DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING 1	OPENING LEADS STYLE			
1 Level Overcall: 8+ HCP, 4+ suit	1 🗀	Lead		In Partner's Suit	CATEGORY: Blue
2 Level Overcall: 11+HCP, 5+ suit	Suit	Suit 3rd/5th		3rd/5th	NCBO: Chinese Contract Bridge Association (CCBA)
Might be light in balancing seat	NT	2nd/4th		Count	PLAYERS: Wang Nan, Guo Ke
Responses: 1/1, 2/2, 3/2 forcing, 2/1 non-forcing, Jump invitational	Subseq				EVENT: Women
Jump Cue mixed raise, 1NT/2NT/3NT=Natural	Other: 01 fro	m honor sequence	es		]
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
Direct Seat: 15-18 HCP	Lead	Vs. Suit		Vs. NT	
Balancing Seat: 12-15 HCP	Ace	Ax, AKx		Ax, AQJxx	GENERAL APPROACH AND STYLE
Responses: Stayman, Jacoby and South African Texas transfers	King AK, Kx, KQx			AKx, KQx, Kx	1C: 16+ HCP, Forcing
responses. Suryman, success and South African Texas dunisiers	Oueen	Ox, OJx		Qx, AQJx, QJx, KQTx	1NT: 14-16HCP, Semi-balanced, possibly with singleton
	Jack	JTx, Jx		JTx, Jx, AJTx, KJTx	1NT Response to 1M: Semi-Forcing
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9x, Tx		T9x, Tx, HT9x	2 over 1 Game Forcing
Single suited pre-emptive, 5-10 HCP	9	9x, 98x		9x, 98xx	2 0 to 1 Same I storing
Responses: Cuebid forcing, others natural	Hi-X	XX, XXXX		XX, XXXX	
Unusual 2NT	Lo-X	XXX		XXX	
Reopen: Strong suit		N ORDER OF P	RIORITY	MAA	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	4 <b></b> -	rtner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct: Michaels, 8+ HCP	-	v Attitude	Std Count	Rev Attitude	2D: Pre-emptive, both majors (54)+, 5-10 HCP
Responses: 2NT forcing, Cue Invi+	Suit 2 Sto		Suit Preference		2M: Pre-emptive, natural 6+, 3-10 HCP
Jump: Western, Stopper ask		it Preference			2NT: Balanced, 20-21 HCP
winip. Western, Stepper usin		v Attitude	Std Count	Rev Attitude	3NT: Gambling in 1st and 2nd seat, to-play in 3rd and 4th seat
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Sto	l Count	Suit Preference		
Dbl: vs Strong Pen, vs Weak Pen, PH 4M5m+		it Preference			
2C: Both majors (54)+	-		mith Echo, Trum	Echo	<del>-</del>
2D: Single suited major, 5+	Signais (mer	ading Transpo). S.	mun zene, mun	, 24110	<del> </del>
2M: 5+ major and a minor	1				<b>1</b>
2NT: Minors			DOUBLES		
Balancing seat: 2C Both majors, others natural	1		DOCBEES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Styl	e; Responses; R	eonening)	<del>-</del>
Dbl: Take-out	-	tht be light in bala			<b>-   </b>
3 Level Cuebid: Stopper ask	11:1101, 1111	mi co ngiii in oai	anonig sout		1
NT: Natural	1 🖯				1
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	1 🖯 📉				SPECIAL FORCING PASS SEQUENCES
Strong 1C: x=Both majors, 1NT/2NT=Both minors, others natural	SPECIAL A	RTIFICIAL &	COMPETITIVE	DBLS/RDLS	Usually after game forcing sequences
