

DEFENSIVE AND COMPETITIVE

LEADS AND SIGNALS

WBF CONVENTION CARD

OVERCALL: 7-16 HCP, tend to 5 cards	SUIT	4th	0/1	Chinese Taipei CH Wu / CC Chen system category: Green			
CUE = Only F J-CUE = INV	NT	4th	0/2				
J-raise = PRE	SUB-LEADS : Top from sequence lead						
TAKE OUT DOUBLE: 9 HCP up	OPENING LEADS VS NT/SUIT (/) A K K Q Q J J T T x x x x A K x K Q x Q J x J T x T x x x x x A K J x K Q x x Q J T x J T 9 x T 9 x x x x x x 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 x 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 x A J x x K x x Q x x J x x J x x x J x x x x x x x x K J x x x K x x x Q x x J x x T x x T x x x x x x x x						
CUE=Only F, J after xx=PRE							
3, 4th seat could be light							
1NT OVERCALL :15-18/12-15 at 2/4 seat							
Resp: Stayman,TR in all seats							
Jump OVCL:WK,resp 2NT ASK shortness	SIGNAL WHEN FOLLOWING SUIT OR Discard			1. 2D/H/S : NAT-WK (Round robin only)			
J-2NT OVCL: 2 lowest unbid suit	(1/2/E/O/S= ODD/EVEN/Enc/Disc/Suit P.)			2. 2D : WK in S or H			
Direct CUE: Michae 5-5 up. Strength-	CARDS	HIGH	LOW	ODD	EVEN	3. 2H/S WK(H/S+ m) 5-5 up	
Depend on V. 2NT ASK 2nd suit	SU	Partner	D1	E2	-	-	4. 3NT : Gambling, solid minor
Vs.*NT: 2C=Landy, 2D=1M, 2M=M+m,	IT	Declare	1	2	-	-	5. 4NT : 6-5+ minors, 3-4 losers
		Discard	D(S)	E(S)	-	-	
2N=ms, P 1N P P X=Ms(Note.11)	NT	Partner	D1	E2	-	-	SPECIAL COMPETITIVE BIDS
*PRE's : take out D'ble up to 4S		Declare	1	2	-	-	
		Discard	D(S)	S(S)	-	-	
*Art.1C:X=T.O,1N/2C=C/D,1/2D=H or S+m,	SIGNAL IN TRUMP SUIT			OTHER SIGNAL		1. Michael CUE	
1/2H=S or H+m, 1/2S=Ms or ms(1level=44+)	Ability to ruff					2. Unusual NT	
*Multi : X = WK NT or Strong hand	"NOTES" THAT DON'T FIT IN ELSEWHERE					3. 1A 3A -- Seeking stopper.(A=NAT)	
Suit=NAT 2NT = STR NT	1. Light or shades opening in all seats					SPECIAL ART' & COMP' DOUBLES	
*Take out D'ble : xx = 10+HCP, bid=NF	2. Wild PRE or OVCL in 3rd seat or no-V					1. Neg X to 4S. 2. Resp. X to 4S	
1M X 1NT,2A/(M-1) = TR(Note.8)/fit M	3. Frequent false carding					3. Lighter X 4. Maximum X	
1M X 2NT/2, 3M = limit raise/PRE	SPECIAL FORCING PASS SEQUENCES					5.Support X(XX) at 1 level (1NT X=PEN)	
1m X 2NT/3m = PRE/limit raise	(1Y X XX) & (1NT X 2Y X) tempo to 2S					Psychics: To stop lead if needed	

