



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WORLD BRIDGE FEDERATION		
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]	OPENING LEADS STYLE			CONVENTION		
1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP;	SUIT	LEAD	IN PARTNER'S SUIT	 CARD	CATEGORX: Precision- BLUE NEBO: HONG KONG, CHINA EVENT: ALL EVENTS PLAYERS: KF Mak – Lu Qin	
RESP: New suit=F1 after 2/1 overcall; Jump shift=NAT, INV; Jump raise=PRE;	NT	3 rd /5 th	3 rd /5 th			
INT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING)	SUBSEQ	2 nd /4 th	2 nd /4 th	SYSTEM SUMMARY	GENERAL APPROACH AND STYLE	
2nd/4th LIVE: good 15-18 HCP; RESP: system on; Reopening: good 11-15 HCP; RESP: system on	Same as above	Same as above	Same as above			
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	OTHERS: vs NT: K ask UB/CT; A ask ATT;			STR ♣ Bidding Style: 5-card M (RESP:1NT=NF); 1♦=0+♦; Multi 2♦; 1NT=13+-16HCP, BAL, 5M/6m OK, SPL H OK 2/1= FG except direct rebid	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1-suit: WK, 5+cards	LEADS					
2-suits: Unbid lower 2-suits	LEAD	VS. SUIT	VS. NT	2♦=WK 2M;(5-10hcp) 2♥=Weak M's (1 st /2 nd), weak ♥ (3 rd), ♥suit, 11-13 HCP (4 th); 2♠=5♠ + 4+m, WK;(5-10hcp) 3NT=Gambling (solid 7-8m, no A in side suit)	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Reopening 2NT=19-21 HCP, BAL	A	AKx (+); Ax (+)	AK (+)			
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	K	KQ (+); AK	AKJ10 (+); KQ(+);	PSYCHICS: Rare		
Michaels CUE: (1m)-2m=55+ M's, (1M)-2M=55+ OM+m, 8+HCP	Q	QJ (+); Qx	QJ (+); KQ109 (+); AQJxx			
1♣(♣ or BAL)-2♣=NAT; 2♦=M's; 3♣=PRE;	J	HJ10 (+); J10 (+); Jx	HJ10 (+); J10 (+); Jx			
1♦(not promise)-2♦=M's; 3♦=NAT;	10	H109(+); 109 (+); 10x	H109 (+); 109 (+)			
Jump CUE=STOP asking;	9	9x; 9xx	9xx; 9x			
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	HI-x	Sx; xxS; xxSx; xxxS	Sx; Sxx; xSxS; xSxSx (+)			
vs WK 1NT: DBL=PEN;	LO-x	HxS; HxSx; HxxxS (+);	HxS; HxxS(+)			
vs STR 1NT: DBL=PEN; 4 th X=5+m+4M;	SIGNALS IN ORDER OF PRIORITY					
vs WK/STR 1NT: 2♣=44+ M's; 2♦=one Major; 2M=M+m 54+; 2NT=STR any 2-suits;	SUIT	PARTNER'S LEAD	DECLARER'S	DISCARDING		
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)		1	LO=ENCRG	LO/HI=E		Lo=ENCRG
T/O DBL THRU 4♦; vs 4M PRE: DBL=OPT; 4NT=55+ 2-suits;		2	Hi/Lo=ODD	S/P		S/P
VS. ARTIFICIAL STRONG OPENINGS	NT	3	S/P			
vs STR 1♣: DBL=Majors, 1NT=Minors		1	Lo=ENCRG	LO/HI=Even		Lo=ENCRG
1♣ (P) 1♦: DBL=Majors, 1NT=Minors		2	Hi/Lo=ODD	S/P		S/P
OVER OPPONENT'S TAKEOUT DOUBLE	3	S/P				
