



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WORLD BRIDGE FEDERATION <b>CONVENTION</b>			
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]	OPENING LEADS STYLE			 <b>CARD</b>			
		LEAD	IN PARTNER'S SUIT				
	SUIT	3rd/5th	3rd/5th				
1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP; RESP: New suit=F1 after 2/1 overcall; Jump shift=NAT, INV;	NT	2nd/4th	2nd/4th	<b>CATEGORX: Precision– BLUE</b> <b>NEBO: HONG KONG, CHINA</b> <b>EVENT: ALL EVENTS</b> <b>PLAYERS: W K LAI    WANG Wenfei</b>			
Jump raise=PRE;	SUBSEQ	Same as above	Same as above				
INT OVERCALL(2 <sup>ND</sup> /4 <sup>TH</sup> LIVE;RESPONSES;REOPENING)	OTHERS: vs NT: K ask UB/CT; A ask ATT;						
2nd/4th LIVE: good 15-18 HCP; RESP: system on; Reopening: good 11-15HCP; RESP: system on	LEADS			<b>SYSTEM SUMMARY</b>			
	LEAD	VS. SUIT	VS. NT				
	A	AKx (+); Ax (+)	AK (+)				
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	K	KQ (+); AK	AKJ10 (+); KQ(+);	<b>GENERAL APPROACH AND STYLE</b> STR ♣ Bidding Style: 5-card M (RESP:1NT=F1); 1♦=2♦♦; Multi 2♦; 2♥=4414/4405, 11-15; 2♠=5♠+4+m, 5-10HCP;; 1NT=13-16HCP, BAL, 5M/6m OK, SPL H OK 2/1= FG except direct rebid			
	Q	QJ (+); Qx	QJ (+); KQ109 (+) ;				
	J	HJ10 (+); J10 (+); Jx	J10 (+); AQJxx; Jx				
1-suit: WK, 5+cards 2-suits: Unbid lower 2-suits Reopening 2NT=18-20HCP, BAL	10	H109(+); 109 (+); 10x	HJ10 (+); 109 (+)	<b>SIGNALS IN ORDER OF PRIORITY</b>			
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	9	9x; 9xx	H109x; 9xx; 9x				
	HI-x	Sx; xxS; xxSx; xxxS	Sx; Sxx; xSxS; xSxSx (+)				
	LO-x	HxS; HxSx; HxxxS (+);	HxS; HxxS(+)				
Michaels CUE: (1m)-2m=55+ M's, (1M)-2M=55+ OM+m, 8+HCP	SIGNALS IN ORDER OF PRIORITY			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b> 2♦=WK 2M;(5-10hcp) 2♥=4414/4405, 11-15HCP; 2♠=5♠+ 4+m, WK;(5-10hcp) 3NT=Gambling (solid 7-8m, no A in side suit)			
1♣(2+)- 3♣=NAT; 2♣=M's;	SUIT		PARTNER'S LEAD			DECLARER'S	DISCARDING
1♦ (2+)-3♦=NAT; 2♦=M's;		1	LO=ENCRG			LO/HI=E	Lo=ENCRG
Jump CUE=STOP asking;		2	Hi/Lo=ODD	S/P	S/P		
		3	S/P				
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	NT	1	Lo=ENCRG	LO/HI=Even	Lo=ENCRG		
vs WK INT: DBL=PEN;		2	Hi/Lo=ODD	S/P	S/P		
vs STR INT: DBL=PEN; 4 <sup>TH</sup> and pass hand X=5+m+4M		3	S/P				
vs WK/STR INT: 2♣=44+ M's; 2♦=one Major; 2M=M+m 54+;	SIGNALS(INCLUDING TRUMPS) vs NT/suit: Smith Signal;						
2NT=STR any 2-suits;	Trumps: Hi/lo interested in ruff						
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)	DOUBLES						
T/O DBL THRU 4♦; vs 4M PRE: DBL=OPT; 4NT=55+ 2-suits;	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)						
	Maybe light with Classic Shape (9+HCP)						
VS. ARTIFICIAL STRONG OPENGINGS	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			SPECIAL FORCING PASS SEQUENCES			
vs STR 1♣: DBL=Majors, 1NT=Minors	Neg DBL THRU 4♥						
1♣ (P) 1♦ ? DBL=Majors, 1NT=Minors	Resp DBL THRU 3♠			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>			
OVER OPPONENT'S TAKEOUT DOUBLE	Max DBL						
	Lightner DBL						
New suit: 1-level= F1, 2-level=NF;1M-(DBL)-TRF under 2M; Raise=PRE; Jump shift=NAT PRE; RDBL=10+HCP,than X=T/O	Support DBL THRU 2M			<b>PSYCHICS: Rare</b>			
1♦-X-3♦=PRE; 1♦-X-2NT=♦+♣							

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♦		2	3♣	11-13HCP if BAL, 11-15HCP if UNBAL; 3 <sup>rd</sup> = 1+ ♦	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, INV, no 4M; 2m=5+m, FG; 2♥=55 M's, 6-9; 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♦-1♥; 1♣=not 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	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♦=m-SPL,FG; 3M=M-SPL, FG; 4♦/4♥=TRF 4♥/4♣		
2♣		5	4♥	11-15HCP, 6+♣ or 5♣+4M	2♦=Relay; 2M=NAT NF; 2NT=PUP 3♣; 3♦/3M=NAT, INV; 3NT=to play;		
2♦	*	0		WK 2M, could be light when FAV 3 <sup>rd</sup> = WK both Majors, 4 <sup>th</sup> 2♦=4414 or 4405 11-15HCP	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		4414/4405, 11-15HCP 3 <sup>rd</sup> = ♥ weak 4 <sup>th</sup> 2♥=NAT 11-13HCP	2NT=Relay; 3M=INV; 3m=NAT,NF;		
2♠		5		5+♠ + 4+m, WK 3 <sup>rd</sup> = ♠ weak 4 <sup>th</sup> 2♠=NAT 11-13HCP	2NT=Relay; 3♣/4m/5♠=P/C; 3♦/♥=NAT, NF; 4♥=To play		
2NT	*			20-21HCP, BAL	3♣=STAY; 3♦/3♥/4♦/4♥=TRF; 3♠=54+ m's; 4♣=55+ m's		
3m		6		PRE	3x=F1; 3♣-4♦=slam try; 3♦-4♣=slam try,4M=To play,	HIGH LEVEL BIDDING	
3M		6		PRE	4♣=Fit and slamish; 3♥-4♣=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♦=Ask SPI; 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; 5♦=GSF;		