



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION CONVENTION  CARD		
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]		OPENING LEADS STYLE				CATEGORY: Blue NCBO: CHINA EVENT: 2024 Mixed WC PLAYERS: SUN Yanhui - KUANG Yuegang/LIU Yinghao	
			LEAD	IN PARTNER'S SUIT			
1-level: 5(4) cards, 6+HCP; 2-level: 5+ cards; 10+HCP;		SUIT	3rd/5th	3rd/5th			
RESP: New suit=F1 after 2/1 overcall; Jump shift=NAT, INV;		NT	2nd/4th	3rd/5th			
Jump raise=PRE; Cuebid=F1;		SUBSEQ	Same as above or ATT	Same as above or ATT			
		OTHERS: VS NT=Rusinow with 4+ cards;					
		LEADS					
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT	VS. NT	SYSTEM SUMMARY		
		A	AKx (+); Ax (+);	AK x(+);			
2nd/4th LIVE: good 15-18HCP; RESP: system on;		K	KQ (+); AK;	Unblock/Count	GENERAL APPROACH AND STYLE		
Reopening: good 12-15HCP; RESP: system on		Q	QJ (+); Qx;	QJx; KQx; KQx(+); Qx;			
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		J	J10 (+); Jx;	QJxx; AQJx; JTxx; Jx;	Precision 1♣=16+		
		10	HJ10 (+); 109 (+); 10x;	HJ10x(+);109x;JTxx(+);10x;	1♦=0+♦, 11-15; 5-card M; 2/1= FG except rebid;		
Weak, then 2NT=ASK; Jump 2NT=two lowest suits;		9	H109(+); 9x;	H109x; 9xx; 9x;T9xx(+);	1NT=14-16HCP;		
Reopen Jump 2NT=19-21;		HI-x	Sx; xxSx;	Sx; Sxx; xSxS; xSxSx (+);	2♣=6+♣ or 5♣4M, 11-15;		
		LO-x	xxS; xxSx; xxxS (+);	HxS; HxxS(+);			
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
			PARTNER'S LEAD	DECLARER'S		DISCARDING	
Michaels: (1m)-2m=55+M, (1M)-2M=55+OM+m, 8+HCP;		SUIT	1	Lo=ENC	Lo/Hi=Even	O/E	
Jump cuebid=ask for stopper;			2	Lo/Hi=Even	S/P	Count	2♦=Majors54+, weak;
			3	S/P		S/P	3NT=1st/2nd good 4M opening;
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		NT	1	Lo=ENCRG	Lo/Hi=Even	O/E	
			2	Lo/Hi=Even	S/P	Count	
DBL=points;2♣=44+M's;2♦=one M;2M=5M+4+m;2NT= 2m55+;			3	S/P		S/P	
PH: X=5+m4+M;		SIGNALS(INCLUDING TRUMPS) vs NT: Regular Smith;					
Reopen VS WeakNT: 2♣=44+ M's; 2♦=one M bad; 2M=NAT Good;		Trumps: Hi/lo ruff tendency;					
VS 2NT: X= m's, 3♣= M's;							
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)		DOUBLES					
T/O DBL THRU 4♥; Leaping Michaels; JS=good hand;		TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)					
Cuebid: Michaels but weaker than leaping;							
VS. ARTIFICIAL STRONG OPENGINGS		Maybe light with Classic Shape (9+HCP); Cuebid=F1;					
VS STR1♣: DBL=M's; 1NT=m's; 1♦/♥♠/2♣=♥/♠/♣/♦;		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
VS STR 2♣: DBL=M's, 2NT=m's;		Neg DBL THRU 4♥; Resp DBL THRU 3♠; Max DBL;					
		Lightner DBL; Leading direction DBL; Support DBL THRU 2M;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENT'S TAKEOUT DOUBLE							
New suit: 1-level= F1, 2-level=F1; 1M-(DBL)=transfers from 1NT;					PSYCHICS: Rare		
Raise=bad; Jump shift=fit showing; RDBL=points;							

Note 1: 1♣ 1NT
2♣ 2♦=8-10(11)HCP or 16+HCP, 4-card ♥
2♥=8-10(11)HCP or 16+HCP, 4-card ♠
2♠=8-10(11)HCP or 16+HCP, no 4M
2NT=(4333), (11)12-13HCP
3♣=4♣+4any, (11)12-13HCP, 3♦=ask
3♦=4♦+4♥, (11)12-13HCP
3♥=4♥+4♠, (11)12-13HCP
3♠=4♠+4♦, (11)12-13HCP
3NT=4♠+4♦, (11)12-13HCP, ♦ Good

Note 2: 1♣ 2♠
2NT 3♣=4♣+4any, 3♦=ask
3♦/♥/♠=4♦+4♥/4♥+4♠/4♠+4♦
3NT=(4333), 4♣=ask 4 suit

Note 3: 1♣ 2♥=1♠444, 8+HCP
2♠=ask range, 8-10,11-3,14-15,16-18...
suit=set trump, ask range
After 1♣-2NT; 1♣-3♣; 1♣-3♦: same as above

Note 4: 1♣ 2♣
2♦=relay
2♥=12+HCP, any, except 5332
2♠=12-13HCP, 5332
2NT= 8-11HCP, 6+♣
3♣= 8-11HCP, 4+♦
3♦=8-11HCP, 4+♥
3♠=8-11HCP, 5332, Good ♣
3NT=8-11HCP, 5332
2NT=♦

Note 5: 1♣ 2♦
2♥=relay
2♠=12+HCP, any
2NT=8-11HCP, 4+♣
3♣=8-11HCP, 6+♦
3♦=8-11HCP, 4+♥
3♥=8-11HCP, 4+♠
3♠=8-11HCP, 5332, good ♦
3NT=8-11HCP, 5332
2NT=♥

Note 6: 1♦ 1♥
1♠/NT
2♣=PUP to 2♦, bid to INV
2♦=ART, GF
2NT=TRF to ♣
3X=NAT, GF

Note 7: 1♦ 1♠
2♣/2♦ 2♥=PUP to 2♠, Pass or bid shows GF
Bid=INV

Note 8: 1♥ 2♣
2♦=min any or 5422, 5332, 5431(no 4♠) max
2♥=6+♥, min
2♠=NAT, max
2NT=6+♥, max
3♣/♦=55, max
3♥=Solid 7+

Note 9: 1♥ 1♠
2♦/♥ 2♠:GF

Note 10: 1♥ 1♠
2♣ 2♦=PUP to 2♥, Pass or bid shows GF

Note 11: 2♣ 2♦
2M=4
2NT=max, 6+♣, BAL
3♣=min, 6+♣
3♦=max, 6♣+4♦ or 0-1♦
3M=max, 0-1M
3NT=max, solid ♣

Note 12: 2♣ 2♦
2♥ 2NT=relay
3♣=min
3♦=6+♣4♥, max
3♥=3♦, max
3♠=3♠, max
3NT=5422, max

Note 13: 2♣ 2♦
3♣ 3♦=relay
3♥=BAL or Short in ♥
3♠=Short in ♠
3NT=Short in ♦
