Defensive and Competitive Bidding		Leads and Signals					
Overcalls(Style; Responses; 1/2Level; Reopening)	Openning Leads Style					Convention Card	
1/1 overcalls: 7-15; 2/1 overcalls: opening strength ,5+;		Lead		In Partner's suit		(Based on World Bridge Federation)	
1/1, 2/1 or 2/2 responses NF Constructive; 3/2 F;	Suit	3rd/5th	3rd/5th			CCBA	
1NT=8-11,NF; Jump shift= GF NAT; Jump Raise=weak;	NT	NT 4th(1st/2nd from weak suit) 3rd/5th					
Cue: Strong BAL or good raise;	Subseq	Attitude or same as I	ead A	Attitude or 3/	5	Category: Green	
	Others	: 0/2 Honors;	•			NCBO: China U21 Event: 2023 WYTC	
						Players: MA Hanxi / WANG Zi'ao	
1NT Overcall(2 nd /4 th Live; Responses; Reopening)	Leads						
15-18HCP; 2♣=Stayman; 2♦/♥=Transfers; Same as opening;	Lead	VS. Suit		VS. NT		System Summary	
4th: 12-16HCP; System on;	Α			AKxx(+); Ax(+);		General Approach and Style	
	к			Unblock/Count;		2/1 Game Forcing;	
	Q	QJx(+); Qx;		KQx(+); Q	Jx(+); AQJx(+); Qx	5-card Majors Opening; Semi-forcing 1NT over 1v/1+;	
	J Jx; J10x(+); Jx; J10x(+);			1NT=15-17; 2♦=Majors Weak; 2♥/2♠=Natural Weak;			
Jump Overcalls(Style; Responses; Unusual NT)	10	109x(+); 10x; (A/K).	J10x(+)	109x(+); 1	0x; (A/K)J10x(+)	2+=ART, Strong.	
Jump shift=weak; (1X) 2NT=lowest two suits;	9	9x; H109(+)		9x; H109x	•		
	HI-x			<u>x</u> x; <u>x</u> xx; x	<u>(</u> x(x);		
	LO-x			<u>x</u> ; Hx <u>x</u> ; xxx <u>x</u> x(+);			
	Signals	in Order of Priority		<u>. – –</u>			
Direct and Jump Cuebids(Style; Responses; Reopen)					Discarding	Special Bids they May Require Defence	
(1m)-2m=Majors 55 8+; (1M)-2M=oM+minor 55 8+;	1	Hi=Enc.	Hi	=Even	Lo=Enc.	1X-1M-1Z-2♣=PUP to 2♦ and INV; 2♦= GF;	
Jump cue=ask for stopper;	Suit 2			S/P	Hi=Even	Open 3NT=Solid 7+ Major suit, no side K;	
	3				S/P	We open 1m (1♥ overcall) X=4-5♠; 1♠=0-3♠; 1NT=6+♠;	
	1	Hi=Enc.	Hi	=Even	Lo=Enc.	We open 2M (X or overcall) here we bid 3/4m=fit-showing, 2NT=INV;	
Vs. NT(vs. Strong/Weak; Reopening; PH)	NT 2	Hi=Even		S/P	Hi=Even		
X=Penalty; 2♣=M's; 2♦=♥; 2♥=6♠; 2♠=♠+minor; 2NT=minors;	3	S/P	S/P		S/P		
	Signals(Including Trumps): When give partner a ruff=S/P;						
	When in suit contract we lead an Honor dummy has a singleton=S/P;						
VS. Preempts(Doubles; Cuebids; Jumps; NT Bids)							
X=T/O; NT Overcall=15-18; Jump shift=14-16 good hand;			Double	s			
Cue=Michaels;							
	Takeout Double(Style; Responses; Reopening)						
	May be light with classic shape; then Cue=F;						
VS. Artificial Strong Opengings	Cheapest New suit=0-7HCP; 1NT=7-10HCP;						
Vs. Precision 1. /Natural 2. X=Majors; NT=minors;	Jump Sh	ift=8+HCP Constructiv	/e;				
						Special overcalls	
Over Opponent's Takeout Double	Special, Artificial & Competitive Doubles / Redoubles						
XX=10+HCP and denies primary support, then DBL=Penalty;	Double shows invitation in some competitive auctions;						
1M (X) 1NT=good raise; 2M=bad raise; 2NT=4+M INV+;							
