Responses: 1/1 4+suit F1, 2/1 and 2/2 CONST NF, 3/2 GF; 1NT=8-13; minor jump shift after major overcall=fit-showing Cue: F1, good raise or STR BAL or GF hand with a new suit	Suit NT Subseq	G LEADS S Lea 3 rd / 4 th	ad			
1/1: aggressive, 7-17, occasionally 4; 2/1: sound, 5+ Responses: 1/1 4+suit F1, 2/1 and 2/2 CONST NF, 3/2 GF; 1NT=8-13; minor jump shift after major overcall=fit-showing Cue: F1, good raise or STR BAL or GF hand with a new suit	NT Subseq	3 rd /				
Responses: 1/1 4+suit F1, 2/1 and 2/2 CONST NF, 3/2 GF; 1NT=8-13; minor jump shift after major overcall=fit-showing Cue: F1, good raise or STR BAL or GF hand with a new suit	NT Subseq				In Partner's Suit	CATEGORY: Blue
1NT=8-13; minor jump shift after major overcall=fit-showing Cue: F1, good raise or STR BAL or GF hand with a new suit	Subseq	4th			3 rd /5 th (ATT if raised)	NCBO: Chinese Contract Bridge Association
Cue: F1, good raise or STR BAL or GF hand with a new suit					3 rd /5 th	PLAYERS: Ziyu LI - Baozhuo JIANG
	Other: 0/1	3 rd /			3 rd /5 th	EVENT: 19th World Youth Teams Championships
		; K from A	K VS. 5	or higher level	or OPP's 7+ long suit	-
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
1NT=15-18 system on; balance 1NT=11-14 system on	Lead		Suit		Vs. NT	7
Passed hand 1NT=Unusual NT, two lowest unbid suits	Ace				AK; AKx; Ax(+); AQJT(+)	
	King				AKJT(+); KQT9(+); UB/C	
	Queen	QJ:	x(+); Qx	; AKQx	KQx; Qx; QJ(x); AQJx(+)	1 ◆ opening: 2+, 10-15HCP; response Inverted Minor
	Jack	JT;	JTx(+);	Jx(+); KJTx(+)	JT; JTx; A/KJTx(+)	5-cards major opening, response 1NT=semi-forcing
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9x	x(+); Tx;	HT9x	Tx; HT9x(+); T9x	2* opening: 6* or 5*+4M, 10-15HCP
Preemptive	9	KJ9	9(x); 9x		9x(+); Q/J98x	2 ◆ = 4-4-1-4/4-4-0-5 short in ◆, opening value, 3 ◆ = asking
2NT=mionrs over 1M/1m if m can be 2 or less	Hi-X	Sx			HxxSx(+); Sx; Sxx; xSxx	2♥/2♠ opening=weak, response 2NT=Ogust
2NT=♥+om over 1m, if 1m opening promises 3 or more	Lo-X	xxS	S,xxSx,x	xxxS	HxS; HxxS(+)	1NT opening 13-15HCP
Reopen: 2NT=19-21HCP	SIGNAL	S IN ORDE	ER OF P	RIORITY		7
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's L	ead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct Cue=Michaels	1	Hi=ENCR	G	Hi-Lo=Even	Hi=ENCRG	Unusual 2NT
Jump cue major=ask stopper	Suit 2	Hi-Lo=Eve	en	S/P	Hi-Lo=Even	Bergen raise after major opening
		S/P				LEBENSOHL
	1	Lo=ENCR	:G	Hi-Lo=Even	Lavinthal	Overcall after 2♣/2♥/2♠ opening: Leaping Michaels
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Hi-Lo=Eve	en	S/P	Hi-Lo=Even	Gambling 3NT
DBL=PEN; 2. =Majors	3	S/P				
VS.Strong(more than 14 hcp): 2 ←=one major; 2M=5M+4m	Signals (in	ncluding Tru	umps): S	mith in NTs	•	1
VS.weak(maybe less than 13): 2 ←=one major, CONST;				nterest in ruffin	g	
2M=NAT, competitive, weaker than 2◆						
				DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	J T DOUBL	ES (Stvl	e; Responses; R	Reopening)	4
				sic shape, emp		1
Jumps=6+ good suit, intermediate; Leaping Michaels		ISE: CUE=		. , , , , ,	<u>,</u>	
