

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<i>WORLD BRIDGE FEDERATION</i> <i>CONVENTION</i>  <i>CARD</i> 	
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]	OPENING LEADS STYLE					
		LEAD	IN PARTNER'S SUIT			
1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP;	SUIT	3rd/5th	3rd/5th	CATEGORX: Precision		
RESP: New suit=F after 2/1 overcall; Jump shift=NAT, INV;	NT	2nd/4th	2nd/4th			
Jump raise=PRE;	SUBSEQ	Same as above	Same as above			
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)	OTHERS: vs NT: K ask UB/CT; A/Q ask ATT;			NEBO: CHINA	EVENT: ALL EVENTS	
	LEADS			PLAYERS: YUANXUEFANG ZUOXIAOXUE		
2nd/4th LIVE: good 15-18 HCP; RESP: system on;	LEAD	VS. SUIT	VS. NT	SYSTEM SUMMARY		
Reopening: good 11-15HCP; RESP: system on	A	AKx(+); Ax(+); AKJ10(+)	Ax(+);AKx(+)			
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	K	AK; KQx(+); Kx	AKJ10(+);KQJ(+);KQ109(+);	GENERAL APPROACH AND STYLE		
	Q	QJx(+); Qx;	AQJ(+);QJ(+);Qx			
1-suit: WK, 5+cards	J	J10; J10x(+);(A/K)J10x(+)	J10; J10x(+);(A/K)J10x(+)	Precision 1♠=16+HCP any shape		
2-suits: Unbid lower 2-suits	10	H109(+); 10x; 109x;	H109(+);10x; 109x;	Bidding Style: 5-card M ; 1♦=2 ⁺ ♦;		
4th seat 2NT=19-21HCP, BAL	9	9x;	H98x; 98x; 9x	2♦=M's weak; 2♥/♠=weak ♥/♠, 6-10HCP;		
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	HI-x	<u>xx</u> ;	<u>xx</u> ; <u>xxxxx</u> ; H <u>xx</u> ;	1NT=13-15HCP, BAL, m6/M5/Stiff OK		
	LO-x	<u>x</u> ; <u>xx</u> ; <u>xxxxx</u>	<u>x</u> ; <u>xx</u> ; H <u>xxx</u>	2/1= FG		
Michaels CUE: (1m)-2m=55 ⁺ M's, 6+HCP	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAY MAY REQUIRE DEFENCE		
(1M)-2M=55 ⁺ OM+m, 8+HCP; Jump CUE=STOP asking;		PARTNER'S LEAD	DECLARER'S			DISCARDING
	SUIT	1	Hi=ENCRG			Hi/Lo=Even
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		2	Count	count	Hi=ENCRG	
		3	S/P			
vs WK INT: DBL=PEN; vs STR INT: DBL=PEN	NT	1	Lo=ENCRG	Hi/Lo=E	Hi=ENCRN	
vs WK/STR INT: 2♠=44 ⁺ M's; 2♦=one M; 2M=5M+4 ⁺ m;		2	Count	Count	S/P	
2NT= c+d 2-suits;		3	S/P			
Reopening:DbL=11Hcp+; 2c=s+h; 2d=one M,6-10p; 2M:11-15p,M5+	SIGNALS(INCLUDING TRUMPS) vs NT: Smith Signal;					
pass hand X = M4+m5	Trumps: Hi/lo interested in ruff					
	DOUBLES					
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)						
T/O DBL THRU 4♥; vs 4S PRE: DBL=OPT; 4NT=2-suits or T/O;	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)					
Vs 2D/ 2M preet; 4m=OM+m suits						
VS. ARTIFICIAL STRONG OPENGINGS	Maybe light with Classic Shape (9+HCP)					
vs STR 1♠: DBL=M's; 1♠-Pass-1♦-DBL=M's; 1NT=m's	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
1♠)-1♥/♠-P-2NT=Limit Raise+						
vs 2♠:DBL=M's,2NT=m's, others nat	Neg DBL THRU 4♥					
vs 2nt: x=m's, 3c=M's, others nat						
OVER OPPONENT'S TAKEOUT DOUBLE	Resp DBL THRU 3♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
	OPT DBL					
New suit: 1-level= F1, 2-level=NF;1M-(DBL)-TRF under 2M;	Lightner DBL					
Raise=PRE; 2NT=10-12p M4; RDBL=10+HCP	Support DBL THRU 2s			PSYCHICS: Rare		
	Special Forcing Pass					