Jump shift to a minor=fitshowing;						Important Notes that Don't Fit Elsewhere	
	Special Forcing Pass:					PSYCHICS:	
	When we	GF; One open 1 leve	l pard sh	lows INV and	d accepted;	Rare	

Openning	Tick if Artificial	Min. No. of Cards	Neg. Dbl THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding	
1*		3 4♥ 12-21 HCP, 3+♣		12-21 HCP, 3+♣	1 ♦/♥/♠=6+HCP, F1; 1NT=6-10 Bal.;	1X-1M-1Z-2 ♣ =PUP to 2♦ and INV; 2♦= GF;		
					2 ♣ =4+♣ GF;2 ♦ =NAT/ ♣ +♦ GF; 2 ♥ =Rev.Flannery;			
					2▲=5+♣ 8-11; 2NT=NAT INV;			
1 🔶		4(3)	4♥	12-21 HCP, 4+♦	1♥/♠=6+HCP, F1; 1NT=6-10 Bal.; 2♣= 5+♣ GF;		2 ♣ =9-11HCP,6+♣,NF	
	4-4-3-2 Open 1♦ with 3	2♦=4+♦ GF; 2♥=Rev.Flannery;						
					2 ▲ =5+♦ 8-11; 2NT=NAT INV;			
1 🗸		5	4 🔶	12-21HCP, 5+¥.	1 =4+ , 6+HCP, F1; 1NT=6-12HCP, Semi-forcing;	1♥-1▲-1NT- PUP to 2♦ and INV; 2♦= GF; 4th Suit GF;	2 *=Drury	
					2♣=2+ GF, could be BAL; 2♦=5+ GF; 2NT=4+♥, GF;	1 ♥ -2NT-3♣/♦/♠=Short;	2♦=9-11HCP, 6+♦	
					2 ▲ =constructive; 3 ♥ / ▲ =weak; 3 ♣ / ♦ =6-8/9-11 4+♥INV;	1 v -1 ▲ -2 ♦ / v -2 ▲ =GF;	3 ♣ =9-11HCP,6+ ♣	
					3NT/4♣/♦=♠/♣/♦ Splinter;			
1 🛦		5	4♥	12-21HCP, 5+A	2♥=5+♥ GF; 3♥=INV; 4♥=To play; 3NT=♥Splinter;	1▲-2NT-3♣/♦/♥=Short; Others: Same as above;	Same as above	
1NT			4♥	15-17HCP BAL,	2♣=Stayman; 2♦/♥/♠/3♣=Transfers; 2NT=BAL INV	1NT-2 ♣-2X-3m=NAT GF; 1NT-2 ♦/ ♥-2♥/♠-3m=NAT GF;		
				5M/6m, Stiff POSS	3♦=55m, GF; 3♥/♠=54m1♥/♠; 4♦/♥=Texas;	1NT-2 ♣-2♦/♥-2▲=5▲ , INV; 1NT-2 ♣-2♦ -3M=Smolen;		
2*			4♥	ART. Strong, 22+HCP,	2♦=negative; 2♥=GF with 1K2Q or 1A1Q;	2 - -2 - -2 - =Kokish Relay;		
				Or 18 HCP+ 8.5 Tricks;	2 ▲ /NT/3 ♣ /♦=5+ Good Suit, NT=♥;			
2♦				Majors 54+, weak	2NT=INV+ asking; 3♥/▲=PREE; New Suit=F1;	2 + -2NT: 3 +=min 54/3 +=min55/3 +/ +=max 54/3NT=max 55;	10-13 6-card at 4th seat;	
				VUL normally 5+♥;				
2♥		6(5)		Weak , 4-10HCP	2NT=Ogust; New Suit=F1; 4&=RKC 0/1/1.5/2;	Answer of 2NT: 3♣/♦/♥/▲=Bad/Good Suit min/Bad/Good Suit max;	10-13 6-card at 4th seat;	
2♠		6(5)		Weak , 4-10HCP	2NT=Ogust; New Suit=F1; 4 * =RKC 0/1/1.5/2;		10-13 6-card at 4th seat;	
2NT			4♥	20-21HCP Bal.	3♣=Stayman; 3♦/3♥=Transfers; 3♠=minors;	2NT-3♦-3♥-3 ♦ =55M Slam Try;		
				5M/6m, Stiff POSS	4♦/♥=Texas;			
3*		6		Weak , 4-10HCP	New Suit=F1; 4♦=RKC 0/1/1.5/2;			
3♦		6		Weak, 4-10HCP	New Suit=F1; 4 & =RKC 0/1/1.5/2;			
3♥		6		Weak, 4-10HCP	New Suit=F1; 4 & =RKC 0/1/1.5/2;			
3♠		6		Weak , 4-10HCP	New Suit=F1; 4 & =RKC 0/1/1.5/2;			
3NT	\checkmark	7		Solid 7+ Major suit,	4♣=ask for extras; 4♦=ask for shortage; 4M=T/P;		3rd/4th Open 3NT=to play	
				no side K;	4NT=ask for side Qs;			
4*		7		Weak	4NT=RKC 0/1/1.5/2;			
4 🔶		7		Weak	4NT=RKC 0/1/1.5/2;			
4♥		6		To Play	4NT=RKC 0/1/1.5/2;		Can be strong 3rd/4th	
4♠		6		To Play	4NT=RKC 0/1/1.5/2;		Can be strong 3rd/4th	
5 *		7		To Play				
5♦		7		To Play				
						HIGH LEVEL BIDDING		
						RKCB 1430; Mixed Cuebids; Last Train; Trump Queen Asking; D1P2; R1P2; DOPE; ROPE; 4NT two suitor; 5NT Pick a Slam;		