DEFENSIVE AND COMPETITIVE BIDDING	BIDDING LEADS A			D SIGNALS				
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE							
6-17HCP; Aggressive		Lead		In	Partner's Suit	Convention Card		
Response: 2NT/Jump cue=Limited/Mixed Raise+	Suit	3rd/5th		3rd/5th			CORN	
2♣(by UPH)=ART F1, good hand	NT	2nd/4th		3rd/5th				
Some transfer/switch bid by advancer	Subseq	eq As above As above		As above	CATEGORY: Green			
	Other: 0/2 lead in partner's suit or bid-and-raised suit		uit	Team: China	EVENT: 46th WBTC			
						PLAYERS: Zejun ZHUAN	IG - Jing LIU	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
2nd=15(+)-18(+)HCP	LEAD	Vs. Suit			Vs. NT	SYSTEM SUMMARY		
4th=11(+)-16(-)HCP	Ace	AK+; Ax		Ask for AT	T, usually AK+	GENERAL APPROACH AND STYLE		
Response: Stayman; Transfer; 3m=To play	King	KQ+; AK; Kx; AK+			or CT	Natural, 5-card M opening		
	Queen	QJ+; Qx			T, KQ+/QJ+/AQJ+; Qx	1NT Opening: (14+)15-17HCP		
JUMP OVERCALL (Style; Response; Unusual NT)	Jack	J10+; KJ10+; Jx		J10+; A/KJ10; Jx		1♣ can be 2+, may have longer ♦, NAT or 11-14 BAL or 18-19 BAL		
1-Suit: NAT WEAK	10	109+; H109x+; 10x			9; 10x	1♦=5+♦ or 4441♣, can be 5♦(332) if 11-14 BAL, but not 4432/4333		
2-Suit: (1m)-2NT: ♥+om; (1M)-2NT: ♦+♣	9	9x; 98x+; H98+		98+; H98; 9x		With 11-14 BAL 5♦332, we may	open 1♣ or 1♦	
Reopen: Constructive; 2NT=19-21	Hi-x	HxSx; Sxxx; Sx; xx	Sx	HxxSx+; S	x; Sxx; xSxx	With 18-19 BAL 5 ♦ (332), we have	ve to open 1.	
	Low-x	Low-x HxS; HxxxS; xxS; xxxxS+		HxS; HxxS+				
	SIGNAL	S IN ORDER OF PRI	ORITY	-				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	s Lead Declar		Discarding	SPECIAL BIDS THAT MAY RE(QUIRE DEFENCE	
Michaels Cue: (1m)-2m: 5-5 in Majors; (1M)-2M: OM+m;	1	Hi=Enc	Hi	=Even	O/E(Odd Enc)	2♦: Both Majors, WK		
Over 1♣(2+): 2♣/3♣=NAT; 2♦=5-5 in Majors	Suit 2	Hi=Even		S/P	Hi=Even	3NT: 7+ Solid m;		
Jump Cue: Stopper Ask	3	S/P						
	1	Hi=Enc	Hi	=Even	O/E(Odd Enc)			
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Hi=Even		S/P	Hi=Even			
VS. Strong(17 included): DBL=Strong; 2+=both Majors;	3	S/P	S/P					
2♦=1M; 2♥/2♣=♥/♠+m, 54(+); 2NT=Minors		ncluding Trumps): Sta	andard A	TT and CT,	1st discard O/E			
VS. Weak(up to 16): DBL=Strong; 2+=both Majors;	Trumps: Hi-Low shows interest in ruff or S/P; Standard Smith if necessary				ard Smith if necessary			
2♦=1M, constructive+; 2♥/2▲=NAT, competitive; 2NT=1m, PRE								
3♣/3♦=NAT, constructive	DOUBLES							
PH: DBL=5m+4M; 2♣=both Majors; 2♦/2♥/2♠=NAT								
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKE-OUT DOUBLES (Style; Responses; Reopening)							
Modified Lebensohl after (2M)-DBL-(P)-?, Fast deny OM	Opening Values; May be light (10+HCP) with classic shape;							
(Weak 2M): 4♣=OM+♣, 4♦=OM+♦; 4M=Minors, good hand	Response: Cue=F1;							
3m-4♦=Majors; 3m-4♣=om+M; 3m-4M=To play, tricks								
						SPECIAL FORCING PASS SEQU	JENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES							
