


Defensive and Competitive Bidding	Leads and Signals			Convention Card (Based on World Bridge Federation)	
Overcalls(Style; Responses; 1/2Level; Reopening)	Opening Leads Style				
1/1 overcalls: (6)7-15; 2/1 overcalls: opening strength ,5+;		Lead	In Partner's suit	NCBO: China U21	Players: CAI Hanyu / CHEN Jingfan
1/1, 2/1 or 2/2 RESP NF CONST; 3/2 F;	Suit	3 rd /5 th Best	3 rd /5 th Best		
1NT=8-11,NF; Jump shift= PREE; Jump Raise=PREE;	NT	4 th asks return, 2 nd asks shift	3 rd /5 th Best	General Approach and Style	
Cue: F with new suit, STR bal. or F with support;	Subseq	3 rd /5 th Remaining	3 rd /5 th Remaining		Natural 5533; 2/1 Game Forcing;
May be light at 4 th seat	Others : 0/1 Honors; The suit belongs to who bid it first			5-card Majors Opening; Semi-forcing 1NT over 1♥/1♠;	
	Against high level suit contract: A=asks attitude of K; K=asks count			1NT=15-17; 2♦=One major suit PREE; 2♥/2♠=PREE with M+m;	
1NT Overcall(2nd/4th Live; Responses; Reopening)	Leads			2♠=ART, Strong.	
2 nd seat 15-18HCP, then system on	Lead		VS. NT		
4 th seat 12-15HCP, then system on	A	AKx(+); Ax(+); AKJ10(+)	Ax(+); AKxx(+); AQ(J/10)xx(+)		
Passed hand NT=Unusual NT	K	KQJ(+); KQx(+)	KQJ(+);KQx(+); Kx		
	Q	QJx(+); Qx;	QJT(+);QJx(+);AQJx(+); Qx		
	J	J10; J10x(+); (A/K)J10x(+)	J10; J10x(+); (A/K)J10x(+)		
Jump Overcalls(Style; Responses; Unusual NT)	10	109x(+); 10x; H109(+)	10x; H109x		
Jump Shifting=PREE;	9	9x; 98x(+);	9x;		
2 nd seat 2NT=m's	HI-x	<u>xx</u> ; <u>xxx</u> <u>xx</u> ;	<u>xx</u> ;		
4 th seat 2NT without pass=19-20	LO-x	<u>x</u> ; <u>xx</u> <u>x</u> ; <u>xxxx</u> <u>x</u>	<u>x</u> ; <u>Hxx</u> ; <u>xxxx</u> <u>xx</u> (+);		
	Signals in Order of Priority				
Direct and Jump Cuebids(Style; Responses; Reopen)		Partner's lead	Declarer's lead	Discarding	Special Bids they May Require Defence
Michael's with 8+ non-vul and opening strength VUL;	Suit	1 Hi=Enc.	Hi=Even	Lavinthal	XYZ when Y=any Major, then rejecting transfer=15-17 descriptive;
Jump cuebid on m=Natural; Jump cuebid on M=Asking for stopper;	2	Hi=Even	S/P		Gambling 3NT;
	3	S/P			2♦=One major suit PREE;
	NT	1 Low=Enc.	Hi=Even	Lavinthal	
VS. NT(vs. Strong/Weak; Reopening; PH)	2	Hi=Even	S/P		
X=PEN (>=opp average with good suit or >=opp maximum with Bal.);	3	S/P			
2♠=Majors; 2♦=One major; 2♥/2♠=With a minor; 2NT=Minors	Signals(Including Trumps): S/P When give partner a ruff;				
Jump=Natural, 3♠/♦ CONST when VUL	Trump echo with ruffing interests				
VS. Preempts(Doubles; Cuebids; Jumps; NT Bids)	Doubles				
Double=T/O; Overcalls: opening strength ,5+; Jump=6+suit stronger					
2/3NT Overcall=16-18					
2NT in response of X=Lebensohl	Takeout Double(Style; Responses; Reopening)				
	May be light with classic shape; then Cue=F;				
VS. Artificial Strong Opengings	Cheapest New suit=0-7HCP; 1NT=8-10HCP;				
X=Majors; NT =Minors; Overcall=Natural, then partner NT=Cue;	Jump Shift=8+HCP CONST;				
X after a weak 1D response=Majors	May be light at 4 th seat				
Over Opponent's Takeout Double	Special, Artificial & Competitive Doubles / Redoubles				
