

| DEFENSIVE AND COMPETITIVE BIDDING | LEADS AND SIGNALS | | | | <div>WORLD BRIDGE FEDERATION</div> <div>CONVENTION</div> <div>♠♥♦♣</div> <div>CARD</div> <div></div> | | |
|---|--|---------------------------|------------------------------|------------|---|--|---------------------------------------|
| OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING] | OPENING LEADS STYLE | | | | | | |
| | | LEAD | IN PARTNER'S SUIT | | | | |
| | SUIT | 3rd even / lowest odd | 3rd even / lowest odd | | | | |
| | NT | 2nd/4th | 2nd/4th | | | | |
| 1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP; | SUBSEQ | Standard CT | Standard CT | | CATEGORX: 2 Over 1 – Green | | |
| RESP: After Partner's overcall, our response to the overcall starting from opp's suit to partner's suit-1 are all transfers, 8+ HCP, and F1, if opponents are below opponents bid & raise (OBAR). Otherwise, new suit=INV NF; | OTHERS: vs Suits: A ATT K CT in AK; vs NT: K ask UB/CT; A/Q ask ATT; | | | | NAME: USA-U31 EVENT: ALL EVENTS | | |
| Jump Shift= Fit + Suit; Cue bid=F1; Jump Raise = Weak | LEADS | | | | PLAYERS: Alan Yeung – Yongkang Huang | | |
| INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING) | LEAD | VS. SUIT | VS. NT | | SYSTEM SUMMARY | | |
| | A | AK; AKx (+); Ax (+) | AKx (+) | | | | |
| | K | KQ (+); AK; AKx (+) | AKJ10 (+); KQ109(+); AKQx(+) | | | | |
| | Q | QJ (+); Qx | QJ (+); KQ (+); AQJxx; | | | | |
| 2nd/4th LIVE: 15-18 HCP; RESP: system on; | J | J109; J108; Jx | J109; J108; Jx | | GENERAL APPROACH AND STYLE | | |
| Reopening: good 11-14HCP; RESP: system on | 10 | A109(+);K109 (+); AJ10(+) | A109(+); K109 (+); AJ10(+) | | | | |
| After Opp Bid two suits: 1NT = the other two suits (54)+ | 9 | 1098; 1097; Q109(+) | 1098; 1097; Q109(+) | | | | |
| JUMP OVERCALLS (STYLE;RESPONSES;UNUSUAL NT) | HI-x | Sx; xxSx; | Sx; xSxS | | | | |
| Weak Preemptive | LO-x | HxS; HxSx; HxxxS (+); | HxS; xxS;xxxS | | 2 Over 1 Game Forcing | | |
| Jump to 2NT = 2 Lowest Unbid | SIGNALS IN ORDER OF PRIORITY | | | | Bidding Style: 5-card M; 1♦=4♦; 1♣ = 2+♣ | | |
| Leaping Michaels Cue 2/3 lvs: 4♣= ♣+M 55; 4♦ = ♦+M 55 | | PARTNER'S LEAD | DECLARER'S | DISCARDING | 2♣=22+HCP, 2♣-2♦-2♥ forcing relay to 2♠; then 2NT = 24+ | | |
| DIRECT AND JUMP CUE BIDS (STYLE;RESPONSES;REOPEN) | SUIT | 1 | Lo=ENC | Hi/Lo=Even | Lo= ENC | 1NT=14-16HCP, BAL, 5M/6m OK | |
| | | 2 | Hi/Lo=Even | S/P | S/P | 1♥-2♥-2♠/1♥-1♠-2♠-2NT=Game Try; | |
| | | 3 | S/P | | | 3cd raise to 1M response allowed; Then 2M+2 asking shape | |
