DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENIN	G LEADS STYLE					
Responses: new suit=NF CONST; cuebid=INV+;		Lead In Partner's Suit			Partner's Suit	Convention Card (
jump cue=mixed raise; jump shift=natural GF; 3 over 2=F; 2NT=NAT;	Suit	3rd/5th		3rd/5th (ATT after raised)		CCRA	
Overcall 1M opp DBL: RDBL=2M and want to bid; 2NT=limited raise+;	NT	2nd/4th (1st/2nd weak suit)		3rd/5th (ATT after raised)			
transfers from 1NT; jump shift to a minor=fit-showing;	Subse			nbined with 3rd/5th	CATEGORY: Blue		
	Other: Honor leads 0/1, subseq 0/2, PD's suit/raised suit: 0/2				d suit: 0/2	NCBO: China Mixed EVENT: 2024 WC	
						PLAYERS: LU Yan - LIU Yinghao	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS						
2nd hand 1NT=15-18; 4th hand 'live' 1NT=15-18;	LEAD	Vs. Suit			Vs. NT	SYSTEM SUMMARY	
4th hand balancing 1NT=12-16; System on;	Ace	AKx(AKQ)		AKx(+)		GENERAL APPROACH AND STYLE	
	King	KQx, AK		Unblock/co	unt	M-S Precision	
	Queen	QJx(AKQ)		KQx(+), Q.	x(+)		
JUMP OVERCALL (Style; Response; Unusual NT)	Jack	J10x, KJ10x		J10x(+), K.	10x(+)	Aggressive, upgrade frequently	
VS 1-level natural bids jump overcall(including precision 2): weak;	10	10x, 109x, H109x		10x, 109x(+), H109x(+)		NV would open balanced hands with 10HCP	
ump 2NT=unusual; Reopen: jumps=intermediate; 2NT=19-21;				H98x, 9xx,	9x	1=16+ any hand (V or 3rd/4th NV 17+ BAL)	
	Hi-x	-x HxSx, xxSx, Sx		xSx(+), Sxx	(1 +=2+, might have longer ♣	
				HxxS, HxxSx, xxxSx		1NT=NV 1st/2nd seat 13-15, other position 14-16	
		S IN ORDER OF PRI	ORITY	- 1	, -	2*=6+*, 10-15	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	- r - r			rer's Lead	Discarding	2 € =4415 minus one card, 10-15	
Cue-bid a minor: Majors; Cue-bid a Major: oM+1 minor;	1	Hi=Enc Hi				2♥/▲=NV 1st/2nd seat open with 6+ or 5M4m, V open with 6+	
Strength: unlimited; depends on vulnerability;	Suit 2			S/P	Remain Count	2NT=NV 1st/2nd seat 55+ minors weak, other position 19-21 BAL	
Jump cue: ask for stopper; Reopen: cue-bid = michaels;	3						
	1	Hi=Enc	Hi	=Even	Odd=Enc(1st discard)	might open any hand 3rd non-vulnerable	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Hi=Even		S/P	Remain Count	2NT opening 3rd could be light with long minor suit	
DBL=Strong; 2. =majors; 2. =1M; 2M=M+m; 2NT=minors;	3	S/P					
	Signals	(including Trumps):	K ask for	count in 5+	level; regular Smith;	Some transfer auctions after 1. and in competitive bidding	
	ruff tend/SP in trump; singleton in dummy/declarer: S/P;					· · · · · · · · · · · · · · · · · · ·	
	6+card suit: Hi or Lo=S/P mid=Enc;						
	K from AK then switch indicates singleton: DOUBLES					SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
						Open 2 ♦=4415 minus one card	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)						Open 2NT=both minors weak	
3 level cuebid=ask for stopper; jump overcall=good hand;	TAKE-OUT DOUBLES (Style; Responses; Reopening) T/O DBL: opening values and support for unbid majors or strong hand;						
		veaker with good shap		,		Open 3NT 1st/2nd seat=solid 7-8 cards Major suit	
	-	es: Cuebid=F1;	e, vaiali		y DE WEAREI,	Transfer auctions in competitive bidding	
VS. ARTIFICIAL STRONG OPENINGS	i respons					PSYCHICS:	
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES						
	Support DBL/RDBL thru 2 v: When no space to bid: DBL=invitation;					Rarely, when favorable responses to Precision 1 •/M could be psycho SPECIAL FORCING PASS SEQUENCES	
