DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				S			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING	E LEADS STYLE				W B F CONVENTION CARD		
1/1 overcalls: 8-16; Generally 5+. 2/1 overcalls: 11+;		Lead In Partner's Suit		artner's Suit				
PD Response: Same rank NT:9-12HCP; Jump 2NT=13-15HCP	Suit	t 3 <sup>rd</sup> / 5 <sup>th</sup>		B <sup>rd</sup> / 5 <sup>th</sup>		CCBA		
Change of suit=F,except2/1; cuebid or dbl then change of suit = F	NT	4 <sup>th</sup>		Brd / 5 <sup>th</sup>				
Overcalls 2NT=Minors in other suit	<b>Subseq</b> 3 <sup>rd</sup> / 5 <sup>th</sup> 3 <sup>rd</sup> / 5 <sup>th</sup>					CATEGORX: Nature Green		
	Other:					Team: China Senior Event: All Players: jianwei dai; qingliang li; Zhou songhe		
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)			LEADS	<u> </u>		SYSTEM SUMMARY		
2 <sup>nd</sup> : 16—18P	LEAD	VS. SUIT			VS. NT	STOTEW SOWWART		
4 <sup>th</sup> : 11—15P	<b>A</b> AKX, AX			AKX, AXX		GENERAL APPROACH AND STYLE		
	K	KQX, KX, AK		,AKJ10X,KQXX		1C/1D=3+ cards		
	Q	QJX, QX		,KQ109X,QJXX, A(K)J10X,J10X,JX		1H/1S=5+ cards		
	J	KJ10X, J10X,JX				1NT=15-17(could have single)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109X,10X,K(Q)10	)9X	A(K.Q)109X, 109X, 10X 9X(XX)		2NT=20-21(could have single)		
Jump Shifting=PRE;	9	9X	9X			2C=ART STR		
Jump 2NT: (1M) -2NT = m's; (1m)-2nt=Om+H	HI-x	Even						
Reopening Position: 2NT=19-21HCP, System on 2NT opening	LO-x	Odd	Odd					
Jump Shifting=PRE;	SIGNAL	S IN ORDER OF PRIO	RITY					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Decla	rer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Direct Cue: Michaels Cue.	_	Hi = Encouraging H i/ I		Lo=Even	ATT	2D/H/S/3X/4X=Nat,PRE		
Cue Minor Suit= M's Majors	SUIT	2 H i/ Lo=Even		S/P	H i/ Lo=Even	3N=Gambling		
Cue Major=OM+m; Responses:2NT=ask Minor		S/P			S/P			
Jump Cuebids=Ask Stopper, Seeking 3NT		1 HI= Encouraging	H i/ I	Lo=Even	ATT			
VS. NT (vs. Strong / Weak; Reopening; PH)	NT :	H i/ Lo=Even		S/P	H i/ Lo=Even			
Double=Same or more than OPPS HCP of opening 1NT		S/P			S/P			
2C=M's; 2D=H/S 5+; 2NT=m's Minors; 2M=M5m4;	SIGNALS IN ORDER OF PRIORITY:							
Double=Same or more than OPPS HCP of opening 1NT								
		D(	OUBL	.ES				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	TAKEOL	JT DOUBLES (Style; F	Poenone	os: Pooponi	ing)			
Double = takeout; Cue bid= Michaels; NT=NAT				es, Reopeni	ing)			
Double - takeout; Cue biu- Michaels; NT-NAT	Style: Over opening bid point							
	Responses: Cue=F; Jump=INV。 Reopening: light							
VS. ARTIFICIAL STRONG OPENGINGS	Reopenin	<b>9:</b> 11giit				SPECIAL FORCING PASS SEQUENCES		
X=h+s	SDECIAL	. ARTIFICIAL AND CO	MDETIT	TIVE DOLIBI	ES/BEDOUBLES	(4M)-4NT=m's Minors		
1NT=c+d	-	,	JIVIPEIII	IIVE DOUBL	.E3/REDOUBLES	(4M)-4N1-IIIS MIIIOIS		