| | VS. NT (VS. STRONG/WEAK; REOPENING; PH) | NT | 1 | Lo=ENC | Hi/Lo=Even | Hi= ENC | SPECIAL BIDS THAY MAY REQUIRE DEFENCE |
| 2 | | | Hi/Lo=Even | S/P | S/P | 2♦ = 4-10 HCP, One M; 3♦ = ASK, 4m = artificial forcing | |
| 3 | | | S/P | | | 2♥= 54MM, | |
| 1/2 Seat: Multi-Landy | SIGNALS (INCLUDING TRUMPS) | | | | 2♠= 1/2 seat: 5♠4+m; ¾ seat = natural | | |
| 2♠=MM; 2♦=One M; 2♥=♥+m; 2♠=♠+m; 2NT=mm; DBL=PEN | vs NT: Lo=ENC following declarer's lead | | | | 3NT=Gambling (solid 7-8m, no A in side suit) | | |
| 3/4 Seat: Meckwell | DOUBLES | | | | 1♣ opening 2♦ response = Same as 2♦ opening | | |
| 2♣=♣+M; 2♦=♦+M; 2♥=Nat; 2♠=Nat; 2NT=mm; DBL=1m or MM | | | | | After Partner's overcall, our response to the overcall starting from opp's suit to partner's suit-1 are all transfers, 8+ HCP, and F1, if opponents are below opponents bid & raise (OBAR). | | |
| VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS) | | | | | Jump shifts indicates fit + another suit; Jump raise = weak natural | | |
| T/O DBL THRU 4♦; vs 4M PRE: DBL=OPT; 4NT=55+ 2-suits; | TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING) | | | | | | |
| Leaping Michaels Cue 2/3 lvs: 4♣= ♣+M 55; 4♦ = ♦+M 55 | Maybe light with Classic Shape (9+HCP) | | | | | | |
| VS. ARTIFICIAL STRONG OPENGINGS | DBL after 1♥/1♠ does not promise ♣; Later correct to 2♦ is not extra | | | | | | |
| | SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES | | | | SPECIAL FORCING PASS SEQUENCES | | |
| | Neg DBL THRU 4♦ | | | | 4 Level: Pass is forcing and X is penalty strongly suggesting to play | | |
| | Resp DBL THRU 4♥ | | | | | | |
| vs STR 1♠: DBL=MM; 1NT=mm; | Snapdragon (1x)-1x-1(x)-X: through 2♠ (Promise Hx(+) support) | | | | IMPORTANT NOTES THAT DON'T FIT ELSEWHERE | | |
| vs 2♣: DBL=MM; 2NT=mm | SUPP DBL THRU 2M-1 | | | | | | |
| OVER OPPONENT'S TAKEOUT DOUBLE | | | | | PSYCHICS: Rare | | |
| TFR RESP after 1M-(X): XX=10p+; 1♠=NAT; 1NT=♣; 2♣=♦;2♦=♥ | | | | | | | |
| 2M-1 = Constructive Raise; 2M = Weak | | | | | | | |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG. DBL THRU | DESCRIPTION | RESPONSES | SUBSEQUENT AUCTION | PASSED HAND BIDDING |
|---------|--------------------|-------------------|---------------|--|---|--|--|
| 1♣ | ✓ | 2 | 4♦ | 11-21 HCP, 3+♣ Can be 2♣ (When 4432 only) | 1♦/1M=Nat F1; 1NT=6-10 HCP 2♣ = 4+♣ INV, 2♦ = One M; 2♥ = BAL INV 2♠ = 7-9p 4-5+♣ | 1♣-2♥-2♠ = Relay After 1♣-2NT: 3♣ STAY; 3♦ 6+m; 3♥/3♠/4♣ = lo/mid/hi short | |