New suit: 1-level= F1, 2-level=NF; 1M-(DBL)-TRF under 2M;	SIGNALS(INCLUDING TRUMPS) vs NT/suit: Smith Signal;					
Raise=PRE; Jump shift=NAT PRE; RDBL=10+HCP,than X=T/O	Trumps: Hi/lo interested in ruff					
1♦-X-3♦=PRE; 1♦-X-2NT=♦+♣	DOUBLES					
	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)					
	Maybe light with Classic Shape (9+HCP)					
	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES					
	Neg DBL THRU 4♥					
	Resp DBL THRU 3♠					
	Max DBL					
	Lightner DBL					
	Support DBL THRU 2M					

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♥	16+HCP UNBAL or 17+ BAL	1♦=0-7HCP; 1M/2m=8+HCP, 5+; 1NT=8-13/16+HCP BAL; 2♠=14-15HCP BAL; 2♥=8+HCP, 4(441)/4405 ; 2NT=8+HCP,1444/0445 4♦/4♥=TRF 4♥/4♠	1♣-1♦;1NT=17-19HCP,2NT=23-24HCP, BAL	
1♦	*	0	3♠	11-13HCP if BAL, 10+-15HCP if UNBAL;	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, INV, no 4M; 2m=5+m, F1; 2♥=55 M's, 6-10; 2♠=55 m's, 8+HCP; 3NT=to play; 3x+=NAT, PRE; 4♦/4♥=TRF 4♥/4♠	2-way checkback; 1♦-1♥;1♠=promise 4+♦4♠	
1♥		5	4♥	11-15HCP, 5+♥	1NT=7-12HCP; 1♥-2m=FG except rebid 3m; 2♠=FG raise, BAL; 2NT=BAL, FG; 3♠= 4+♥ SUPP,INV; 3♥/4♥=PRE; 3♠=9-11HCP 3+♥SUPP; 3♠=♠ SPL; 3NT/4♠=♣/♦SPL 4NT=RKCB vs ♥	1♥-1♠;1NT: 2-way checkback; 4SF=FG 1♥-1♠;2NT=6♥3♠, Max 1♥-1♠;3NT/4♠=♣/♦ VOID 1♥-1♠;4♦=6♥+4♠, MAX;	Drury Jump shift=Fit-showing
1♠		5	4♥	11-15HCP, 5+♠	3♠=FG raise, BAL; 3♦= 9-11HCP 3+♥,SUPP,INV; 3♥=4+♥ SUPP,INV; 3NT/4♠/♦=♣/♦/♥SPL Others=same as 1♥ opening		
1NT			4♥	13+-16HCP, BAL, 5M/6m OK, SPL H OK	2♠=STAY; 2♦/2♥/2NT/3♠=TRF; 2♠=Ask range; 3♦= 04(54)/1444/13(54); 3♥= 40(54)/4144/31(54); 3♠= 5-5m GF; 4♠/♦= TRF♥/♠; 4NT= Quantitative		
2♣		5	4♥	10+-15HCP, 6+♣ or 5♣+4M	2♦=Relay; 2M=NAT NF; 2NT=PUP 3♠; 3♦/3M=NAT, INV; 3NT=to play;		
2♦	*	0		WK 2M (1 st /2 nd), could be light when FAV 3 rd /4 th 2♦=4414 or 4405 10+-15HCP	2NT=Relay; 3m=Nat F1; 2M/3M/4♥=P/C; 4♣=TRF M; 4♦=Bid M; 4♠NAT, to play	2♦-(2M)-DBL=P/C; 2♦-(3m)-DBL=PEN	
2♥	*	4		WK M's (1 st /2 nd) 3 rd /4 th 2♥=NAT	2NT=Relay; 3m=NAT,F1;		
2♠		5		WK 5+♠ - 4+m (1 st /2 nd) 3 rd /4 th 2♠=NAT	2NT=Relay; 3♠/4m/5♠=P/C; 3♦/♥=NAT, NF; 4♥=To play		
2NT	*			19+-21HCP, BAL	3♠=STAY; 3♦/3♥/4♦/4♥=TRF; 3♠=54+ m's; 4♠=55+ m's		
3m		6		PRE	3x=F1; 3♠-4♦/3♦-4♠= Slam Try; 4M=To play	HIGH LEVEL BIDDING	
3M		6		PRE	4♠=Slam Try; 4m=To play	RKCB 14/03; Blackwood 14/03; Cue; 5NT GSF; SPL	
3NT	*			Gambling (7-8 solid m, no A in side suit)	4♠5♠=P/C, 4♦=Slam Try; 4M=to play; 5NT=GSF	DEPO;	
4x	*	7		PRE	4♦=Slam Try; 4M=To play; 4NT=RKCB		
4NT				Good minor,10-11tricks	5♠=P/C;		