IIVI =C+u	Negative Double to 4H Support Double to 2H					<del> </del>		
						1		
	Responsive double to 3H SOS Redouble					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKE OUT DOUBLE	505 Kedouble					INFORTANT NOTES THAT DON'T FIT ELSEVYHERE		
XX=10HCP+								
///- TOLLOI: T						DSVCHICS. Para		
	<u> </u>					PSYCHICS: Rare		

Opennin a	Tick if Artificial	Min. No. of Cards	Neg. Dbl THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding
1.		3	4♥	12-21 HCP	1D=5+HCP, 3+cards; 1H/S=5+HCP, 4+cards; 1N=9-11, bal	4th Suit GF; 2-way Checkback; Jump FG; All Inv from 2C; 1m-1M-2M-2NT:	
						After reverse, 2n or 4 <sup>th</sup> suit is weak	
					2m/2M/3m/3M=PREE(5-8P) 2NT=BAL FG	2NT FG; 1m-(1H)-1S=S5+,F; 1m-(X)-2NT=Inv; 3m=PREE Raise	
1♦		3	4♥	12-21 HCP	1M=6+HCP,F1,4+cards,maybe 3card; 1NT=6-10 HCP	1D-1M-1NT-? 2-way Checkback(including after OPPS overcalls );	
					2C=FG;2D=11p+ F; 2M/3m=PREE;3C=inv	1D 2C,2M=4M+5D	
					2NT=11-12P,INV;3NT=S/O 4M=To Play		
1♥		5	4♥	12-21HCP	1 <b>▲</b> = 4 + <b>▲</b> , 5 + HCP maybe 3cards; 1NT=6+, F1;	1♥-1 ♦-1NT, 2-way Checkback, 2NT=FG, Dre Responses 3S=H4+S4	2C=Drury,10+,3+fit
					2C(2+)/2D=2/1 Nature,F; 2H=6-10P,3cards support	1H-2N-3X=single; 1H - X -: 1N=8-10, 3H raise, 2N=4+H inv	After 2C: 2D=normol
					2NT= Jacoby ; 3C=7-9+ 4H,Inv; 3D=10-12,4H Inv, 3M=PRE		2M=min
					3S/4C/4D=Splinter;		
1♠		5	4♥	12-21HCP	1NT=F1; 2S=Simple Raise; 3S=4cards support, Pree Raise	1S 1NT: 2NT FG, 3D/3H=55 FG	
					2C/2D=3+ 2/1 Nature,F; 2H=5+cards, FG;2NT=Jacoby	1S - X -: 1N=8-10, 3S raise, 2N=4+S inv	
					3C/3D=7-9/10-12 4S Inv; 3H=6+H INV;4C/4D/3N=C/D/HSplinter		
1NT			4♥	15-17HCP	2NT=inv; 2C=M Stayman; 2◆/♥=Transfer;	Smolen, 1NT-2NT-3C-3D=ToPlay;1NT-2C-2H-2S=S INV; 1NT-2D-2H-2S:55M	
					3NT=S/O; 4C=Gerber; 4NT=Inv 6NT; 5NT=Inv 7NT	1NT-2C-2M-3OM=M Fit; 1NT-2C-2H-2S=S INV;	
						1NT-(X) -? XX=Tran to 2C,2C=C+1X;2D=D+M, ;2H=H+S	
2*			4♥	22P+	2 • =0-7P; 2H/2S/3C/3D=8P+ 5cards	2C-2D-3H/3S=4H/S and 5+D	
				Or 18P+ 9+winners			
2•	√			D, PREE	2NT=Ask; 3C=F1;	Answer of 2NT: 3♣/♦/♥/♠=Bad,min/good min/bad max/Good max;	
2♥				H, PREE	2NT=Ask,3X=F	Same as above	
2♠				S,PREE	2NT=Ask,3X=F	Same as above	
2NT	√			20-21HCP	3♣=Puppet, then 4D= M's Majors; 3♦/3♥=Transfer;		
3*		6+		PREE	New Suit=F, 4NT=RKC	After 4NT RKC: 5C=1/4; 5D=0/3; 5H=2; 5S=2+Q	
3♦		6+		PREE	New Suit=F, 4NT=RKC;		
3♥		7+		PREE	New Suit=F. 4NT=RKC		
3♠		7+		PREE	New Suit=F. 4NT=RKC	HIGH LEVEL BIDDING	
3NT	√			7+ cards Solid m suit	4C/5C=P/C; 4D=Ask Singleton or Void; 4H/4S=S/O	Gerber Asking Bid	
4.		8+		PREE	4M=Nature; 4NT=RKC	5-Level M Trump Inv bid	
4 •		8+		PREE	4M=Nature; 4NT=RKC	RKC(4NT-? 1430,2,2Q Even Void, Odd Void, 5NT require Cue K)	
4 <b>v</b>		8+		To Play	4NT=RKC	Splinter; Cue	
4♠		8+		To Play	4NT=RKC	Exclusion RKC Asking Bid: reply?	
				,		D1P0, P=03, D=14	•