


Defensive and Competitive Bidding		Leads and Signals			Convention Card (Based on World Bridge Federation)		
Overcalls(Style; Responses: 1/2Level; Reopening)		Opening Leads Style			 Category: Green NCBO: China U21 Event: 2023 WYTC Players: WANG Zhongtian/NIU Yuanzhe		
1/1 overcalls: 7-15; 2/1 overcalls: opening strength ,5+;		Lead					
2/1 or 2/2 responses NF CONST;1/1 F1; 3/2 F;		Suit	3rd/5th	In Partner's suit			3rd/5th
1NT=8-11,NF; Jump shift= PREE; Jump Raise=PREE;		NT	2nd/4th	2nd/4th			2nd/4th
Cue: F with new suit, STR bal. or STR raise;		Subseq	3rd/5th	3rd/5th	3rd/5th		
		Others : 0/2 Honors;					
1NT Overcall(2nd/4th Live; Responses: Reopening)		Leads			System Summary		
15-18HCP; 2♠=Stayman; 2♥/♥=TRF;		Lead	VS. Suit	VS. NT	General Approach and Style		
4th 12-16		A	AKx(+); Ax(+); AK,J10(+)	Ax(+); AKxx(+); AQ(J/10)xx(+)	2/1 Game Forcing;		
		K	KQJ(+); KQx(+)	KQJ(+);KQx(+); Kx	5-card Majors Opening; Semi-forcing 1NT over 1♥/1♠;		
		Q	QJx(+); Qx;	QJT(+);QJx(+); Qx	1NT=15-17;		
		J	J10; J10x(+);	J10; J10x(+);	2♣=ART, Strong; 3NT=Gambling;		
Jump Overcalls(Style; Responses; Unusual NT)		10	109x(+); 10x; (A/K)J10x(+)	10x; (A/K)J10x(+)	2♦=One Major, PREE		
Jump Shifting=PREE; (1X) 2NT=lowest two suits;		9	9x; H109(+)	9x; H109x	2♥/♠=5M4m+, PREE		
		HI-x	xx; xxxx;	xx; xxx(x);	3NT=Gambling		
		LO-x	x; xxx(x); xxxxx(+)	x; Hxx; xxxxx(+);	1M-2♠=2+ GF, can be BAL		
		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		
(1m)-2m=Majors 55 8+; (1M)-2M=0M+minor 55 8+;		1	Hi=Enc.	Hi=Even	Hi=Enc.	1X-1M-1NT-2♠=TRF to 2♦ and INV; 2♦=GF;	
		Suit	2	Hi=Even	Hi=Even	4th suit GF;	
		3					
		1	Low=Enc.	Hi=Even	Lavinthal		
Vs. NT(vs. Strong/Weak; Reopening; PH)		NT	2	Hi=Even	Hi=Even		
X=PEN;		3					
2♠=One suit; 2♦=Majors; 2♥/♠=5M4m+; 2NT=minors;		Signals(Including Trumps): S/P When give partner a ruff;					
Vs. Preempts(Doubles; Cuebids; Jumps; NT Bids)		Doubles					
Double=T/O;							
NT Overcall=15-18;							
		Takeout Double(Style; Responses; Reopening)					
		May be light with classic shape; then Cue=F;					
Vs. Artificial Strong Openings		Cheapest New suit=0-7HCP; 1NT=7-10HCP;					
Vs. precision 1♠: X=Majors; NT=minors;		Jump Shift=8+HCP CONST;					
Vs. natural 2♠: X=Majors; NT=minors;					Special overcalls		
Over Opponent's Takeout Double		Special, Artificial & Competitive Doubles / Redoubles					
XX=10+HCP and denies primary support, then PEN DBL;							
1M (X) 1NT=good raise; 2M=bad raise; 2NT=4+M INV+;							
					Important Notes that Don't Fit Elsewhere		
		Special Forcing Pass:			PSYCHICS:		
		When we have a GF auction			Rare		

