


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION CONVENTION CARD 		
OVERCALLS [STYLE;RESPONSES;1/2LEVEL;REOPENING]		OPENING LEADS STYLE				CATEGORX: Precision- BLUE	
1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP;		SUIT	LEAD	IN PARTNER'S SUIT			
RESP: New suit=F1 after 2/1 overcall; Jump shift=NAT, INV;		NT	3rd/5th	3rd/5th			
Jump raise=PRE;		SUBSEQ	4th	4th		NEBO: CHINA EVENT: ALL EVENTS	
			Same as above	Same as above			
		OTHERS: vs NT: K ask UB/CT; A ask ATT;				PLAYERS: JU CHUANCHENG SHI ZHENGJUN	
		LEADS					
INT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT	VS. NT		SYSTEM SUMMARY	
2nd/4th LIVE: good 15-18 HCP; RESP: system on;		A	AKx (+); Ax (+)	AK (+)			
Reopening: good 11-15HCP; RESP: system on		K	KQ (+); AK	AKJ10 (+); KQ109(+);			
JUMP OVERCALLS (STYLE;RESPONSES;UNUSUAL NT)		Q	QJ (+); Qx	QJ (+); KQ (+);	GENERAL APPROACH AND STYLE		
1-suit: WK, 5+cards		J	HJ 10 (+); J 10 (+); Jx	HJ 10 (+); J 10 (+); Jx			
2-suits: Unbid lower 2-suits		10	H109(+); 109 (+); 10x	H109(+); 109 (+); 10x			
Reopening 2NT= 18-20HCP, BAL		9	9x; 9xx	H98x; 9xx; 9x			
		HI-x	Sx; xxS; xxSx; xxxxS	Sx; Sxx; xSxS; xSxSx (+)			
		LO-x	HxS; HxSx; HxxxS (+);	HxS; HxxS(+)			
DIRECT AND JUMP CUE BIDS (STYLE;RESPONSES;REOPEN)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Michaels CUE: (1m)-2m=54+ M's, (1M)-2M=55+ OM+m, 8+HCP		SUIT	PARTNER'S LEAD	DECLARER'S		DISCARDING	
Jump CUE=STOP asking;			1	HI=ENCRG		Hi/low =Even	Odd/Even
			2	Hi/Lo=even		S/P	Hi/low =Even
		NT	3	S/P		S/P	
VS. NT (VS. STRONG/WEAK; REOPENING; PH)			1	HI=ENCRG	Lo/ Hi=odd	Odd/Even	
vs WK 1NT: DBL=PEN; vs STR 1NT: DBL=5m+4M			2	Hi/Lo=even	S/P	Lo/ Hi =odd	
2c=Ms; 2D=1M, 9-11; 2M=NAT, 12+; 2NT=1m, weak or 1M,STR;3m=NAT,good;3M=NAT,weak		3	S/P		S/P		
		SIGNALS(INCLUDING TRUMPS) vs NT/suit: Smith Signal;			SPECIAL FORCING PASS SEQUENCES		
		Trumps: Hi/lo interested in ruff					
		DOUBLES					
VS. PREEMPTS (DOUBLES; CUE-BIDS; JUMPS;NT BIDS)							
T/O DBL THRU 4D ; vs 4M PRE: DBL=OPT; 4NT=55+ 2-suits;		TAKEOUT DOUBLE (STYLE; RESPONSES; REOPENING)					
VS. ARTIFICIAL STRONG OPENGINGS		Maybe light with Classic Shape (9+HCP)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
vs STR 1C : DBL=Ms,44+;1NT/2NT=ms		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES					
1NT=C+D							
VS 2C :DBL=ms;2D=Ms		Neg DBL THRU 4♥					
		Resp DBL THRU 3♠					
