

	LEADS AND SIGNALS				WORLD BRIDGE FEDERATION CONVENTION		
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]	OPENING LEADS STYLE						
		LEAD	IN PARTNER' S SUIT				
	SUIT	3rd/5th					
1-level: 5+cards, 7-16HCP; 2-level: 5+ cards; 10-17HCP;	NT	4th	4th				
RESP: 1/1 F1; 2/1 NF; 2/2 NF; 3/2 FG	SUBSEQ	Same as above	Same as above				
Jump raise=PRE; Cue Bid F1					CATEGORX: Green		
	OTHERS: vs NT: K ask UB/CT; A ask ATT;				NEBO: Canada	EVENT: Venice CUP	
	LEADS				PLAYERS: Yimei Cao - Jingyuan Gong		
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)	LEAD	VS. SUIT	VS. NT		SYSTEM SUMMARY		
	A	AKx (+); Ax (+)	AK (+)				
	K	KQ (+); AK	AKJ10 (+);				
2nd/4th LIVE: good 15-18 HCP; after DBL: 19-21HCP	Q	QJ (+); Qx	QJ (+); KQ (+); KQ109(+);		GENERAL APPROACH AND STYLE		
Reopening: good 11-15HCP; after DBL: 16-181HCP; 2NT: 19-21HCP	J	J10 (+); J10 (+); Jx	J10 (+); AQJxx; Jx		1C: 2+; 1D:4+, 11~21HCP		
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	10	109(+); 109 (+); 10x	J10 (+); 109 (+)		1M=5+M,11~21HCP,		
	9	9x; 9xx	109x; 9xx; 9x		1NT=15-17HCP, BAL, 5M/6m OK, SPL H OK		
	HI-x	Sx; xxS; xxSx; xxxS	Sx; Sxx; xSxS; xSxSx (+)		2D=S+H weak; 2H=6+H weak; 2S=6+S weak		
Single Suit:2-level 6-10HCP 6+; Reopening: 13-15HCP	LO-x	HxS; HxSx; HxxxS (+);	HxS; HxxS(+)		2NT=20~21HCP,BAL; 2C=22+HCP or 9+Treaks;3NT=Gambling		
3-level 6-10HCP 7+					3C/3D/3H/3S/4C/4D/4H/4S/5C/5D=PRE, 2/1 Response GF		
Double Suits: (1C/D)2NT:5D/C+1M; (1M) 2NT: 55+m's	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)		PARTNER'S LEAD	DECLARER'S	DISCARDING			
	SUIT	1	Lo=ENCRG	Lo/Hi=Even	Lo=ENCRG		
		2	Lo/Hi=Even	S/P		Reverse 2way Drury: 2C=4card M, 2D=3card M	
3		S/P		S/P			
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	NT	1	Lo=ENCRG	Lo/Hi=Even	Lo=ENCRG		
		2	Lo/Hi=Even	S/P			
		3	S/P				
vs WK DBL=PEN; vs STR 1NT DBL=5m+4M							
vs WK/STR 1NT: 2C=44+ M's; 2D=one M; 2M=5M+4+m;	SIGNALS(INCLUDING TRUMPS) vs NT/suit: Reverse Smith Signal;						
2NT= 2m ,54+	Trumps: Hi/lo interested in ruff						
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)	DOUBLES						
T/O DBL THRU 4D; vs 4M PRE: DBL=OPT; 4NT=55+ 2-suits;	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)						
VS. ARTIFICIAL STRONG OPENGINGS	Maybe light with Classic Shape (9+HCP)						
vs STR 1C/2C: DBL=MM; 1NT/2NT=mm;	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES				SPECIAL FORCING PASS SEQUENCES		
	Neg DBL THRU 4H						
	Resp DBL THRU 3S						
