

Opening	Art. tick	No. of card	Negative Dbl. Through	Description	Responses	Subsequence Auction	Modification Over Comp. with Passed Partner
PASS				Nothing to say			
1♣		3	3♣	10~21 HCP , 3+card	Single raise=GF, 2D/3C=INV	Splinter raise, 4th suit F	2N/3m after T/O=Pre/limit.raise
1♦		3	3♣	10~21 HCP , 3+card (3-card only when 4-4-3-2)	Jump raise= PRE. 5+card Jump 2H/S= PRE 6+card 1NT=6~10HCP , 2NT=Inv. 3NT=16~18HCP	Long game try after major direct raise only 1♣/♦ 1 Major 4♣/♦ Conc. 6~4 with fit	3♣/3♦ after T/O X = Limit raise 2NT after comp. = INV 1m 3m' X = Ms 4C/D=4xH/S+6D,MAX. 1m-2/3m=6-10/10-11(5+,after P)
1♥		5	3♣	10~21 HCP , 5+card	Limit raise, (1H-2S) or (1S-3H)=PRE	Splinter,4th suit F.Long game try	Drury (re-bid suit = min.)
1♠		5	3♣	*3rd position maybe 4cards	1NT=F, 2NT=13~15HCP 、♥/♠fit 2C=Nebulous 3♣/3♦=10~12/7~9HCP,♥/♠ 4 cards fit & bal-hand	Rebid 3NT after 2/1 =19~21 pts 1M – 2C (GF) 2D=D suit or any5332 2H/2S=H/S suit (If open 1S/1H) 2M=6+M 2/3N=NAT-min/18-19 3C/3newsuit=4+C/ 4+C&Splinter	2N/J raise after T/O=INV/PRE CUE bid = INV or better P 1M 3C/D = 4M+5C/D(semi solid) 1M – 2C 2D – 2M/OM=3+M/waiting 3C=3card C.
1NT				15~17 HCP,BAL. or semi-balance. 5-card M or 6-card m are possible	Puppet St.(Resp.2/3N=Ms & Inv/Max) Jacob / Tex TR. 2♠= INV 2NT/3♣=TR 3♠/3♦ 3♣=5-5majors 、6~8HCP 3♥/♠=5-4 minor 、9~13HCP. & ♠/♥=1 4♣= Gerber 4♠=Sign off , 4NT=INV	New suit after TR = GF Splinter bid after TR 3♥/♠ after 2N/3♠TR=♠/♥(4card) 3♦ after 2N TR=♦ (4card) 1N – 2C 2D - 3C/D/H/S = 4441, splinter 4N = Ms, Inv.	Lebensohl after NAT overcall X = *Penalty(2 level) **Take/out(3 level)
2♣	√	0		22 HCP up or equivalent valued hand	2♦=0~5HCP or waiting 2♥~3♦=6+HCP , 5+card 2NT/3NT=6~8/9~11HCP 3♥~4♦=Semi-solid suit	Stayman after 2N/3N response 2♣ -2♦ -2N- 3C/D,H=Stayman/TR 2♣ -2♦ -3H/S=4H+5D/4S+5D 2♣ -2♦ -3♣ -3♦=waiting	2♣ 3Y - = negative X = positive 2♣ 4Y - = positive X = negative
2♦	√	6		2♦=Weak ♥ or ♠	New suit=F1	2D - 2NT	
2♥/2♠		5		2♥= Weak ♥ and other 5-5 2♠= Weak ♠ and minor 5-5	2NT = Inquiry usually GF 3NT = To play Opening strength depend on vul.	3C/D=H/S min. 3H/S=S/H MAX 2D - 4C(Ask) 2D - 4D(Ask) 4D/H=H/S 4H/S=H/S	
2NT				20~21HCP , BAL. or Semi-BAL. 6-card minor is possible	Stayman , 3♦/3♥/4♦/4♥=TR 4♣/4NT = Gerber/INV	2N - 3C 3D - 3H/S=4H+5S/4S+5H	After 4♣ Gerber : Use lower 4NT / 5♣ to ask King
3♣~3♠		6+		Normal PRE. 7+card	New suit = F 3NT = To play		
3NT	√			Gambling, 7+card solid minor	4♣/4♦/5♠=Pass or correct 4NT= Blackwood	Slam Approach and Convention and Abbreviation	
4♣/4♦	√	0		STR 4♥/4♠ opening	4D/H=slam interesting	Geber J = Jump TR = Transfer Max. = maximum GSF = Grand slam forcing T/O = take out F = forcing PRE = preemptive CAB = control asking bid M = major m = minor GF = game forcing COMP. = competitive DOPI / DEPO Lebensohl Drury min. = minimum	
4♥/4♠		7+		Normal 4♥/4♠ opening			
4NT	√			At least 6-5 ms,3~4 losers			