| 1♦ | | 4 | 4♦ | 11-21 HCP, 4+♦ | 2NT = GF 4+♣ 13-15p / 18p+ / 13p+ with M; 3NT = 16-17 1M=Nat F1; 1NT=6-10 HCP; 2♣ = GF 4+♣ 2♦ = 4+♦ INV; 2♥ = BAL INV; 2♠ = 7-9p 4-5+♦ 2NT = GF 4+♦ 13-15p / 18+ / 13+ with M 3NT = 16-17 | 1m-1M-2M = 3+ support; 2M+2 ASK 1♦-2♥-2♠ = Relay After 1♦-2NT: 3♣ STAY; 3♦ 6+m; 3♥/3♠/4♣ = lo/mid/hi short 1m-1M-2M = 3+ support; 2M+2 ASK | |
| 1♥ | | 5 | 4♦ | 11-21HCP, 5+♥ (1/2 Seats); 4+♥ (3/4 Seats) | 1NT=5-12HCP, F; 1♥-2m=FG; 1♠ = F1 2♠=WK NAT; 2NT=Limited Raise+, Support 3♣/3♦=Natural INV ♣/♦; 3♠=Somewhere Splinter 4♣/4♦=SPL, 4+♥; 3NT=to play 4♠/5m=To Play; 4NT=RKCB vs ♥ | 1♥-1♠/1NT-2♣ = (1) 11-16p 4+♣ or (2) 17-20p Then 2♦=Relay, 8p+; 1♥-2♥-2♠/1♥-1♠-2♠-2NT=Game Try 1♥-1♠-2♠-3♣=ASK (whether 3 or 4 support?) 1♥-3♠-3NT=ASK shortness | 2-way Reverse Drury: 2♠/2♦ = 3/4♥ support Jump shift=Fit-showing |
| 1♠ | | 5 | 4♦ | 11-21HCP, 5+♠(1/2 Seats); 4+♠ (3/4 Seats) | 4x=SPL, 13+HCP; Others=same as 1♥ opening but ♠ | Same as 1♥ opening but ♠ | 2-way Reverse Drury: 2♠/2♦ = 3/4♠ support |
| 1NT | | | 4♦ | 14-16HCP, BAL, 5M/6m OK | 2♣ = STAY; 2♦ = TRF (♥) 2♥ = TRF (♠); 2♠=Ask Range/♣ 2NT = Puppet STAY; 3♣=GF♣ or weak♦; 3♦=GF♦ 3♥/3♠=31(54)/13(54) 4♦/4♥=TRF | 1NT-2♣-2♦-2♥ = Weak 44M 1NT-2NT: 3♣=No 5M but 1 4M; 3♦=5♥; 3♥=5♠; 3♠ = (54M)22; 3NT=To Play 1NT-2NT-3♦/3♥-3♥/3♠=Serious Slam Try | |
| 2♣ | ✓ | 0 | | 22+ HCP | 2♦=Waiting; 3 level response = solid suit | 2♣-2♦-2NT = 22-24 BAL 2♣-2♦-2♥ forcing relay to 2♠; then 2NT = 24+ | |
| 2♦ | ✓ | 0 | | 4-10 HCP One M | 2♥=P/C; 2♠ = to play ♠ or ♥ INV; 2NT= ASK; 3♣ = Natural; 3♦=GF Ask; 3♥/♠=Natural; 4m=Natural F | 2♦-2NT-3♣/3♦/3♥/3♠=Good♥/Good♠/ Bad♥/ Bad♠ | |
| 2♥ | ✓ | 4 | | 4-10 HCP, (54)+ MM | 2♠ = NF, 2NT= Asking Shape, 3 level = To play | After 2NT: 3♣=Weak 54; 3♦=Weak 55; 3♥ =5H4S Max; 3♠=5S4H Max; 3NT=55 Max | |
| 2♠ | ✓ | 5 | | 1/2/3: 4-10 HCP, 5♠+4m; 4th: NAT ♠, 8-13 p | 2NT = Asks minor; 3♦/3♠=INV | | |
| 2NT | | | 4♦ | 19-21HCP, BAL | 3♣=Puppet STAY; 3♦/3♥/4♦/4♥=TRF; 3♠=Relay to 3NT; 3NT = 5♥4♠; 4♣=Gerber | 2NT-3♣-(): 3♦ = One 4 card M; 3♥ = No 4/5 M 3♠ = 5♠; 3NT = 5♥ | |
| 3m | | 6 | | PRE | 3x/=F1; 4m=KCB; 4M=To play | HIGH LEVEL BIDDING | |
| 3M | | 6 | | PRE | 3 oM/4♦=F1; 4♣=KCB; 4M=To play | RKCB 14/03; BW 14/03; | |
| 3NT | ✓ | | | Gambling (7-8 solid m, no A in side suit) | 4♣5♣=P/C, 4♦=ASK SPL; 4M=to play; | Use one suit above the agreed trump suit as Keycard asking; | |
| 4m | | 7 | | PRE | 4M=To play; New suit=CUE; 4NT=RKCB | KCB at 4C after partner's preempt or 4D if partner's preempt is clubs | |
| 4M | | | | Suit to play | 4NT=RKCB; 5X=CUE | DBL/RDBL=1/4 Pass=0/3 after interference, Double Odd-Pass Even; | |
| | | | | | | Response is 0 or 1 / 1 with Q / 2 no Q / and 2 with Q | |