


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WORLD BRIDGE FEDERATION CONVENTION ♠♥♦♣ CARD			
OVERCALLS (STYLE;RESPONSES;1/2LEVEL;REOPENING]	OPENING LEADS STYLE			CATEGORX: Precision- BLUE			
		LEAD	IN PARTNER'S SUIT				
	SUIT	3rd/5th	3rd/5th				
1-level: Normal 5+cards, 6-16HCP; 2-level: Sound 5+ cards, 10+HCP;	NT	2nd/4th	2nd/4th	NEBO: CHINA EVENT: ALL EVENTS			
RESP: New suit=F1 after 2/1 over-call; Jump shift=NAT, INV	SUBSEQ	Same as above	Same as above				
Jump Raise=Const when Vul;Pre when NV; 2NT=Mini Jacoby Raise	OTHERS: vs NT: K/Q ask UB/CT; A ask ATT						
INT OVERCALL (2 ND /4 TH LIVE;RESPONSES;REOPENING)	LEADS			PLAYERS: RAN JINGRONG HUANG YAN			
	LEAD	VS. SUIT	VS. NT	SYSTEM SUMMARY			
2nd/4th LIVE: good 15-18 HCP;	A	AKx (+); Ax (+)	Ax;AKx(+),AKJx,AKTx (+)				
Reopening: 11-15HCP; RESP: system on	K	KQ (+);KX(+); AK	AKJ10 (+); KQ(+);KQJ/10x				
JUMP OVERCALLS (STYLE;RESPONSES;UNUSUAL NT)	Q	QJ (+); Qx	QJ (+); KQ109 (+);AQJx(+)				
	1-suit: WK	J	HJ10 (+); J10 (+); Jx	HJ10 (+); J10 (+); Jx	STR 1♣; 1♦=2+		
	2NT: Unbid lower 2-suits	10	H109(+); 109 (+); 10x	H109(+); 109 (+); 10x	5-card M; 2/1 normally GF except bidding original suit		
4th seat 2NT=19-20HCP, BAL	9	9x;98x(+)	H98x; 98x(+); 9x	2♦=4414/4405,10-15HCP;			
DIRECT AND JUMP CUE BIDS (STYLE;RESPONSES;REOPEN)	HI-x	Sx; xxS; xxSx; xxxxS	Sx; Sxx; xSxS; xSxSx (+)	1NT=13+-16-HCP, 5M/6m OK, 54M OK; Singleton OK			
	LO-x	HxS; xxS ;HxSx;HxxxS (+)	HxS; HxxS(+)	2NT=19+-21HCP			
Michaels Cue-bid: (1m)-2m=55+ M's; (1M)-2M=55+ OM+m	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
Jump CUE=STOPPER asking; (2♥/♠) 4♣/♦= 55+OM+♣/♦	SUIT	PARTNER'S LEAD	DECLARER'S			DISCARDING	
Against 1♣: NAT 2+card and 1♦ UNBAL, 2♣=NAT / 2♦=Both M's		1	Hi=ENCRG			Hi/Lo=E	Hi=ENCRG
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		2	Hi/Lo=Even			S/P	Hi/Lo=E
	3	S/P		S/P			
	vs WK/STR 1NT: DBL=PEN;	NT	1	Lo=ENCRG	Hi/Lo=E	Lavinthal	
vs WK/STR 1NT: 2♣=44+ M's; 2♦=one M; 2M=5M+4*m;	2		Hi/Lo=Even	S/P	S/P		
2NT=Two minors or STR any 2-suits;	3		S/P				
3x=Const when VUL; Pre when NV	SIGNALS(INCLUDING TRUMPS) vs NT: Smith Signal;						
Reopening pos : 2♣=M's,2♦=weak one M ; 2M=one M,opening value	Vs Trumps: Hi/lo means interested in ruff						
PH: DBL = ♣+M any 54+; 2♣=M's, 2♦=♦+M any 54+; 2M=NAT	DOUBLES						
VS. PREEMPTS (DOUBLES; CUE-BIDS; JUMPS;NT BIDS)	TAKEOUT DOUBLE (STYLE; RESPONSES; REOPENING)						
LEBENSÖHL; T/O DBL THRU 4♦;	Maybe light with Classic Shape (9+HCP)						
vs 4M PRE: DBL=OPT; 4NT=any 55+ 2-suits;	Response: Cuebid F1, Others NAT						
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			SPECIAL FORCING PASS SEQUENCES			
vs STR 1♣: DBL=M's; 1♣-P-1♦-DBL=M's; 1NT=m's; New suit=Nat	Support DBL Thru 2♣; Response DBL Thru 3♠			1x (Dbl) Rdbl=F1 ; (3x) Dbl (5x) P=F at Vul			
vs 2♣: DBL=M'S, 2NT=m's, others=Nat	Negative DBL THRU 4♥			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
vs 2NT: DBL=ms, 3♣=MS, others=Nat	Maximal DBL; Option DBL						
OVER OPPONENT'S TAKEOUT DOUBLE	Lightner DBL						
New suit: 1-level= F1, 2-level=NF;1M-(DBL)-TRF under 2M;	Honor DBL/RDB			PSYCHICS: Rare			
Raise=PRE; Jump shift=NAT To play; RDBL=10+HCP, PEN seeking							
1♦-DBL-3♦=Const; 1♦-DBL-2NT=ms							