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♥	16 ⁺ HCP	1♦=0-7HCP; 1M/2m=8 ⁺ HCP, 5 ⁺ ; 1NT=8-13/16 ⁺ HCP BAL; 2♣=14-15HCP BAL; 2♥/2NT/♠/♦=8 ⁺ HCP, 4441, ♠/♣/♦/♥ SPL 4♠/♦=TRF 4♥/4♣	1♠-1♦; 1NT=16-18HCP, 2NT=22-24HCP, BAL 1♠-1♦; 2♥=kokish relay 1♠-1♦-1M-2♣=trs to 2♦; 2♥=5-7P, others NAT Note:1	
1♦		2	4♥	11-15HCP ,	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, INV; 2♣=NAT, GF; 2♦=FG; 2♥=♠+♥; 2♠=♦+♠ OR ♦ FIT INV; 3♠=NAT, INV 3NT=to play; 3M=PRE; 4♥/4♠=to play;	2-way checkback;	1♦-2♦ NF
1♥		5	4♥	11-15HCP, 5 ⁺ ♥	1NT=4-12HCP NF; 1♥-2♥=8-10P ♥3; Jump Raise= WK 1♥-2m=FG , 2♠=weak; 2NT=BAL, FG; 3♠= ♥3, INV; 3♦= ♥4 ⁺ , INV ⁺ 3♥/4♥=PRE; 3NT/4♠/♦=♠/♣/♦ SPL, 4S=TO PLAY	1♥-1♠; 1NT-?: 2-way checkback; 4SF=FG 1♥-1♠; 2NT=6♥3♠, Max; 3♥=6♥2-♣	Drury Jump shift=Fit-showing 1NT=Semi-F
1♠		5	4♥	11-15HCP, 5 ⁺ ♠	3♥= NAT, INV Others=same as 1♥ opening		Same as 1♥ opening
1NT		13-15HCP	4♥	13-15HCP, 5M/6m OK,	2♣=Stayman ; 2♦/2♥/2NT/3♠=TRF ; 2♠=ASK RANGE 3♦=ASK M5; 4♠/♦= TRF TO 4♥/4♠; 4♥/4♠=TO PLAY 4NT=Quantitative raise	Lebensohl	
2♣			4♥	11-15HCP, 6 ⁺ ♠ or 5♠+4M	2♦=Relay; 2M=NAT NF; 2NT/3♥/3♠=NAT INV 3♦=M's 55+ INV; 4♠=PRE; 2♥/2♠/4♥/4♠=To play ; 3♥/3♠=PRE ; 2NT=ASK;	2♣-2♦-2M-2NT=FG	
2♦	*			S+H, 54+			
2♥		6		6-10HCP, Weak ♥	2NT=ASK; Others=NAT, F1, 4NT=RKCB		
2♠		6		6-10HCP, Weak ♠. 4 TH 2♠=NAT 13-15HCP	2NT=ASK; Others=NAT, F, 4NT=RKCB		
2NT	*			20-21HCP, BAL	3♠=STAY; 3♦/3♥/4♦/4♥=TRF; 3♠=ASK Minor;	2NT-3C-3D/H/S=NO MAJ/H4/S4	
3m		6		PRE	3x=F1; 3m-4m=RKCB; 4M=To play	HIGH LEVEL BIDDING	
3M		6		PRE	4NT=RKCB; 3♥-4♠=To play	RKCB 14/03; Blackwood 14/03; Cue; 5NT GSF; SPL	
3NT	*			Gambling (7-8 solid m, no A or K in side suit)	4♠/5♠=P/C, 4♦=Ask SPI; 4M=to play; 5NT=GSF	DOPE; D1P0 EX-RCKB	
4m	*	7		PRE	4♦=rkcb; 4M=To play; rkcb (vs4d)		
4NT				minors	5♠/♦=To play		
5m		8		play	5♦/♥=RCKB IN ♠/♦		