XX=10+HCP and denies primary support, then PEN DBL;	SOS XX; Lead indication X; Support X (but NOT XX)				
Over 1M (X) 1NT=good raise; simple raise=bad raise; Jordan 2NT	Positive X after opponent's 2-suit overcalls or partner's strong 2C				
2/1=6+suit, 7-9	1NT-(X=PEN)-XX=transfer to 2♣				
	Important Notes that Don't Fit Elsewhere				
	1m-1M might be very light with 5+; 1M-1NT might be very light with support				
	Special Forcing Pass:				
	Forcing pass after GF				
	PSYCHICS:				
	Rare				

Opening	Tick if Artificial	Min. No. of Cards	Neg. Dbl THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	(11)12-21 HCP, 3+♣	1♦/♥/♠=(0)6+HCP, F1; 1NT=6-10 Bal.; 2♣=4+♣ GF or 5+♣ INV; 2♦=6+♦ or 5♦4+♣, GF; 2NT=11-12 Bal.; 2♥/♠/3X=PREE; 3NT=13-15 Bal.	XYZ after 1M response	
1♦		4(3)	4♥	(11)12-21 HCP, 4+♦ 4-4-3-2 Open 1♦ with 3	1♥/♠=(0)6+HCP, F1; 1NT=6-10 Bal.; 2♣= 5+♣ GF; 2♦=4+♦ GF or 5+♦ INV; 2♥/♠=PREE; 2NT=11-12 Bal.; 3♣=6+♣ INV; 3NT=13-15 Bal.;	XYZ	
1♥		5	4♦	(11)12-21HCP, 5+♥. May be <11 with zar>=27	1♠=4+♠, 6+HCP, F1; 1NT=(0)5-12HCP, Semi-forcing; 2♥=(7)8-10HCP, Raise; 3/4♥=PREE; 2♠=6-10HCP,6+♠ 2♣=5+ or Bal. GF;2♦=5+ GF; 2NT=12HCP+, 4+♥, GF; 3♠=PREE;3♣/♦=Bergen; 3NT/4♣/♦=♠/♣/♦ Splinter	XYZ 1♥-2NT-3♣/♦/♠=Short;	May be light at 3 rd seat; 2♣=Drury;
1♠		5	4♥	(11)12-21HCP, 5+♠ May be <11 with zar>=27	2♥=5+♥ GF; 3♥=6+ NAT INV; 4♥=To play; 3NT=♥ Splinter;	1♠-2NT-3♣/♦/♥=Short	May be light at 3 rd seat; 2♣=Drury;
1NT			4♥	15-17HCP Bal., May Contain 5M or 6m.	2♣=Stayman; 2♦/♥/♠/3♣=Transfer; 2NT=Bal. INV 3♦=m 55, GF; 3♥/♠=short with m 54/64; 4♦/♥=Texas;	1NT-2♣-2X-3m=NAT GF; 1NT-2♦/♥-2♥/♠-3m=NAT GF;	
2♣	√	0	4♥	ART. Strong, 22 HCP Any Or 18 HCP+ GF Hand	2♦=GF, at least 1K1Q; 2♥=Any 0-4(6) Second Negative; 2♠/NT/3♣/♦=5+ Suit(NT=♥), strength at least KJT;		
2♦	√	5		One major 6+ PREE, 4-10HCP	2♥/♠/3♥/4♥=P/C; 2NT=Ask; 3♣/♦/♠=Forcing;	Answer of 2NT: 3♣/♦/♥/♠=♥/♠ Suit min/♠/♥ Suit max;	10-13 6-card ♦ at 4th seat;
2♥		5		5♥+4+m PREE, 4-10HCP 5♥+5+m when VUL	2NT=Ask, 2♠=♠ Forcing; 3/4/5♣=P/C; 3♦=♥ INV+	Answer of 2NT: 3♣/♦/♥/♠=♣/♦ Suit min/♣/♦ Suit max; 4♣/♦=6+	10-13 6-card ♥ at 4th seat;
2♠		5		5♠+4+m PREE, 4-10HCP 5♠+5+m when VUL	2NT=Ask, 3♥=♥ Forcing; 3/4/5♣=P/C; 3♦=♠ INV+	Answer of 2NT: 3♣/♦/♥/♠=♣/♦ Suit min/♣/♦ Suit max; 4♣/♦=6+	10-13 6-card ♠ at 4th seat;
2NT			4♥	20-21HCP Bal. May Contain 5M or 6m.	3♣=Stayman;3♦/3♥=Transfer;3♠=55m; 4♦/♥=Texas;	2NT-3♦-3♥-3♠=55M	
3♣		6		PREE , 4-10HCP CONST when VUL	New Suit=Forcing;		
3♦		6		PREE , 4-10HCP CONST when VUL	New Suit=Forcing;		
3♥		6		PREE , 4-10HCP	New Suit=Forcing;		
3♠		6		PREE , 4-10HCP	New Suit EXCEPT 4♥=Forcing;		
3NT	√			Gambling without pass Side K NOT allowed	Any level ♣=P/C; 4♥/♠=To Play; 4♦=Ask for shortness; 4NT=Ask for extra length	Answer of 4♦: 4♥/♠/NT=♥/♠/other m short; 5♣/♦=2227/2272 Answer of 4NT: 5♣/♦=7 card ♣/♦; 6♣/♦=8 card ♣/♦	To play, can be STR
4♣		7		PREE			
4♦		7		PREE			
4♥		6		PREE			To play, can be STR
4♠		6		PREE			To play, can be STR
5♣		8		To Play			
5♦		8		To Play			
						HIGH LEVEL BIDDING	
						RKCB 1430 (4NT may be quant); Trump Queen Asking; Cues 1 st and 2 nd control; Splinter; R1P2; D1P2; DOPE;	