Open-ing	Ar t.	No	Ne D'	DESCRIPTION	RESPONSES	SUBSEQUENCE AUCTION	MODIFICATION OVER COMP & WITH PASSED PARTNER
Pass				Below opening value	Light opening possible		2007.08.10 H
1C		3	4S	12-21 HCP, 3+ cards	R/J.R=NAT/INV. 3NT=16-18,3334(m) 1/2NT = 6~10/12~15 HCP,BAL 2H(1C) = 5-9 HCP, 55+Majors(Note.3) 2S~3S=PRE(if new suit) 1 C-2D,1D-2H=STR raise, (Note2)	Splinter raise. 4th suit F Help suit game/slam try after M raise 1m-1M-3rev=Splinter&3+M,GF. 1m-1M-1NT-2C/D=TR(Note.1)/Check Back. 1m-1M-4m=6-4+,slam try	2NT after t/o X = PRE J 2NT after COMP=INV P P 1C/D P 2H=Ms(passed) P P 1C P 2D=PRE
1D		3	4S	12-21 HCP, 3+ cards (3 card only when holding 4432)			
1H		5	4S	12-21 HCP, 5+ cards	1H-2S/1S-3H 9-11,4trum+void(Note.5) 3C=6-10 HCP,4trump+ shorter(Note.6) 3D=Limit-raise, J raise=PRE JJ shift=Splinter,12-15 HCP 1NT = F 1 round, 2-15 HCP 2NT = 16+HCP,BAL 3NT = STR raise,12-15 HCP	Splinter raise.4th suit GF. Help suit G try Rebid 2/3NT aft 2ov1=14+/16-18HCP After 2ov1 Resp' rebid 2NT=F Rebid 2M after 2ov1 = F 1H 1S 1H 1S 1H 1S 1NT ? 2NT ? 2m 4m (Note.4-1) (Note 4-2) (4m=splinter)	2NT after TO X = limit raise P P 1H/S P 1NT =semi-F J raise after TO X=PRE J 3NT after COMP =NAT REV DRURY (Note.7)
1S		5	4H	12-21 HCP, 5+ cards.			
1NT			3C to 4S	15-17 HCP, BAL or semi-BAL	Stayman.Gerber.2/4/5NT=INV 2D/2H/2S/3C = TR H/S/C/D(Note.9) 3NT/4D,H = to play/TR 3D/H/S= 4441,or 4405(D=m)	3C/3D after St =Relay(Note.13)/INV 4 level Splinter after TR 1NT-2C-2D-3M =4M+5M'. Slam try 1NT-2C-2M-3M'=9card Ms.	New suit after TR = GF Conv. after OVCL(Note.10) X of ART = PEN (Power) 1NT X 2NT/3 level suit=GF/INV
2C	Y	0		22 HCP up or equivalent value hand	2D = 0-5 HCP or 11+ HCP. 2H-3D =6+HCP5+cards 2/3NT=6-8/9-10HCP 3H-4D= semi-solid suit	Stayman after 2/3NT Resp Puppet after 2C-2D-2NT. 2nd NEG Opener J=solid suit	2C 4up - = positive X = negative
2D	Y	0		WK 2H or WK 2S	2NT = ASK. may not STR(Note.12) 3m(to 2D)=NAT-NF 3m(to 2H/S)=p/c 2M/3M/4H(to 2D)=Correct	2D 2NT 3C/D=H/S suit & Min 3H/S=S/H suit & Max 2H/2S 2NT 3C/D=C/D suit & Min 2H/2S 2NT 3H/S=C/D suit & Max 2H 2S 5+ cards S F1	2A X ? suit : Correct 2NT: ASK XX:Independent suit TR+1 Pass: To play
2H/S	Y	5		WK, H/S + m 5-5+			
2NT				20-21HCP,BALor semi-BAL	3C/S= Puppet /m ST, 3D/H=TR., 3NT=44 M, 4C/NT=Gerber/INV	2NT 3C 3M 3/4M'=Slam try	After 4C Gerber, use5C to ASK K.
3C-S		6 7		Normal PRE	new suit=F. 3NT to play 3m-4m'=TAB, 3M-4m=CAB	TAB =1/(1+J)/2/AK/AKQ CAB =no/singleton/void/K/A	
3NT	Y			7-card solid minor	4m/5m=correct.4D/H/S=3'CAB 4NT=ASK Ace(5C/D/H=1/2/2+)	SLAM APPROACH AND CONVENTION AND ABBREVIATIONS	
4C-S	Y	7+		Normal PRE	new suit = CAB 4m – 4M = NAT	1. Gerber M,Ms/m,ms:Major(s)/minor(s) 2. GSF C/TAB:control/Trump asking bid	St:Stayman. GF:game forcing.