Note 1:

1C -1NT (Bal 8-13HCP or 16+HCP)

2C -2D/2H=4H/4S 8-10HCP or 16+HCP

-2S=No 4M, 8-10HCP or 16+HCP (Then 2NT Relay)

-2NT=Any 4333 11-13HCP (Then 3C Relay: 3D/3H/3S/3NT=4D/4H/4S/4C)

-3C=4C+Any Suit 11-13HCP (Then 3D Relay: 3H/3S/NT=4H/4S/4D)

-3D=4D+4H 11-13HCP

-3H=4H+4S 11-13HCP

-3S=4D+4S 11-13HCP

Note 2:

1C -2H/2NT/3C/3D=8+HCP, 4441 S/C/D/H Singleton

Plus one=relay: 1st step=8-10HCP/ 2nd step=11-13HCP/ 3rd step=14+HCP

Agree trump also asking range (same as above)

Note 3:

1C -1D

1H-2C(TRS TO 2D, THEN 2H=2-5HCP 3+Supp)

-2D=D5+, 6-7HCP

-2H=6-7HCP 3+Supp

-2S=S6+, Constructive

-3H=4-5HCP, 4+Supp, UNBAL

-2NT=6-7HCP 4+Supp, BAL

-3S/4C/4D=6-7HCP, 4+Supp, SPL

1C -1D

1S- Reference above

Note 4:

1C -1D

2H(Kokish)

-3C/3D/3H/3S=5-7HCP, 6+C/D/H/S

-2S=Waiting

-2NT=25-27 BAL

-3C/3D/3H/3S=4+C/4+D/ 6+H/4+S/Suit

-3NT=28-29HCP, BAL

-4NT=30+HCP

Note 5:

1C -2C

2D=Relay

-2H=8-10HCP,any

-2S/2NT/3C/3D/3H=NAT,11+HCP

2H/2S=NAT

2NT=D6+

1C -2D

2H Reference above

Note 6: SUPP alking:

1 step=Min no SUPP(SUPP means xxxx or qxx/jtx)

2 step=Min have SUPP

3 step=Max no SUPP

4 step=Max have SUPP

5 step=Max 4 SUPP

Note 7:

1NT (Dbl) Rdb=Pup 2C (C suit or 44+two suits)

2C/D/H=TRF 2D/H/S

3C/D/H/S=6+ Suit,INV

1NT (Dbl) Rdb Pass

2C Pass Pass=C Suit

2D=44+,D+any Major

2H=44+,H+S

1NT DBL P P

Rdb= have 5-card suit, MAX

1NT P P Dbl

Rdb=have 5-card suit, MAX

1NT P P Dbl

P P Rdb=have a 5-card minor suit

2C/D/H=C/D/H + 4 card suit (higher rank)

Note 8

When at null:

2H/S - 2NT

3C/D= Min poor/good suit

3H/3S= Max poor/good suit

When at Vul

2H/S - 2NT (asking short suit)

-3C/D/3H/3S=Stiff

3H/S=no stiff

Note 9: OPP overcall Unusual NT or Michaels

1H (2NT) ? 3D= INV+H

3C=S Suit GF

3S/NT=NAT NF

4C/D=SPL

Dbl= PEN one suit

1S (2NT) ? 3D=INV+S

3C=H Suit GF

3H/NT=NAT NF

4C/D=SPL

Dbl= PEN one suit

1H (2H) ? 2S=3+ SUPP INV+

2NT/3C=trs to C/D

3D=H4+, INV

Dbl= PEN one suit

1S (2S) ? 3H=3+ SUPP INV+

2NT/3C=trs to C/D

3D=S4+, INV

Dbl= PEN one suit