DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND S	IGNALS			
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE				1	WBF Convention Card	
simple overcall: 8+HCP,5+sets usually			Suit				
1/2 level: 13+HCP, 6+sets usually		Suit 35/01		number		Category:	APBF youth U31 open
		NT 4th/01		number		NBO:	China
		Subseq the lower the card lead, the better the holding implied				Event:	Open
	Other: 2th from a suit without honors			Players:	Gao Hongjian / Chu Zijie /Liu Xiang		
		~ <del> </del>					Precision Club System
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
No.2: 16-18 HCP, No.4: 12-16 HCP	Lead Vs.Suit		Vs. NT		GENERAL APPROACE	H AND STYLE	
stayman&transfer	Ace AKx(+); Ax(+); AKJ10(+)		Ax(+);AK(+);		1C call: 16+HCP		
	King AK; KQJ(+); KQx(+)		KQJ(+); KQT9(+);AKJ10(+)		5 majors are called except for 4414/light call		
			AQX; KQX (	(+);QJ(+)	1D any position is not guaranteed, occasionally 1		
	Jack	Jack J10; J10x(+); (A/K)J10x(+) AJT(+); J10x(+);		(+);			
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	109x(+); H109(+)		10x; 109(+); H109(+)			
1-Suit: preemptive, week	9	35/01 9X 9		J98 (X)		1NT Openings:	14-16HCP BAL
2-Suit: open call strength, 5-5suit	Hi-x	xx		xx;xxxx;Hxx		2 OVER 1 Responses:	game forcing
	Lo-x			Hxxxx			MAY REQUIRE DEFENCE
Reopening: 2NTasking;new suit F1	SIGNAL	SIGNALS IN ORDER OF PRIORITY					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	ad Declarer's Lead Discarding		2D starts: majors' PRE	, guarantee 5-4suits	
Knock: Michael Knock, has the strength of a game call above, and continuous	Suit:1st attitude number			attitude	3NT starts: gambling 3NT		
strength; The jump call is called: single strong card, requiring the partner to have a blocking	2nd number		suit preference		number	4X: natural call, basica	ally in line with the 234 rule
call without a trump	3rd suit preference			:	suit preference		
	NT: 1st attitude		number		attitude		
VS. NT(vs. Strong/Weak; Reopening; PH)	2nc	l number	suit prefere	nce	number		
Vs strong NT: double: one high and one low; 2C: MM; 2D single M;2M, with low	3rd suit preference		5		suit preference		
suits; 2NT single minor, week; 3m strong;	Signals (including Trumps): High-low for the even number						
Vs week NT: double: pun; 2C: MM; 2D single M;2M, with low suits; 2NT single		Low for encouragement, discard is exclusive in NT					
minor,week;3m strong	High for encouragement in suit contract						
		DOUBLES					
		TAKEOUT DOUBLES (Style; Responses; Reopening)					
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)		l doubling:open call strengt	h. Simple cal	l: 0-7 HCP, jum	p call: 8-11 HCP, 1NT: 8-	•	
4C/D: C/D+M, 5-5 or above, good card; bidding a suit after doubling: 2 suits	10; 2NT:	11-12; knock call F1;					
3M: midium strong						SPECIAL FORCING P.	ASS SEQUENCES
	1					1. in a game forcing pr	ogress while opps call a game bid
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL_ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES Exclusionary doubling, support doubling, should be called doubling, first attack					2. to respond the partner's 1C open call after a overcall over 4C, except when only the opps are vulnerable	
					IMPORTANT NOTES T	THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE							
XX: bal,11HCP+;						Psychics:	
for 1M open call: 1NT/2C/2D=C/D/H, 2M=bad support, 2NT=4+support, above							
INV strength							

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C	√	0	38	16HCP, any	1D: 0-7HCP ;1M/2m:8+HCP, 5+cards;	Adopt the dual path	
					1NT:8-13or16+HCP,BAL; 2H: 14-15HCP, BAL		
					2S/2NT/3C/3D: 4441, single S/C/D/H, 8+HCP		
					3M: 4-7HCP, suit with A or K, 7cards		
1D		1	4H 11-15HCP, no M5 uaually		1M: M4+, 3cards is allowed	Adopt the dual path, XYZ agreement	
				1NT:8-12HCP, no M4;			
					2C FG; 2D:D5+, F1; 2M=PRE, suit for 6		
					2NT: 11-12HCP; 3NT:13+HCP		
1H	H 4 4H	4H	11-15HCP,H5+	1S: S4+,5+HCP; 1NT: 5-12HCP	Adopt the dual path, XYZ agreement	2C=durry	
					2C: H3 game invitation/ C5+,FG/ BAL,FG		
					2D: D5+,FG; 2H:8-10HCP,H3+;2NT:H4+,FG		
					3C:7-9HCP,H4+;3D: 10-12HCP,H4+;3H:PRE		
					3S/3NT/4C: transfer SPL; 4H: to play		
1S		4	4H	11-15HCP,H5+	1NT: 5-12HCP		2C=durry
					2C: H3 game invitation/ C5+,FG/ BAL,FG		
					2R: R5+,FG; 2S:8-10HCP,S3+;2NT:S4+,FG		
					3C:7-9HCP,S4+;3D: 10-12HCP,S4+;3H/3S:PRE		
					3NT/4C/4D: transfer SPL; 4S: to play		
1NT			4H	14-16HCP, BAL	2C:stayman; 2R: transfer; 2S: limit asking;	The 2nd suit FG and transferred out;	
					2NT:pup to 3C, week D or week mm	Lebensohl	
					3m:game invitation; 3M: smolen; 3NT: to play		
2C	5 4	4H	11-15HCP, C6+or C5 with a M4	2D:11HCP+, asking; 2M: M5+,8-11HCP,NF			
				2NT: pup to 3C, pass=to play;3D=MM,3M=M+D,5-5su	its, FG; 4C=C slam try		
					3C:pup to 3D, 3H/3S/=strong H/S/D single suit, FG		
					3M=PRE, 3NT=to play		
2D	✓	0		1.2.3 MM PRE	2M=simple suit choosing; 2NT=asking	if non vulnerable, 2D-2N1: 3C=54	
				4. D6+, 11-13HCP	3C/3D=constructive,NF; 3NT=to play	low/3D=55low/3H=H4S5 high/ 3S=S4H5 high/ 3NT=55 high	
2M		5		1.2.3 single suit PRE	2NT: asking limit and the suit quality,3C:low bad suit,3D:		
				4. M6+, 11-13HCP	low good suit, 3H: high bad suit, 3S: high good suit;	High Lev	el Bidding
				new suit=strong, F1			
						Except for RKCB, responses 14、03、2、2+0	Э,
2NT	2NT		4H	20-21HCP, BAL	3C=stayman; 3R=transfer	Natural raise to 5: asking bid, requesting cont	
					3S: pup to 3NT, pass=to play, bid=55suits,4C=C+X,	5NTis a grand slam exploration bid orlet the part	
					4D=D+H, 4H=H+S,4S=S+D;	Trump asking bid with responses: 0, 1, 1+Q	
					3NT/4C/4D/4H=Single suit transfer; 4S=mm, week; 4NT=slam invitation	CSuit preemptive bid ( $5C=0$ , 1, $D5=1+Q$ )	
3X		6	4H	single suit PRE	4C=trump asking;4NT=A asking		
		~			······································		
3NT				gambling			
				<i>e e</i>		1	
						1	
	J						