4NT	Y			At least 6-5 minors 3-4 losers	5M=Enquiry M' ==> 5NT/6C/6d = no/1st control min/1st & MAX	3. D0P1/DEPO STR/WK:strong/weak. PEN:Penalty OVCL:overcall 4. 3/5-step CAB TR:transfer.J:jump. TO:takeout X 5. RKC PRE:preemptive. COMP:competitive
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SUPPLEMENT SHEET

Note 1

1.	1m	1♥	
	1NT	2♣	TR 2♦ or any INV.
		2♦	GF, Any hand
		2♥	Signoff, 5+ cards ♥
		2♠	NAT, NF 56+♠&♥, WK
		2NT	TR 3♣, WK (then Pass 3♣ or bid 3♦ is signoff)
		3m	INV., ♥□m, 55+(♣), 54+(♦)
		3m'	INV., ♥□m', 55+
		3♥	INV., better 6+ cards ♥, no objection to play 3NT

2.	1m	1♥	
	1NT	2♣	
	2♦		Forced rebid
		2♥/♠	INV., 5+♥/5+♥+4♠
		2♠	INV., 5+ cards ♥& 4+ cards ♠
	2NT		INV., (Opener has 3 cards ♥ with ruffing value, bid 3♥)
		3♣	INV., 5+♣& 4+♥(♣□♥)
		3♦	INV., 4+♦& 4+♥(♦□♥)
		3♥	INV., worse 6+ cards ♥, disregard 3NT

Note 2

1.	1♣	2♦	STR raise
	2♥		min, BAL
	2♠		min+1 shorter (then 2N=Ask, 3C=0 where, 3D/H/S=1, After 3C, 3D=Ask, then 3H/S/N=0, N=D)
	2NT/3♣		NAT
	3♦/3M		MAX + Shorter
	3NT		18-19 HCP BAL
2.	1♦	2♥	STR raise
	2♠		min+1 shorter (then 2N=Ask, 3C=0 where, 3D/H/S=1, D=♣. After 3C, 3D=Ask, then 3H/S/N=0, N=♣)
	3♣		min, BAL
	2NT/3♦		NAT
	3♥/♠/4♣		MAX + Shorter
	3NT		18-19 HCP BAL

3. 1♦ 2♣
 2♦ 5+ cards ♦, 11-21 HCP ,(RSP's 2NT / 3♣is NF, 3♦is FOR)
 2♥ FOR, 4441, singleton in ♣
 2♠ GF, fit in ♣
 2NT/3NT BAL, 12-14 HCP / 18-19 HCP
 3♣ NF
 3♦ Max., at most one loser ♦
 3M/4M Min. / Max., Splinter
 4♣ A concentrated 55+ ,not going to sit for 3NT,
 Not necessary a great hand.(♠x ♥x ♦AQxxxx ♣KQxxx)
 4♦ RKC
4. 1♦ 2♣
 2♥ 2♠
 2NT 12-14 HCP, without ♣ honor
 3♣ 12-14 HCP, with ♣ honor
 3♦/3M 15+ HCP, value concentrated, rebid 4NT=INV.
 3NT 15-16 HCP, with ♣ honor
5. 1♦ 2♣
 2♠ 2NT ASK shortness
 3♣ Waiting
 3♦/3M Shortness
 3NT To play, then opener rebid 4NT=INV.
 4♦ RKC
6. 1♦ 2♣
 2♠ 2NT
 3♣ Shortness somewhere
 3♦ Relay
 3M Shortness
7. 1♦ 2♣
 2♠ 2NT
 3♦ Good ♦, no shortness
 3M Stopper, no shortness
 3NT Suggest to play, no shortness

Note 3

1. 1♣	2♥	
2NT		ASK
3♣/3♦		55, 5-7 HCP / 8-9 HCP
3♥/3♠		6 cards ♥/♠

Note 4-1

1. 1♥	1♠	
1NT	2♣	TR 2♦ or any INV.
	2♦	GF, Any hand
	2M	Signoff
	2NT	TR 3♣, WK (then pass 3♣ or bid 3♦ = Signoff)
	3m	INV., 55+ ♠ & m
	3♥	INV.
	3♠	INV., 6+ cards good ♠
	4♣/4♦	Splinter
2. 1♥	1♠	
1NT	2♣	
2♦	2♥	INV., 3 cards ♥
	2♠	INV., 5+ cards ♠
	2NT	INV., could be 5 cards ♠
	3m	INV., (length) m > ♠
	3♥	INV., 63+ ♠ □ ♥
	3♠	INV., 6+ cards worse ♠, disregard 3NT
3. 1♥	1♠	
1NT	2♦	
2♥		Min., 3 cards ♠
2♠		Max., 3 cards ♠
2NT		Min., 2533
3m		Min., 4 cards m, 1-2 cards ♠
3NT		Max., 2533