· · · · · · · · · · · · · · · · · · ·						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES
vs 1.: DBL=Majors, 1NT/2NT=minors	SPECIAI	L, ARTIFIC	CIAL &	COMPETITIV	E DBLS/RDLS	
vs 2.: DBL=Majors, 2NT=minors	SUPP DE	3L to 2 ♠ ; S	SUPP RE	DBL		7
	Respons					
OVER OPPONENTS' TAKEOUT DOUBLE	NEG DBL THRU 4♥					IMPORTANT NOTES
1-Level=Natural forcing: 1M-(X)-1NT=good raise	LIGHTNER DBL					3rd position opening maybe light
RDBL=10+HCP, implies no fit, penalty oriented						
2-level= Natural not forcing						PSYCHICS:RARE

g	IF SIAL	. OF	T				
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*	V	0	4 🏟	16+HCP	1 ← = ART, 0-7HCP; 1 ♥ / ♠ = 5 + cards 8 + HCP GF; 1NT=8-13/16+HCP BAL; 2 ♣ / ♦ = 5 + card 8 + HCP GF; 2 ▼ /2NT/3 ♣ / ♦ = 4-4-4-1 short in ♠ / ♣ / ♦ / ♥ GF 2 ♠ = 14-15HCP BAL; 3 ▼ /3 ♠ = 5-7HCP 7 + cards 4 ♣ / ♦ / ▼ / ♠ = 4-7HCP 8 + card	1 . -1 • -2 • = Kokish; 1 . -1 • -2 • /3 . / • = GF/9+tricks 1 • -1 • -1NT=16-19HCP; 1 • -1 • -2NT=22-24HCP 1 • -1 • -3M=4M+5 • , GF; 1 • -1N-2 • = ask; 1 • -1N-2 • / • / • = NAT, ask SUPP 1 • -2 • -2NT=asking	
1+	V	2	3♠	11-15HCP	1 V/♠=NAT, 4(3)+, F1; 1NT=8-11HCP; 2♣=GF 2♦=11+HCP, Inverted Minor; 2♥/2♠=5♠4(5)♥, 5-9/INV 2NT=INV; 3♣=Natural INV 3♦/3♥/♠=To play; 3NT=14-16HCP	1 → -1x-1NT-2*/ → =XYZ; 1 → -1 → -1 → -2 → / → =XYZ 1 → -1M-2NT=max 6 → +3M, 3 ♣ PUP to 3 → 1 → -1M-2M=can be 3-cards unBAL, 2M+1=asking; 1 → -1M-2 → 3 rd suit GF; 1 → -1M-2 ♣ 4 th suit GF	Reverse Drury Fit showing jump
1♥		5			1♠=4+, F1; 1NT=semi-F; 2♣/♦=2+♣/5+♦,GF 2♥=Constructive Raise; 2♠=Preemptive; 2NT= Jacoby 3♣/♦=Bergen; 3♥=Preemptive; 3♠=any mini SPL 3NT/4♣/♦=13-15HCP Splinter;	1 v-1 a-1NT-2 a/ v = XYZ; 1 v-1 a-2NT=max6 v 3 a After 2/1 response, natural bid, rebid 2M=waiting	Reverse Drury
1♠		5			Same as above, 3♥=any mini SPL, 4♥=To play	Same as above	Fit showing jump
1NT				13-15HCP 5M/6m/5422 possible	Stayman; Texas/Jacoby TRF; 2♣=Size Ask; 2NT=♦/ms; 3♣/3♦=NAT INV; 3♥/♣=31(45)/13(45); 4♣=Gerber	1NT-2 ♣ -2 ♦ -3 ♥ / ♠ =Smolen	
2*		5	3♠	11-15HCP, 6-cards & or 5-cards &+4-cards major	2 ◆ = 9 + HCP asking; 2 ▼ / 2 ▲ = NAT, NF; 2NT = PUP to 3 ♣; 3 ♣ = PUP to 3 ♦; 3 ♦ / ▼ / ▲ = NAT, 6 +, INV	2♣-2♦-2x-2NT=waiting, GF 2♣-2NT-3♣-3♦/♥/♠=♦+♥/♥+♠/♣+♦, GF 2♣-3♣-3♦-3♥/♠=Majors INV/GF with ♦ suit	
2♦	V	0		11-15HCP short in ◆	2NT=asking; 4♦=good ♦, slammish	·	
2♥		6		♥ Preemptive,5-10 HCP	New suit forcing, 2NT=Ogust	3♣=bad suit bad hand; 3♦= good suit bad hand	
2♠		6		♣ Preemptive,5-10 HCP	New suit forcing, 2NT=Ogust	3♥=bad suit good hand; 3♣= good suit good hand	
2NT				20-21 HCP balanced hand	3♣=STM; 3♦/3♥=Transfer; 3♠=Minor Stayman	2NT-3 ◆ / ▼ -3 ▼ / ▲ -4 ▼ / ▲ = Mild slam interest	
3*		6		Preemptive	New suit forcing, 4♣=mini RKC		
3♦		6		Preemptive	New suit forcing, 4 ◆ =mini RKC		
3♥		6		Preemptive	lew suit forcing, 4 → =mini RKC RKCB 1403; Trump queen asking; D0P1; DEPO		
3♠		6		Preemptive	New suit forcing, 4 ◆=mini RKC		
3NT	V			7+ solid minor	4♣/5♣=P/C; 4♦=Ask shortness; 4♥/4♠=To play 4NT=asking trump quality and side Q		
4m		7		Preemptive	4M=To play; 4NT=RKC		
4M		7		Preemptive	4NT=RKC		