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♥	16+HCP	1♦=0-7HCP; 1M/2m=8+HCP, 5+cards 1NT=8-13/16+HCP BAL; 2♥=14-15HCP BAL; 2♠/2NT/♣/♦=8+HCP, 4441, ♠/♣/♦/♥ SPL 3NT=7-8 solid m, no A or k in side suit 4♣/♦=TRF 4♥/4♠ with Honor ; 3M/4M=To play	1♣-1♦-2♥=Kokish Relay 1♣-1♦-1M-1NT=NAT, others TRF under 2M After 1♣-1NT, we use SUPP ASKING 1♣-1NT-3♣=6♣+4♦ / -3♦=55+♣/♦	1♣-2♥=4144, singleton ♥
1♦		2	3♠	11-13HCP if BAL, 11-15HCP if UNBAL	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, INV; 2♣=NAT, GF 2♦=♦ GF; 2♥=6-9 M's, 2♠=♦ INV or ms INV+; 3♣=NAT INV; 3♦=NAT, NF; 3M/4M=Play ; 3NT=to play	2-way checkback; X-Y-Z Note:7	Fit-showing checkback
1♥		5	4♥	11-15HCP, 5+♥ Maybe light opening with 4-card M at 3 rd	1NT=7-12HCP NF; 1♥-2m=FG except rebid 3m; 2♠=4+♥ FG raise; 2NT=BAL, FG; 3♣=10-12HCP 3♥ INV; 3♦=10-12HCP 4+♥ INV; 3♥=6-9 4♥; 3♠=♣ SPL; 3NT/4♣=♠/♦ SPL 4♦=Good raise ♥; 4♥=TO PLAY, 4♠=TO PLAY	2-way checkback; 4 th Suit=FG Transfer SPL	Drury Jump shift=Fit-showing
1♠		5	4♥	11-15HCP, 5+♠ As above	3♣=4+♠ FG raise; 3♦=10-12HCP 3♠ INV; 3♥=10-12HCP 4+♠ SUPP; 3NT/4♣/♦=♣/♦/♥ SPL 4♥=NAT; Other bidding Reference to 1♥ opening		
1NT		13-15HCP if NV 14-16HCP if Vul or 3 rd pos.	4♥	13-16HCP, 5M/6m OK, 54M OK Singleton is OK	2♣=STAY; 2♦/2♥/2NT=TRF; 2♠=Ask range; 3♣=ask 5M 3♦/3M=♦/M SPL, FG; 4♣/♦=TRF 4♥/4♠ 4♥/4♠=To play; 4NT=Quantitative INV	Rubensohl; Smolen 1NT-2♦/♥-2♥/♠-2NT/3♣/♦=Transfer Note:8-11	
2♣		5	4♥	11-15HCP, 6+♣ or 5♣+4M	2♦=Relay; 2M/3♣= NAT Constructive; 2NT=PUP 3♣ 3♦/♥/♠=NAT INV; 4♣=PRE; 4♦=Kick-Back in ♣	2♣-2NT-3♣-3♦/3M=55M, INV+/M5+C fit, GF Note:12	
2♦	*	0		11-15HCP, 4414/4405	2NT/3M=NAT INV; 3♦=Relay; 2M/3♣=NAT NF	2♦-3♦-3♥/♠/3NT= Min 4414/Max 4414 /4405	
2♥		5		3-10HCP, Weak ♥ 4 th 2♥=NAT 10-12HCP	When at Null, 2NT=Relay; When at Vul, 2♠=Asking bid New suit=NF; 4♣=RCKB in ♥; 4NT=Blackwood	2♥-2NT=OUGUST IF NV; 2♥-2♠=Asking singleton IF Vul; -2NT=♠ Suit	
2♠		5		3-10HCP, Weak ♠. 4 th 2♠=NAT 10-12HCP	2NT=Relay; Others see above	2♠-2NT=Asking. Note:13	
2NT	*			20-21HCP, BAL	3♣=STAY; 3♦/3♥/4♣/4♦/4♥=TRF; 3♠=ask m; 4♠=RCKB in ♣	2NT-3♣-3♦/♥/♠/NT=NO M/♥4/♠4/44M Note:14	
3m		6		PRE	3x=F1; 3m-4om=RKCB in minor; 4M=To play		
3M		6		PRE	4♣=Fit and Slam try; 3♥-4♠=To play		
3NT	*			Gambling (7-8 solid m, no A or K in side suit)	4♣/5♣=P/C, 4♦=Ask SPI 4♥/4♠=To play	3nt -4♦-4♥/♠/NT=♥/♠/Om singleton or void	
4m	*	7		PRE	4M=to play; 5NT=GSF 4♦=Rkcb; 4M=To play; 4NT=nat (vs4♣), Rkcb (vs4♦)	HIGH LEVEL BIDDING RKCB 14/03; Blackwood 03/14; Gerber; SPL; Control asking	
4♥/♠				To play, maybe opening value		Exclusive RKCB 0/1/1.5/2/2.5 ; 5 level auto answer key-card	
4NT				minors	5♣/♦=to play; 5♥/♠=RCKB IN ♣/♦	4♣ or 4♦ ask KC against PREE: 0/1/1.5/2/2.5	
5♣/♦				To play		D1P0; DOPE	