OVER OPPENENTS' TAKE-OUT DOUBLE	Support	JDL/NDDL IIIIU Z♥, W				High level DBL/Pass inversion (DBL=want to bid, pass=force to DBL)	
Opps DBL a major: transfers from 1NT; 2NT=limited raise+;						יוואריטיטי שטבא מאז ווויפואטו (שטב=want נט טוע, pass=וטונפ נט DDL)	
new minor jump-shift=fit-showing;							
new minor jump smit–it snowing,						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
						Cuebids other than opps suit don't promise the control	

OPENING	TICK√ IF ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1*	1.♣ √ 0			16+ any distribution	1♦=0-7; 1♥=5+♠,8+ ; 1♠=8-11 BAL or any 8-11 w/o 5♠;	1♣-1♦-1♥=19+ any hand; 1♣-1♦-2♥=17-18 with ♥;	1♥=5+♠; 1♠=5+♥;
				NV 3rd/4th, all V BAL 17+	1NT/2♣/2♦=5+♣/♦/♥, 12+; 2♥=12-13, BAL; 2▲=14-15 BAL;	1♣-1♦-1♠=4+, may have longer minor/♥;	1NT/2 ♣ =5+♣/♦; 2♦=5m332;
					2NT/3♣/3♦/3♥=12+, 4441; 3♠/NT=Solid minor/Major;	After positive response, most +1 bid=asking;	2 ♥ =8-10, BAL; 2 ♠ +=4441;
1♦		2	4♥	10-15,2+;NV open 10BAL	1♥/♠/NT=NAT; 2♣=GF; 2♦=reverse; 2♥=Majors weak; 2♠=minors;	Two way checkback; 1♦-2m-2♥/♠=BAL/UN+ support;	NMF; 4th F1;
				Could have longer 🌲	2NT/3 * =INV; 3X=weak;	1♦-1M-2M-2NT=ask; 1♦-1M-2NT=6♦3M/5♦4M;	
1♥		5(4)	4♦	10-15, 5+	1 ▲ =NAT; 1NT=Semi-F; 2 ▲ =GF can be BAL; 2♦=NAT GF;	Two way checkback; 1♥-1▲-2NT=6♥3▲/5♥4♠;	2 ≉=Rev. Drury;
				Can be 4 in 3rd/4th	2 ▲/3 ▲=weak; 2NT=4 ♥ GF or 15-16 SPL; 3 ♣=3-4 cards INV;		2NT=good 4 card supp;
					3♦=mixed; 3♥=weak; 3NT/4♣/♦=♠/♣/♦ 12-14 SPL;		
1 🛦		5(4)	4♥	Same as above	Same as above; 2♥=GF; 3♥=INV; 4♥=To play;	Same as above	Same as above
1NT			4♥	NV 1st/2nd: 13-15 BAL	2♣=Stayman; 2♦/♥=Transfers; 2♠=Range asking or ♣; 2NT=♦;	1NT-2♦/♥-2♥/♠ then=second transfers;	
				NV 3rd/4th/V all: 14-16	3♣=Puppet; 3♦=minors slamish; 3♥/♠=short, minors COG;	1NT-3 * -3 ♦ =no 5 card Major; 3 ♥ / ♦ =5;	
				5M ok, singleton possible	4♣=BAL slam INV better than 4NT; 4♦/♥=Transfers; 4NT=INV;		
2*		6(5)	4♥	10-15, 6+; 3rd could be 5	2♦=asking; 2♥/♠=NF; 2NT=55M; 3♣=CONST raise; 3♦/♥/♠=NAT INV;	2 - 2 + -2 + -2M-2NT=ask; 2 + -2NT-3 + =good hand with fit;	
2♦	2♦ √ 0		10-15, 4415 minus 1 card	2♥/▲/3♣=To play; 2NT=asking INV+; 3♥/▲/4♣=shape wise;	2♦-2NT-3♣=min not 4405/3♦/♥=max 3415/4315;		
						3 ▲ /3NT=4405 min/max;	
2♥/♠		5		NV 5M4m or 6M weak	2NT=asking; New suit=F1, NV v V can pass; 4m=fit-showing;	2M-2NT-3*/*=5M4m/others=6M;	4th seat: 10-13
2♥/♠		6		V 6M weak	2NT=asking, New suit=F1; 4m=fit-showing;	2M-2NT-3♣=min; 3♦/♥/♠=max 64;	4th seat: 10-13
2NT	\checkmark			NV 1st/2nd: minors weak	3♥=GF asking; 3▲=Transfer to 3NT; 3NT=To play;	2NT-3♥-3♠/NT=♠/♥ short; 4♣/♦=11(65);	
2NT				V 1st/2nd All 3rd/4th	3♣=Puppet; 3♦/♥=transfer; 3▲=minors; 4♣/♦/♥/♠=♥/♠/♣/♦	2NT-3♣-3♦=4 card Major; 3♥/♠=5; 3NT= no Major	3rd seat may be less points
				19-21 BAL			with a minor suit
3*		6		NV v V can be bad	4♦=RKC; New suit=F1, NV v V can pass;	RKC answer=0/1/1+Q/2/2+Q	
3♦		6		NV v V can be bad	4♣=INV to 5♦; New suit=F1, NV v V can pass;	4	
3♥/♠		6		Better than 2M	4 ♣= RKC;	RKC answer=0/1/1+Q/2/2+Q	
3NT	3NT √			1st/2nd Solid 7-8M;	4♣=ask for extras; 4♦=ask for shortness; 4♥=P/C; 4♣=To play;		
				No side Kings;			
				3rd/4th NAT, suit possible			
4♣/♦		6		Weak	4♦ after 4♣=RKC;		
4♥/♠		6		Wide-range	4▲ after 4♥=to play; 5m=cuebid; 4NT=RKC;		
				Can be strong 3rd/4th			
						HIGH LEVEL BIDDING	
						RKC1403 P1D2 P1R2 PODE, Last Train, mixed cue-bid	, ERKC 0/1/1+Q/2/2+Q,
						Lightner Doubles; Cuebids other than opps suit don't promise the control	
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