Note 4-2

1. 1♥ 1♠
 2NT 3♣ Check back
 3♦ 2533(then 3H=relay, 3S/N=min/Max)
 3♥ 6 cards ♥
 3♠ 3 cards ♠
 3NT 3622
 After check back, Resp rebid 4m=Cue(if S fit) or NAT(if show ms=3,3)
2. 1♥ 1♠
 2NT 3♦ GF, Fit H
 3♥ Sign off
 3♠ GF, NAT
 3NT To play

Note 5

1. 1♥ 2♠
 2NT 3♣/3♦/3♥ Void (♥=♠)
2. 1♠ 3♥
 3♠ 3NT/4♣/4♦ Void (NT=♥)

Note 6

1. 1M 3♣
 3M'/4♣/4♦ NAT, slam try
 3♦ Relay
 3M'/4♣/4♦ Shortness, 9-11 HCP, at least 3 controls
 3M/4M Min. / Max.
2. 1M 3♦
 3M / 4M Sign off
 Others NAT, slam try

Note 7

1. P 1M
 2♣ Reverse Drury
 2♦ Better hand.(RSP's new suit = 4+ cards suit)
 2M Signoff
 Others NAT

Note 8

1.	1M	(X)	1♠ (to 1♥)	NAT, NF
			1NT/2♣/2♦	6 cards ♣/♦/♥ (M=♠)
			2♦(M=♥)	9-11 Pts, with M fit
			2♥(M=♠)	9-11 Pts, with M fit
			2♠(M=♥)	NAT, INV., ♠&♥= 9 cards
			3-level new suit	NAT, INV., suit & M = 9 cards

Note 9

1.	1NT	2♦		
	2♥	2♠		TR to 2NT
	2NT	3♣/3♦		INV./GF, 55+ minors
		3M		3 cards M & 9 cards minors
		3NT		22 weak majors & 9 cards minors
		4NT		INV., 2254 (5 cards ♦& 4 cards ♣)
2.	1NT	2♦		
	2♠			Max. 4+ cards ♥
	2NT			FOR, 5+ cards ♥, may signoff 3H / 4H / slam try
		3♣/3♦		INV./GF, 55+ minors
		3M		3 cards M & 9 cards minors
		3NT		22 weak majors & 9 cards minors
		4♣/4♦		Splinter, slam try
		4♥		Splinter, ♠shortness
3	1NT	2♦		
	2♥	2♠		
	2NT	3M/3NT		
	4m			Sign off
	4M / 4M'			To play(to 3M) / showing slam interest(fit with m)
	4NT			ASK 5 cards m (signoff 5m)
4	1NT	2♠	♣suit	
	3♣			To play if Resp=NF
	2NT			to play 3NT if Resp=INV.
		3♣/NT		Sign off
		3♦/♥/♠		2 nd suit, GF (then opener cue=fit 2 nd suit the moment, opener must rebid 4♣with ♣fit.)

Note 10

1. 1NT X(DONT) XX Stand
others System on
2. 1NT X(CAPP) P Opener could redouble shows 5 cards suit,
RSP bid 2♣ with weak hand.,. otherwise pass
XX TR 2♣(with 5+ cards suit), opener can't pass to sit
2A A & Another suit
2NT 55+ minors
3A To play, (XX then bid 3A shows INV.)
4♦/4♥ TR
3. 1NT 2♣(NAT) X NEG
2♣ STAYMAN, GF, with no stopper
2♦/2♥/3♣ TR 2♥/ 2♠/ 3♦
3♦/3♥/3♠ System on 4414 or 4450
4. 1NT 2♣(DONT) ? Same as above 4-1
5. 1NT 2♣(CAPP) X HCP only (FOR to 2NT)
2♦/2♥/2♠/3♣ TR 2♥/2♠/3♣/3♦
3♦/3♥/3♠ System on 4414 or 4450
6. 1NT 2♣/♦(LANDY) X PEN, with M length
2♦ NF, 5+ cards ♦
2♥/2♠ GF, 5+ cards ♣/ ♦
2NT INV. to 3NT
3♣/3♦ Competitive / INV., 6+ cards ♦
7. 1NT (Artificial 2♦/ 2♥/ 2♠) X HCP only (FOR to 2NT)
2/3A NAT, NF/F

Note 11

1. 1NT (X/2♣/2♦/2♥/2♠/2N) = Opt/Ms/5+cards M /♥+m/♠+m/♣+♦
2. 1NT P P ? 9-15 HCP, same as above
(X=Ms, 2suit=NAT if passed hand)
3. 1NT 2♦ P 2♠ Correct & INV to 4H, others system on