PLAYER:

Note 1:

- 1♣ -1NT (Bal 8-13HCP or 16+HCP)
 2♣ -2♦/2♥=4♥/4♠ 8-10HCP or 16+HCP
 -2♠=No 4M, 8-10HCP or 16+HCP (Then 2NT Relay)
 -2NT=Any 4333 11-13HCP (Then 3♣ Relay: 3♦/3♥/3♠/NT=4♥/4♠/4♣/4♦)
 -3♣=4♣+Any Suit 11-13HCP (Then 3♦ Relay: 3♥/3♠/NT=4♠/4♥/4♦)
 -3♦=4♥+4♠ 11-13HCP
 -3♥=4♦+4♠ 11-13HCP
 -3♠=4♦+4♥ 11-13HCP

Note 2:

- 1♣ -2♥ (BAL 14-15HCP)
 2♠=Relay
 2NT/3♣/♦/♥=♠/♣/♦/♥ Suit

- 1♣ -2♥
 2♠ - 2NT= Any 4333
 - 3♣/♦/♥/♠ Reference above 1♣-1NT-2♣-3X

Note 3:

- 1♣ -2♠/NT/3♣/♦=8+HCP, 4441 ♠/♣/♦/♥ Singleton
 Plus one=relay: 1st step=8-10HCP/ 2nd step=11-13HCP/ 3rd step=14+HCP
 1♣ -2NT-3♣-3♦=8-10; 3♥=11-13; 3♠=14+HCP, 4441; 3NT=8-10 4450 ♣ void
 Agree trump also asking range (same as above)
 1♣ -2♠-3♠=confirm ♠ trump, ask range

Note 4:

- 1♣ -1♦
 1♥(NF)
 -2♣=trans 2♦,♦ suit
 -2♦=Good raise
 -2♥=3-5HCP 3+Supp
 -2♠/3♠=NAT, Constructive
 -2NT=NAT 8-9HCP BAL
 -3♣/3♦=NAT, 6+♣/♦ Suit Constructive
 -3♥=5-7HCP, 4+Supp
 -3NT=♠ SPL