		Max DBL			PSYCHICS: seldom(when fit found)		
OVER OPPONENT'S TAKEOUT DOUBLE		Lightner DBL					
New suit: 1-level= F1, 2-level=NF; 1M-(DBL)-1NT=8-10, 3+M		Support DBL THRU 2M					
Raise=PRE; Jump shift=NAT PRE; RDBL=PEN							

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♥	16+HCP UNBAL or 16+ BAL	1♦=0-7HCP; 1H=(1)S(2)4(441)or40(54)(3)11-13,BAL 1S=(1)8-10,BAL(2)5+C(3)54+ms;1NT=H;2C=D 2D=6+semi-solidm,8-11;2H=1415,BAL;2S=1444or04(54) 2NT=6+semi-solid M,8-11;3H=S;3S=solid suit,no value 3nt=8+H orS,bad suit;3C=Ms,5-7;3D=H 4C=H;4D=S	1♣-1♦;1♥=F1(1)4+H(2)24+BAL 1♣-1♦;2H=PUP to 2S(1)3-suiter(2)6m+4X (3)55ms。FG	NO RANGE RELAY
1♦		0	3♠	10-13HCP if BAL, 10-15HCP if UBAL	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, INV, no 4M; 2♦=44+M,0-12; 2♠=54 m's, WEAK OR STR; 3NT=to play; 3♠/3♦= INV in ♠/♦; 2H=6+H, 0-11 2♣=FG,ART,RELAY	2-way Checkback; 1♦-1♥; 2♠ & 1♦-1♠; 2♥=NAT MAX OR 3-SUPP MAX 1♦-1M; 2♠/2♦-2H=FG,RELAY	
1♥		5	4♥	10-15HCP, 5+♥	1NT=7-12HCP,NF; 2♣=ART,GF; 2D=pup to 2H; 2NT=4+♥, 7-12; 3♠/3D=NAT,INV. ; 3♥=PRE 3♠/3NT/4♣=SPL IN S/♠/♦; 4♦=♥ FIT,NO SLAM 4♠/5m=Exclusive RKCB vs ♥; 4NT=RKCB vs ♥ 1♥-2♣=FG,ART,RELAY	1♥-1♠; 1NT-?: 2-way checkback; 4SF=FG 1♥-1♠/1NT; 2NT=6H-5X 1♥-1♠; 3NT=6♥4♠, MAX; 1♥-1S; 2♦/2♥-2S=ART,GF	2♣=Drury Jumpshift=Fit-showing
1♠		5	4♥	10-15HCP, 5+♠	3♥=inv; 4♥=to play; 3NT/4♠/4♦=SPL IN C/D/♥ Others=same as 1♥ opening 1S-2♥=pup to 2S		
1NT			4♥	13+-16-HCP, BAL, 5M/6m /SPL H	2♣=STAY; 2♦/2H=TRF; 2S=Range ask; 2NT=5C+4M 3♠=5D+4H; 3♦=5D+4S; 4♣=Gerber; 4♦/4♥=TRF; 4♠=m's; 3M=(41)44	1NT-2H; 2S-2NT=week doubleton ask 1NT-2S; 2NT/3♣-3D=strong BAL	
2♣		5	4♥	11-15HCP, 6+♣ or 5♣+4M	2♦=Relay(NOTE 18); 2M=NAT NF; 2NT/3♣=PUP TO 3♠/3♦; 3♦=Ms,INV; 3M=NAT, INV; 3NT=to play; 4♦=RKCB vs ♣	2♣-2♦; 2M-2NT=GF,RELAY 2♣-2♦; 3♣-3♦=GF,RELAY	
2♦	*	0		WK IN Ms, 54 IN V; 44 in NV 4TH=6+♦,9-13	2NT=Relay(NOTE20); 3m=NF		
2♥		5		WEAK.WHEN NV,COULD BE 5	2NT=Relay; 2♠=NF; 3m=NF		
2♠		5		4TH=6+M,9-13			
2NT	*			22-23HCP, BAL	3♣=STAY; 3♦/3♥/4♦/4♥=TRF; 3♠=54+ m's; 4♣=PUP 4♠=55+ m's	2NT-4♣; 4♦-4♥/4S/4NT=55Ms/c/d 2NT-3♦; 3♥=3♥	
3m		6		PRE	3x=F1; 3♠-4♦=RKCB, 3D-4C=RKCB.4M=To play	HIGH LEVEL BIDDING	
3M		6	PRE	4♠=RKCB; 3♥-4♠=To play			
3NT	*			GOOD HAND WITH 7+♥ OR S		RKCB 14/03; Blackwood 14/03; Cue; 5NT GSF; SPL	
4x	*	7		PRE	4M=To play; New suit=CUE; 4NT=RKCB	D0P I; DOPE; EXCLUSION RKCB	
4NT				GOOD HAND IN C OR D	5♣=P/C; 5♥=RKCB		