and Je. A Bom majoro, 11/1/21/1 Bom minoro, omoro natural	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Support Double / Redouble				
	1				
OVER OPPONENTS' TAKEOUT DOUBLE	Responsive I				IMPORTANT NOTES
xx=10+ HCP	1				
1/1 F1, 2/1 NF					
					PSYCHICS: Rare

OPEN ING	TI CK IF AR TI FI CI AL	MIN NO. OF CAR DS	NE G.D BL TH RU						
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1♣	√	0	4H	16+ HCP, any	1D 0-7 HCP, any; 1H/S/2C/D 5+ suit; 2S 4(441);	1C-1D;2H Kokish relay			
					2NT 1444; 2H 14-15HCP Bal, 1NT Other Bal	1C-1D;2S/3m GF, First step double negative			
1♦		1	411	11 15 HCD and hand not	3x 4-7 HCP, 7+ suit, 3m might be 6; 3NT Solid suit	1D 1M-2NT (D 2M- 2D (D 2 M	XYZ		
1▼		1	4H	11-15 HCP, any hand not in other opening bids	1H/1S 7+HCP, 4+ suit, 1/2/3NT Nat, 2C/D GF 2H 5-8HCP, HS55; 2S mm inv; 3C/D inv; 3M: Pre	1D-1M;2NT 6D 3M; 3D 6D 2-M	XYZ		
1♥		5	4H	11-15 HCP	1S 7+HCP, 4+ suit; 1NT Semi-F; 2NT 4+M GF		Reverse Drury, XYZ		
1 ♥		3	411	11-13 HC1	2/1 GF; 3C M3 Inv; 3D M4 Inv; 3M mixed		Reverse Drury, A12		
1♠		5	4H	11-15 HCP	3NT/4m Splinter; 1H-2S Pre; 1S-3H Inv; 1S-4H TP		Reverse Drury		
INT			4H	14-16 HCP, Semi Bal, might be	2C Stayman; 2D/H H/S; 2S Range Ask/mm				
				Singleton, 5M/6m	2N/3C C/D; 3D 5M ask; 3M sglt 54mm;				
					4C/D H/S; 4H/S To play				
2♣		5	4H	11-15 HCP, 6+C / 5+C4+M	2D Relay; 2M Const, NF; 3C Const; 3x Nat inv	2C-2NT;3C-3D HS55 inv, 3M MD55 GF			
					2NT Xfer 3C; 4C Pre; 4D RKCB; 4M TP; 4N B	3NT 14-16 Bal; 4C=SI; 4x=Splinter			
2♦	$\sqrt{}$			3-10 HCP, (54)+ majors	2M P/C; 2N Relay GF; 3m Nat; 3M Pre; 4M TP	2D-2NT;3C (54) min, 3D 55 min, 3H 54 max			
						3S 45 max, 3NT 55 max			
2♥		5		3-10 HCP	2S NF; 2NT Relay; 3m Nat F1; 4C RKCB	2NT-3C weak hand weak suit, 3D weak str			
2♠		5		3-10 HCP	Same as 2H	3H str weak, 3S str str			
2NT			4H	20-21 HCP	3C Stayman; 3D/H H/S; 3S Minor Stayman				
2.0		6		6-11 HCP Pre-emptive	3NT TP; 4C Baron; 4D/H H/S; 4S mm				
3 <b>♣</b> 3 <b>♦</b>		6		6-11 HCP Pre-emptive	3x Nat forcing; 3NT TP; 4D RKCB 3M GF; 3NT TP; 4C RKCB				
3♥		6		6-11 HCP Pre-emptive	3S GF; 3NT TP; 4C RKCB				
3♠		6		6-11 HCP Pre-emptive	3NT TP; 4C RKCB				
3NT		7		Gambling in 1st and 2nd	4C Pass or correct, 4D Shortness ask, 4M to play				
				To play in 3rd and 4th	4NT Natural inv, 5NT Grand slam try				
4♣				6-11 HCP Pre-emptive	4M to play, 4D RKCB				
4♦		8		6-11 HCP Pre-emptive	4M to play, 4NT RKCB				
4♥		8		6-11 HCP Pre-emptive	New suit ask for ctrl, 4NT RKCB				
4♠		8		6-11 HCP Pre-emptive	New suit ask for ctrl, 4NT RKCB				
4NT	X			Unexpected					
5♣		8							
5 <b>♦</b>		8				HIGH LEVEL BIDDING			
5 <b>∀</b>		8				Control Cuebid			
5♠		8				Control Ask RKCB			
			<u> </u>			Splinter			
						Blackwood			