- 1♣ -1♦
 1♠- Reference above

Note 5:

- 1♣ -1♦
 2♥(Kokish)
 -2NT/3♣/3♦/3♥/3♠=5-7HCP, 6+♣/♦/♥/♠/55m's

PLAYER: _____

-2♠=Waiting
 -2NT=24-27/30-31HCP BAL
 -3♣/3♦/3♥/3♠=4+♦/6+♥/4♠/4+♣ Suit
 -3NT=28-29HCP, BAL (Then 4♣=Baron)
 -4NT=32+HCP

Note 6:

1♦-1♥
 2♥-2♠= Relay INV+
 2NT= 4351 3♥
 3♣=13(54)
 3♦= Max 4♥ BAL
 3♥= Min 4♥
 3♠/4♣= SPL
 4♦=5♦+4♥22, good ♦ suit

1♦-1♠
 2♠-2NT= Relay INV+
 3♣=31(54)
 3♦= 3451 3♠
 3♥= Max 4♠ BAL
 3♠=Min 4♠
 4♣/♥= SPL
 4♦=5♦+4♠22, good ♦ suit

1♦-1M
 2NT= Max 6+♦, without 3M
 3♦= Max 6+♦ + 3M

Note 7:

1♦-2♦=GF 4+♦
 -2♥=5♥/4+♠, less than INV
 -2♠=6+♦ INV or 55+♣/♦, INV or better

1♦ -2♠
 2NT(Waiting)
 -3♣=55m's NF
 -3♦=6+♦♠, NF
 -3♥/3♠=55+♣/♦, Stiff

Note 8:

1NT (Dbl) Rdb=Pup 2♣ (♣ suit or 44+two suits)
 2♣/♦/♥=TRF 2♦/♥/♠ (After TRF, New suit is NAT INV)
 2♠=any two suits GF

PLAYER:

2NT=55+Two minors
 3♣/♦/♥/♠=To play ♣/♦/♥/♠ Suit

1NT (Dbl) Rdb Pass
 2♣ Pass Pass=♣Suit
 2♦=44+,♦+any Major
 2♥=44+,♥+♠

1NT DBL P P
 Rdb=4+♣ or other 44+suits

1NT (Dbl) 2♠=GF P
 2NT P 3♣=♣+Any suit 55+ (Then 3♦ Relay: 3♥=5♥/3♠=5♠/3NT=5♦)
 3♦=♦+♥ 55+
 3♥=♥+♠ 55+
 3♠=♠+♦ 55+

1NT P P Dbl
 Rdb=Max, have 5-card suit (normally one minor)

1NT P P Dbl
 P P Rdb=have a 5-card minor suit
 2♣/♦/♥=♣/♦/♥ + 4 card suit (higher rank)

Note 9

1NT -2♦
 2♥ -2♠=artificial, INV
 -2NT/3♣= GF, 4+♣/♦
 -3♦=GF, 6♥
 -3♥=NAT INV

1NT -2♥
 2♠ -2NT/3♣= GF, 4+♣/♦
 -3♦=GF 5+♥
 -3♥=GF, 6+♠
 -3♠=NAT INV

1NT -2NT (Pup to 3♣)
 3♣ -P=♣ Suit
 -3♦=♦Suit NF
 -3♥/♠=♣suit, ♥/♠ stiff
 -3NT=♣suit, SI

Note 10

1NT -3♦ (short♦, 3-suits or quasi 3-suits: 4414、(43) 15、4405、3316)
 3♥ -3♠=No 4♠, must be 3316
 -3NT=4♠, 4315
 -4♦=♥ Fit

PLAYER:

1NT-3♦ -3♠-? (Reference above)

1NT-3♥: 4144、41(53)、40(54)、31(54)

1NT-3♠: 1444、14(53)、04(54)

Note 11 (About Rubensohl)

1NT (2M) 2NT=TRF 3♣

3♣=♦ suit, INV+

3♦=♥ suit, INV+

3♥=♠ suit, INV+

3♠=55m, GF

3 level transfer to opp's suit= Stiff (14)44/ (13)(45)/(14)(35)

3NT= To play

4♣=Trans to OM

DBL=T/O, normally have other 4M, competitive or better

Note 12:

2♣ -2♦

2♥/♠=4♥/♠ (Then 2NT Relay)

2NT=Max 6♣ (Then 3♣=FG)

3♣=Min 6+♣ (Then 3♦ Relay: 3♥=Bal or singleton ♥; 3♠=singleton ♠; 3NT=singleton ♦)

3♦=Max 4♦ or 1♦ (Then 3♥ Relay: 3♠=4♦/3NT=1♦)

3♥/♠=Max 6+♣, Singleton or void

2♣ -2♦

2♥ -2NT

-3♣=Min 54 (Then 3♦ Relay: 3♥=3415/3♠=1435/3NT=2425)

-3♦=Max 5431 (Then 3♥ Relay: 3♠=3415/3NT=1435)

-3♥/♠=Min/Max 6♣+4♥

-3NT=Max 2425

2♣-2NT (PUP3♣)

3♣-3♦=♥/♠55+ INV+

-3♥/3♠=3+♣+5♥/♠ GF

-3NT=14-16HCP BAL Fit ♣, SI

-4♦/♥/♠=Fit ♣, SPL

Note 13:

When at null:

2♥/♠ - 2NT

3♣/♦ = Min poor/good suit

3♥/3♠ = Max poor/good suit

PLAYER: _____

When at Vul

2♥ - 2♠ (asking short suit)
 -2NT=Stiff ♠
 -3♣/♦=Stiff
 - 2NT=♠ suit, F1

2♠ - 2NT (asking short suit)
 3♣/♦/♥=Stiff ♣/♦/♥
 3♠=no stiff

Note 14:

2NT-?
 3♠=minor STAYMAN
 4♣=Trans ♦, GF ♦ suit
 4♦/♥=Texas TRF
 4♠=♣ suit, KC

2NT - 3♣
 3♥/♠=4♥/♠
 3NT=4+4♥/♠

Note 15: OPP overcall Unusual NT or Michaels

1♥ (2NT) ? 3♣= INV+♥
 3♦=♠ Suit GF
 3M/NT=NAT NF
 4♣/♦=SPL
 Dbl= PEN one suit

1♠ (2NT) ? 3♣=INV+♠
 3♦=♥ Suit GF
 3M/NT=NAT NF
 4♣/♦=SPL
 Dbl= PEN one suit

1♥ (2♥) ? 2♠=3 SUPP INV+
 2NT/3♣=TRF 3♣/♦
 3♦=4+SUPP, INV+
 4♣/♦=Fit showing

1♠ (2♠) ? 2NT/3♣=TRF 3♣/♦
 3♦=4+ SUPP INV+
 3♥=3 SUPP, INV+
 4♣/♦=Fit showing

1♦ (2♦) ? 2♥=♦ Suit INV+
 2♠=♣ Suit GF
 3♣/♦=NAT NF
 3♥/♠=Western Cue-bid (ask stopper)
 Dbl= PEN one suit

1♦ (2NT=♣+♥) ? 3♣=♦ Fit INV+
 3♦=NAT NF
 3♥=♠ Suit GF
 3♠=NAT NF

PLAYER:

1♦ (2♥=55+♥/♠) ? 2♠=♦ Fit INV+

3♣=NAT F1

3♦=NAT NF

3♥/3♠=minor's ♥/♠ spl

Note 16: Our overcalls show two suits

(2♣) ? 3♣=M's 55+

4♣=♦+♥suits 55+ GF

4♦=♦+♠suits 55+ GF

(2♦=multi) ? 3♠=♠+minor 55+ GF

4♣/♦=♣/♦+♥suits 55+ GF

(2♥/♠) ? 4♣/♦=♣/♦+OM 55+ GF

(2♣) P (2♦) ? 2NT=6♦+5M, 8-11HCP

3♣=M's 55+

(2♣) P (2NT=PUP 3♣) ? 3♣=M's 55+

4♣=♦+♥suits 55+ GF

4♦=♦+♠suits 55+ GF

(1♣=2♣ NAT) ? 2♦=55+♥+♠

(1♣= NAT) ? 4♦=6♦+6M ,GF

(1♦=NAT or Precision) ? 2NT=55+♣+♥

? 4♣=6♣+6M ,GF