

Defensive and Competitive Bidding		Leads and Signals			W B F CONVENTION CARD	W B F CONVENTION CARD	
Overcalls(Style; Responses; 1/2Level; Reopening)		Openning Leads Style					
1/1 overcalls: 8-16; Generally 5+. 2/1 overcalls: 12+;			Lead	In Partner's suit			
PD Response: Same rank NT:9-12HCP; Jump 2NT=13-15HCP		Suit	3 <sup>rd</sup> / 5 <sup>th</sup>	Count、Sequence、strong/weak			
Change of suit=F except 2/1, cuebid or dbl then change of suit = F		NT	4 <sup>th</sup>	4 <sup>th</sup> Count、Sequence、strong/weak			
Overcalls 2NT=Minors in other suit		Subseq	4 <sup>th</sup>	4 <sup>th</sup> Count、Sequence、strong/weak	<b>Category:</b> Nature Green <b>Ncbo:</b> China senior <b>Event:</b> All <b>Players:</b> Songhe Zhou, Wen jianqiang		
		<b>Others:</b> Lead: 0/1; Subseq:0/1; Unblock: Lead K must follow Q,					
		Lead Q must follow J					
1NT Overcall(2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		Leads			System Summary		
Direct Position: 16-18HCP; System on 1NT opening		Lead	VS. NT				
Reopening Position: 12-17HCP; System on 1NT opening		A	AK; Ax(+)	AKx	<b>General Approach and Style</b> 1C/1D=3+ cards, 12P+ 1H/1S=5+ cards, 12P+ 1NT=16-18P, BAL (could have single) 2C=ART, Strong, 22P+ or 18P+ 9+winners 2D=H/S Preemptive 2H=H+S PREE, 2S=S+m 2NT=22-24P, BAL (could have single)		
		K	KQ(+);AKx(+)	AKJ10(+);KQXX			
		Q	QJ(+); Qx;	QJ(+); AQJxx;			
		J	HJ10; J10x(+); Jx	HJ10(+); Jx; J10(+)			
<b>Jump Overcalls(Style; Responses; Unusual NT)</b>		10	H109(+); 109(+); 10x;	H109x; 109(+)			
Jump Shifting=PRE;		9	9x;	J98Xx	2D=H/S Preemptive		
Jump 2NT: (1M) -2NT = m's; (1m)-2nt=Om+H					2H=H+S PREE, 2S=S+m		
Reopening Position: 2NT=19-21HCP, System on 2NT opening					2NT=22-24P, BAL (could have single)		
		Signals in Order of Priority			The third opening bid maybe Light; Drury		
Direct and Jump Cuebids(Style; Responses; Reopen)			Partner's lead	Declarer's lead	Discarding	Special Bids they May Require Defence	
Direct Cue : Michaels Cue.		Suit	1	Hi=Enc.		Hi=Enc.	Gambling 3NT
Cue Minor Suit= M's Majors			2	Hi/Lo=Even	Hi/Lo=Even		
Cue Major=OM+m; Responses:2NT=ask Minor			3	S/P	S/P		
Jump Cuebids=Ask Stopper, Seeking 3NT		NT	1	Low=Enc.		Exclusion	
<b>Vs. NT(vs. Strong/Weak; Reopening; PH)</b>			2	Same as above	Same as above		
Double=Same or more than OPPS HCP of opening 1NT			3	Same as above	Same as above		
2C=M's; 2D=H/S 5+; 2NT=m's Minors; 2M=M5m4;		<b>Signals(Including Trumps):</b>					
VS. Preempts(Doubles; Cuebids; Jumps; NT Bids)		Doubles					
		Takeout Double(Style; Responses; Reopening)					
		4+ OM					
VS. Artificial Strong Opengings		Or Other 2M at least 4-3 support					
Double =H+S		Or 16HCP+ prepare to bid suit later					
1NT=C+D		Or 19HCP+ BAL					
Over Opponent's Takeout Double		Special, Artificial & Competitive Doubles / Redoubles					