Vs Strong ♣(or 1♣-1♦):	Negative Double;					IMPORTANT NOTES THAT DO	N'T FIT ELSEWHERE	
DBL=Majors; NT=Minors; Others=NAT;	Responsive Double; Support Double/Redouble;				3rd seat opening may be light			
						NV-V in 1/2 seat, preempts migh	t be destructive	
OVER OPPENENTS' TAKE-OUT DOUBLE								
New suit: 1x-(DBL)-1y=F; 1x-(DBL)-2y=NF; JUMPS=PRE						PSYCHICS:		
1M-(DBL)-2NT=Limited Raise+; Transfer Resp; Redouble=10+HCP						Rare		

OPENING	TICK√ IF ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING	
1*		2	7♥	11-22HCP, 2+ 	1♦=2+♦; 1♥/1▲=4+, F1; 1NT=8-10; 2♣=5+♣, GF; 2♦=5+♦ or ♦+♣, GF;	1&-1X-2NT: 18-19 BAL, TRF RESP		
				11-14/18-19 BAL or NAT	2♥=5-5 majors, less than INV; 2▲=mixed raise; 2NT=INV; 4♦/4♥=TRF	Two-way CB, XYZ, Walsh Style		
1♦		4	7♥	11-22HCP, 5+♦ or 4441♣	1♥/1♠=4+, F1; 1NT=6-10; 2♣=4+♣ GF; 2♦=4+♦, GF; 3♣=6+♣, INV;	1♦-1M-2NT: ART, 17-18 6+♦ or 14-16 6♦+3M		
				11-14 BAL with 5♦ or NAT	2♥=5-5 majors, less than INV; 2▲=mixed raise; 2NT=INV; 4♦/4♥=TRF			
1♥		5	7♦	11-22HCP, 5+♥	1▲=4+, F1; 1NT=Semi-F; 2♣=2+♣, GF; 2▲=4+♥, GF; 2NT=3♥, INV;	Gazzilli	2 ♣ =Drury	
					3♣=NAT INV; 3♦=4+♥, INV; 3♠=Mini Splinter; 3NT=♠ Splinter; 3♥=PRE	2♦ then rebid 3♦ NF		
1 🛦		5	7♥	11-22HCP, 5+ ▲	1NT=Semi-F; 2♣=2+♣, GF; 2NT=4+♠, GF; 3♣=NAT INV; 3♦=3♠, INV;	Gazzilli	2 * =Drury	
					3♥=4+♠, INV; 3NT=Mini Splinter; 3♠=PRE(can be mixed when VUL)	2♦/2♥ then rebid 3♦/3♥ NF		
1NT			7♥	14(+)-17	2♣=Stayman; 2♦/♥=TRF, 4+; 2♠=Range Ask; 2NT=Ask WK doubleton			
				BAL or semi-BAL	3 ♣ =Puppet Stayman; 3♦/3♥=4♥/♠, COG; 3♠/4♣=5-5 m's; 4♦/4♥=TRF			
2*				22+ or GF	2♦=waiting; 2♥/2♠/2NT/3♣/3♦=NAT	2 ♣ -2♦-2 ♥ =Kokish Relay		
2♦				Both Majors, PRE	2NT=Ask; 3 & =NAT, NF		9-13HCP, 6+ in 4th seat	
2♥		6(5)		Weak 2, can be 5+ in NV-V	2NT=Ask; 2 ѧ =NAT, NF; when NV-V, new suit=NF		9-13HCP, 6+ in 4th seat	
2♠		6(5)		Weak 2, can be 5+ in NV-V	2NT=Ask; when NV-V, new suit=NF		9-13HCP, 6+ in 4th seat	
2NT			7♥	(19+)20-21HCP,	3♣=Puppet Stayman; 3♦/♥=TRF; 3♠=Minor Stayman, 4♣=Majors, SI			
				BAL or Semi-BAL	4♦/4♥=TRF; 4♠=Ace Ask; 4NT=INV			
3*		6		PRE	4♦=Poor man's RKCB; when NV-V, new suit=NF			
3♦		6		PRE	4♣=Poor man's RKCB; when NV-V, new suit=NF			
3♥		6		PRE	4♣=Poor man's RKCB; when NV-V, new suit=NF			
3♠		6		PRE	4♣=Poor man's RKCB			
3NT				Solid m	4 ♣ =P/C; 4♦=Ask short		To play in 3/4 seat	
4*		6		PRE	4♦=Poor man's RKCB; 4♥/4♠/4NT/5♣/5♦=To play			
4♦		6		PRE	4NT=Poor man's RKCB; 4♥/4♠/5♣/5♦=To play			
4♥		6		Wide Range	4 ≜ =To play; 4NT=RKCB; 5♣/5♦=Control Ask			
4♠		6		Wide Range	4NT=RKCB; 5♣/5♦/5♥=Control Ask			
				-				
						HIGH LEVEL BIDDIN	G	
						RKCB 14-30, 5NT=Odd KC with void, 6X=Even KC with void; Kick-back RKCB;		
						Blackwood 03-14-2; E-RKCB 0-1-2-2Q; Poor man's RKCB 0-1-1Q-2-2Q;		
						Optional RKCB: Special 5* RKCB: D1P0: DOPE:		
	1					Cue bid: mixed		