4. 1NT 2♥ P 2♠ NF, others system on
5. 1NT 2♣ P Pass 6+ cards ♣
 2♦ ♥=♠(length)
 3M / 4M / 3NT INV. / Signoff / To play
 2M May be 2 cards
 3m INV.
 2NT ASK
6. 1NT (2♣) P 2NT
 P 3♣/3♦ min. 44 or 54, / min. or max.55
 3M max. 5 cards M plus 4 cards M'
 3NT max. 44
7. 1NT (X) 2m/2M (X) T/O (to 2m), PEN (to 2M)
 2NT / J shift INV.
 CUE GF, STAYMAN

Note 12

1. 2♥ 2NT
 3♣/3♦ min. ♣/♦
 3♥/3♠ max. ♣/♦
2. 2♥ 2NT
 3♣ newsuit NAT or CUE, GF
 3♥ Signoff
 4♣ INV.
 gamebid Signoff
 J 4♦ RKC(to ♣)
 4NT RKC(to ♥)
3. 2♥ 2NT
 3♦ 4♦ INV.
 J 4♠ RKC(to ♦)
 4NT RKC(to ♥)
4. 2♠ 2NT
 3♣/3♦ min. ♣/♦
 3♥/3♠ max. ♣/♦

5. 2♠ 2NT
 3♣ 3♦/3♥ NAT or CUE, GF
 3♠ Signoff
 4♣ INV.
 gamebid Signoff
 J to 4♦ RKC(to ♣)
 4NT RKC(to ♠)
6. 2♠ 2NT
 3♦ 3♥/4♣ NAT or CUE, GF
 3♠ Signoff
 4♦ INV.
 gamebid Signoff (except 4♥)
 J 4♥ RKC(to ♦)
 4NT RKC(to ♠)

Note 13

1. 1NT 2♣
 2♦/♥/♠ 3♣ m ASK, GF
2. 1NT 2♣
 2♦ 3♣
 3♦ 4card m(then 3H=relay→3S/N=4cardC/D)
 3♥/♠ 5card C/D
 3NT D+C
3. 1NT 2♣
 2M 3♣
 3♦ 4card m(then 3H=relay→3S/N=4cardC/D)
 3M 5card M
 3M' 4card M'
 3NT no minor.

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

Names: CH Wu and CC Chen

Country: Chinese Taipei Event 38th Bermuda Bowl

Opening bid of 2♦ in all Seat at all vulnerabilities

Shows: an undisciplined weak 2 bid in one of the Majors (disciplined in 4th seat)

Detailed Description:

We frequently open 2♦ on hands with a 5 card Major, as long as the suit is not terrible. We almost never have a 7 card suit. We can have a side void. We rarely open 2♦ with 5 spades and 4 hearts. We can have outside defense, but can choose not to open with a weak 5 card suit and side cards. We have a sounder hand in 2nd seat vulnerable. In 4th seat, we will have 6 card good suit and Max hand.

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

We pass the opening bid either with long diamonds **or** with a weak hand with a very short (0-1) Major and 4 diamonds.

Meanings of other responses and rebids:

2♦-(P)-2M is Pass or Correct. We generally bid as high as we are willing to play in our shorter Major, so 2♠ usually has heart length.

2♦-(P)-2NT asks for suit and strength. Opener will expect an invitational⁺ hand.

2♦-(P)-3M & 2♦-(P)-4♥ are P/C and suggest at least equal length in the unbid Major.

Other responses are NAT.

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

After 2♦-(DBL), P is to play, and suggests long diamonds, but opener may bid the Major with 0 or 1 diamond and a good 6-card Major. RDBL asks opener to bid 2♥ so responder can set trump.

Other bids are as after 2♦-(P)

Responses after an opponent's overcall:

2♦-(2M NAT)-3m is NAT

Other bids are same as out of competition

DBL of a Major suit overcall through 4♥ is P/C

DBL of any minor suit overcall or any bid of 4♠ or higher is PEN

Rebids after 4th hand DBLs the response:

2♦-(P)-2♠-(DBL): P = spades; other bids show hearts and describe opener's hand

2♦-(P)-2NT-(DBL): P = Bids as without the DBL.

Rebids after 4th hand overcalls:

2♦-(P)-2any-(any bid through 3♥): Opener shall bidding in 3level if Max.

Suggested Defence

X =WK NT 2NT =STR NT Suit = NAT