCE AUCTION                                                                                                                                                                                                            | MODIFICATION OVER COMP.<br>& WITH PASSED PARTNER                                                                                                             |
|------|-----|----|----------|------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Pass |     |    |          | Below opening value( 12 )                                  |                                                                                                                                                                                                             |                                                                                                                                                                                                                                |                                                                                                                                                              |
| 1C   |     | 3  | 4S       | 12-21 HCP, 3+ cards                                        | 1NT = 6-10 HCP,BAL<br>2NT = 12-15 HCP,BAL                                                                                                                                                                   | New minor Forcing. (Pass hand nature)<br>1m – 1M –<br>1N – 2H/S=NF<br>Jump=INV                                                                                                                                                 |                                                                                                                                                              |
| 1D   |     |    | 4S       | 12-21 HCP, 3+ cards<br>( 3 card only when<br>holding 4432) | 3NT = 16-18 HCP,3334<br>1C-2C,1D-2D=ST raise,no 4 <sup>+</sup> M<br>1C-2D,1D-3C=minor fit Inv, no 4+M                                                                                                       |                                                                                                                                                                                                                                |                                                                                                                                                              |
| 1H   |     | 5  | 4S       | 12-21 HCP, 5+ cards                                        | 1H/S – 3H/S=Inv<br>JJ shift=Splinter,12-15 HCP                                                                                                                                                              | 2/1: 100% GF, Splinter raise, 4th suit GF<br>Relay game/slam try, REV DRURY<br>2NT after T/O X = limit raise<br>-- 1H/S - 1NT =semi-F<br>J raise after T/O X=PRE<br>J 3NT after COMP =NAT<br>Rebid 2/3NT aft 2ov1=14+/16-18HCP | 1H/S – 2H/S –<br>2S/N=Relay Game Try<br>2N/3C/3D=S/C/D suit Game Try                                                                                         |
| 1S   |     | 5  | 4H       | 12-21 HCP, 5+ cards.                                       | 1NT = F1 round, 2-15 HCP<br>2N=Bal Raise,16 <sup>+</sup> HCP(Rebid3/4level=<br>short/Suit, 3N=bad trump, min, 4M=min)<br>3NT = STR raise,12-15 HCP                                                          |                                                                                                                                                                                                                                | 1H X 1N/2C=Transfer, 2D=Better Raise<br>1S X 1N/2C/2D=Transfer, 2H=BR<br>1M X Jump new suit=Suit with M 4 <sup>+</sup> fit                                   |
| 1NT  |     |    |          | 15-17 HCP,<br>BAL or semi-BAL                              | Stayman.Gerber.<br>2D/2H/4D/4H:Transfer 2H/2S/4H/4S<br>2S=Ask the situation of minor,<br>(Rebid:3C=C better, 2N=same or D better)<br>3C/3D=Nature Inv,(weak hand bid 2S)<br>3H/3S=1 or both m, short in S/H | New suit after Transfer=GF<br>3 level new suit after Stayman=GF<br>Smolen in 3 level.<br>1N – 2C –<br>2D – 2H/S=Inv, promise another Major<br><b>Lebensol if 1N is overcalled</b>                                              | Transfer then jump New Suit=Splinter<br>Transfer then bid 4N=Inv<br>1N – 2C –<br>2M – Bid other Major=M fit Slam try.<br><br>1N 2X Cue bid or 3N=with Stoper |
| 2C   |     | 5  |          | 22 <sup>+</sup> HCP or any Strong Hand                     | 2D = 0-5 HCP or 11+ HCP.<br>2H-3D =6+HCP 5+cards<br>2/3NT=6-8/9-10HCP<br>3H-4D= semi-solid suit                                                                                                             | Puppet after 2C-2D-2NT.<br>2nd Negative=0-3(shd bypass 2N)<br>Opener Jump=solid suit                                                                                                                                           | 2C 4up Pass= positive<br>X = negative                                                                                                                        |
| 2D   | Y   | 0  |          | Pre. in Both Major                                         | 2N:ask, 2H/S=Sign off, 3H/3S=Pre.<br>3N/4H/4S=Sign off                                                                                                                                                      | 2D – 2N – Opener rebid:<br>3C=min 5-4+, 3D=4-4 min,<br>3H/3S=Max 4-5/5-4,3N=4-4 Max<br>4C/4D=5-5 Max short in C/D                                                                                                              |                                                                                                                                                              |
| 2H   |     | 5  |          | Weak 2                                                     | New suit=F1, 2NT=Ask short.<br>3H/3S=Pre. 3N/4H/4S=Sign off                                                                                                                                                 |                                                                                                                                                                                                                                |                                                                                                                                                              |
| 2S   |     | 5  |          | Weak 2                                                     | Same as above                                                                                                                                                                                               |                                                                                                                                                                                                                                |                                                                                                                                                              |
| 2NT  |     |    |          | 20-21HCP,BALor semi-BAL                                    | 3C=Staman (No Puppet)<br>3D/3H/4D/4H=Transfer., 3S=Minor ask                                                                                                                                                | Smolen after Stayman,<br>4C=Gerber, 4N=INV                                                                                                                                                                                     | 2N – 3C –<br>3M – Bid other Major=M fit Slam try.                                                                                                            |
| 3C-S |     | 6  |          | Normal Pre.                                                | new suit=F. 3NT=Sign off<br>3D – 4C / 3C -- 4D=TAB, 3M -- 4m=CAB                                                                                                                                            | TAB =1/(1+J)/2/AK/AKQ<br>CAB =no/singleton/void/K/A                                                                                                                                                                            |                                                                                                                                                              |
| 3NT  | Y   |    |          | 7-card solid minor                                         | 4m/5m=P/C.                                                                                                                                                                                                  |                                                                                                                                                                                                                                |                                                                                                                                                              |
| 4C-S | Y   | 7+ |          | Normal PRE                                                 | new suit = CAB, 4m – 4M = Sign off                                                                                                                                                                          |                                                                                                                                                                                                                                |                                                                                                                                                              |
| 4N   | Y   |    |          | D+C 6-5+ or 5-6+                                           | Just pick a contract                                                                                                                                                                                        |                                                                                                                                                                                                                                |                                                                                                                                                              |