1-level= Natural Bid; 2-level= Transfer		Negative Double to 4D					
XX=FG or tend to penalty; Raise=Deep Preemptive(6-8P)		Support Double to 2H					
2NT=Limited Raise		Responsive double to 3H					
		SOS Redouble					
		Special Forcing Pass:					
		2C					

Opening	Tick if Artificial	Min. No. of Cards	Neg. Dbl THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	12-21 HCP	1x=5+HCP, 4+cards 2♣= Inverted Minors	4th Suit GF; 2-way Checkback; Jump FG; All Inv from 2C After reverse, Only Responses Opening Suit=weak	
					2m/2M/3m/3M=PREE(5-8P) 2NT=BAL FG	2NT FG; 1m-(1H)-1S=S5+,F; 1m-(X)-2NT=PREE Raise; 3m=Inv	
1♦		3	4♥	12-21 HCP	1♥/♠=0+HCP, F1,4+cards,maybe 3card; 1NT=6-10 HCP	1D-1M-1NT-? 2-way Checkback(including after OPPS overcalls );	
					2C/2D=11p+ F; 2M/3m=PREE;	2NT=FG; 1D 2C,2M=4M+5D	
					2NT=11-12P,INV; 3NT=S/O 4M=To Play		
1♥		5	4♥	12-21HCP	1♠=4+♠, 5+HCP maybe 3cards; 1NT=6-10HCP,	1♥-1♠-1NT, 2-way Checkback, 2NT=FG, Dre Responses 3S=H4+S4	
					2C(2+)/2D=2/1 Nature,F; 2H=6-10P,3cards support	1H-1S-1NT-2NT-? 3m=Singleton, Jump New Suit=55+ Not Minimum	
					2NT= Jacoby ; 3C/3D=6+ Inv; 3H=4cards support, Inv	1H 1S,2H 2S FG	
					3S/4C/4D=Splinter;	1M-(X)-? Transfer; 1M-(1X/2X) -? Fit-Showing	
1♠		5	4♥	12-21HCP	1NT=6-10P,NF; 2S=Simple Raise; 3S=4cards support,	1S 1NT: 2NT FG, 3D/3H=55 FG	
					2C/2D=3+ 2/1 Nature,F; 2H=5+cards;2NT=Jacoby		
					3C/3D=6+cards Inv		
					4C/4D/4H=Splinter		
1NT			4♥	16-18HCP	2NT=Tran to 3C; 2C/2S=M/m Stayman; 2♦/♥=Transfer;	Smolen, 1NT-2NT-3C-3D=To Play, 3M=5C+4M	
					3♣/♦=INV; 3H/3S=4OM,FG, Choose Contract	1NT-2C-3D=3M long suit; 1NT-2C-2H-3S=H Fit	
					3NT=S/O; 4C=Gerber; 4NT=Inv 6NT; 5NT=Inv 7NT	1NT-(X) -? XX/2C/2D/2H=Tran, BAL Pass, wait 5cards or xx, Seek 44 Fit	
2♣			4♥	25P+BAL,22P+UNBAL Or 18P+ 9+winners	2♦=0-7P; 2H/2S/3C/3D=8P+ 5cards	2C-2D-3H/3S=4H/S and 5+D	
2♦	√			H/S, PREE	2NT=Ask; 3m=F1;3M/4M=P/C;4C/4D=ART	Answer of 2NT: 3♣/♦/♥/♠=Bad/Good Suit min/Good/Bad Suit max;	
2♥				H+S, PREE	2NT=Ask,3X=NF	Answer of 2NT: Minimum54/Maximum54/Minimum55/Maximum55	
2♠				S+m,PREE	2NT=Ask,3X=NF	Answer of 2NT:Min C/Min D/Max C/Max D	
2NT	√			22-24HCP	3♣=Puppet, then 4D= M's Majors; 3♦/3♥=Transfer;		
3♣		6+		PREE	New Suit=F, 4NT=RKC		
3♦		6+		PREE	New Suit=F, 4NT=RKC;		
3♥		7+		PREE	New Suit=F, 4NT=RKC		
3♠		7+		PREE	New Suit=F, 4NT=RKC		
3NT	√			7+ cards Solid m suit	4C/5C=P/C; 4D=Ask Singleton or Void; 4H/4S=S/O		
4♣		8+		PREE	4M=Nature; 4NT=RKC		
4♦		8+		PREE	4M=Nature; 4NT=RKC		
4♥		8+		To Play	4NT=RKC		
4♠		8+		To Play	4NT=RKC		
						<b>HIGH LEVEL BIDDING</b>	
						Gerber Asking Bid	
						5-Level M Trump Inv bid	
						RKC(4NT-? 1430,2,2Q Even Void, Odd Void, 5NT require Cue K)	
						Splinter; Cue	
						Exclusion RKC Asking Bid: reply?	
						D1P0, P=03, D=14	
						5NT-(?) Choose Contract in 6-Level	