DEFENSIVE AND COMPETITIVE BIDDING	LEAD AND SIGNAL				WBF PAIRS AND TEAMS CONVENTION CARD	
OVERCALL : 7~16 HCP , tend 5 cards RESP. : CUE = Only F J-CUE = INV J-raise = PRE	SUIT	3rd - 5th	<u>4th</u>	Attitudes	(TEAM)	<u>Shan-hai</u> ALL
	NT	3rd - 5th	<u>4th</u>	Attitudes		
TAKE OUT DOUBLE : 11 HCP up RESP. : CUE = Only F Jump after XX = PRE 4th seat could be light	SUB-LEADS : Top from sequence lead				NAME OF PLAYER	NAME OF PLAYER
	OPENING LEADS VS NT / SUIT (mark / -)				SYSTEM	SUMMARY
1NT OVERCALL : 15~18 / 12~15 at 2 / 4 seat RESP. : Same as open 1NT (no puppet)	AK KQ QJ JT Tx xx				GENERAL APPROACH & STYLE Nature with 5 card major opening (5-5-3-3). 2/1=GF, Signal:UDCA	
Jump OVERCALL : Weak , 2NT ask shortness	AKx KQx QJx JTx Txx xxx					
Jump 2NT OVERCALL : 2 Lowest un-bid suit						
Direct CUE = Michaels 5-5 up , strength depend on V. RESP. : 2NT ask second suit	AKJx KQxx QJTx JT9x T9x xxx				SPECIAL OPENING THAT MAY REQUIRE DEFENCE	
Vs.Strong NT: DON'T.(Strength or shape depend on V) X : one suit 2H: H+S(4-4 up) 2C: C + higher suit (4-4 up) 2S: NAT 2D: D + higher suit (4-4 up) 2N: D+C(5-5 up) 1N 2C – 2D=P/C 1N 2D – 2H=P/C 2M= to play 2S/3C=to play 1N 2C X P/XX/2D,H,S=agree C/Ask suit/to play 1N 2C 2X X/2Y,2Z/3C=Ask suit/to play/Pre 1N 2S X 2N/3S=Inv/Comp. 1N 2S 3X X=Inv.	AJTx KQJx KTx KJT 98x xxxxx				1. 2♦ : Weak ♥ or ♠	
	AJx KT9x AT98 KT9x QT9x xxxxxx				2. 2♥ : Weak ♥ and other 5-5	
	AJxx Kxx Qxx Jxx Jxxx Jxxx				3. 2♠ : Weak ♠ and minor 5-5	
	KJxx Kxx Qxx Jxx Txx Txx				4. 3NT : To play(solid minor)	
					5. 4♠/4♦ : Good hand. in ♥ / ♠	
Vs. Weak NT : CAPP(Strength or shape depend on V) X : optional 2H: H+m(5-4 or 4-5) 2C: one suit 2S: S+m(5-4 or 4-5) 2D: H + S(5-4 or 4-5) 2N: D+C(5-5 up)	SIGNAL WHEN FOLLOWING SUIT OR DISCARD (1 / 2 / E / D / S = ODD / EVEN / Enc / Disc / Suit P.)				SPECIAL COMPETITIVE BIDS	
Vs. Preemptive : take out up to 4♥						
Vs. Artificial 1♣ : 1/2 line=CRASH/Multi. All Resp.=P/C X/1D/1M/NT=color/ranking/NAT/shape 2C= C or D suit 2H=S suit or H+m 2D=H suit or S+m, 2S=S+H or D+C	CARDS HIGH LOW ODD EVEN					
	SUIT	Partner	D1	E2		
	Declarer	D1	E2			
	Discard		E	D/E	S	
Vs. Multi : X = Weak NT or strong hand Suit = NAT NT = Strong NT Vs. Prec.1D(D≤2) X=T/O or STR hand, 1H~2D=NAT, 1N=Open 1N. 2H~3D=WK. 2N=D+C	NT	Partner	D1	E2		
	Declarer	D1	E2			
	Discard		E	D/E	S	
Vs. Take out double : XX = 10 HCP up RESP.: 1 / 2 - level suit = F 1 round / NF 1M X 2NT / 3M = Limit raise / PRE 1m X 2NT / 3m = PRE / limit raise	SIGNAL IN TRUMP SUIT			OTHER SIGNAL		
	Ability to ruff			SWITCH IN TIMES		
	"NOTES"THAT DO NOT FIT IN ELSEWHERE					
	1. Light or shapes opening in all seat(maybe under 10HCP)			1. Negative double to 3♠ 2. Responsible double to 3♠		
	2. Wild PRE. or overcall in 3rd seat or NV.			3. Lightner double 4. Support double to 2♥		
3. Frequent false card			5. Competitive double for all direct raise up 2♠			
			6. Maximum double 7.RKCB (0314) & BW 04/1/2/3			