	Max DBL				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENT'S TAKEOUT DOUBLE	Lightner DBL						
	Support DBL THRU 2M						
New suit: 1-level= F1, 2-level=F1;1M-(DBL)-TRF under 2M;					PSYCHICS: Rare		
Raise=PRE; RDBL=10+ PEN							

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C	*	2	4H	11-21HCP	1D/1H/1S=5+HCP; 1NT=8-10P; 2C=5+C inv+ deny M	1C-1M-1NT, 2C/2D=2-way checkback; XYZ	
					2D=C 8-10P; 2H/S=7-9/10-11HCP reverse flannery;	Reverse bid=16+ F1	
					2NT=11-12HCP INV; 3C/3D/3H/3S/4C/4D/4H/4S=PRE	1C-(X)-2D=limit raise C	
					3NT =13-15P BAL;		
1D		4	4H	11-21HCP	1H/1S=5+HCP; 1NT=6-10P; 2NT=11-12P INV	Same as above	
					2C=13P+ FG; 2D= 4+D, inv+, F to 3D;	1D-(X)-2C=limit raise D	
					2H/S=7-9/10-11HCP reverse flannery; 3C=D 8-10P		
					3D/3H/3S/=PRE; 3NT=to play; 4C/4H/4S=Void EKCB		
1M		5	4H	11-21HCP	1NT=5-12HCP semi F; 2NT=4+M,FG; 2C/2D=FG	1H-1S; 1NT-2C/D 2-way checkback;	Two way Drury
					3C=10-12P4M;3D=7-9P 4M; 3M=PRE; 1S-3H=6+H inv	Redble=10+	Jump shift=Fit-showing
					1H-3S/1S-3NT=Mini SPL; 4C/4D=SPL 12+P, 4+M		
					4NT=RKCB; 5m=EKCB		
1NT				15-17HCP, BAL, 5M/6m OK, SPL H OK	2C=Stayman; 2D/2H=TRF; 2S=Range ask or C;		
					2nt=D or mm weak; 3C=modified stayman; 3D=mm FG+		
					3M=M-SPL,3145/1345 FG; 4C=Giber RKC		
					4D/4H=TRF; 4S=m's; 4NT=Bal slam inv		
2C			4H	22+HCP, or 9+winning tricks	2D=wait; 2H=weak hand; 2S/3C/3D=8+P NAT; 2NT=H 8+	2C- 2D-2H PUP to 2S, then:	
					3H/3S=5-7P 6+INV; 3NT=to play with 7-8 m;	2NT=25HCP+, 3X=H+X(54+);3H=6+,3NT=mm	
					3NT=solid suit no side A or K	Over interference by opp, X/XX=negative,	
						Pass or bid=positive	
2D	*	6		0-10HCP 54+ S+H(4 th seat 8-13,nat) ,	2NT=Ask; 3m=Nat F; 3H/3S=4+ PRE;3NT=to play	2D-2NT: 3C=any 8-; 3D=55 8-,relay to ask 5M;	
					4C/4D=H/S fit slam try; 4H/4S=to play	3H/S=H/S 5, S/H4, 8-10. 3NT=55 9-10.	
2H		54+		0-10HCP,WK(4 th seat2M8-13,nat)	2NT=Ask; 3m=Nat FG;	Ogust answer over 2NT	
2S		54+		0-10HCP,WK(4 th seat2M8-13,nat)	2NT=Ask; 3m=Nat FG;	Same as above	
2NT	*			20-21HCP, BAL	3C=STAY; 3D/3H=TRF; 3S=trans to 3NT	2NT-3S relay to 3NT, then:	
					3NT= to play; 4C=44+ minors slamtry;4D/4H=TRF	4C/D=C/D optional minorwood	
					4S=55+ minors no slam interest; 4NT=Slam INV	4H/S=short with 55+minors slamtry	
3m/M		6		PRE	3x=NAT F1; 4C=RKCB(3C-4D=RKCB); 4M=To play		
						RKCB 14/03;	
3NT	*	7		Gambling (7-8 solid m, no A in other suit)	4C5C=P/C, 4D=Ask SPI; 4M=to play;	Void KCB: 0/3, 1/4, 2, 2.5....	
4m	*	8		PRE	4M=to play; 4NT=RKCB		
4M		7		Suit to play	4NT=RKCB;		
4NT		9		To chose a minor suit			