


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WORLD BRIDGE FEDERATION CONVENTION ♠♥♦♣ CARD	
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]	OPENING LEADS STYLE			CATEGORX: Precision	
	SUIT	LEAD	IN PARTNER'S SUIT		
1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP;	3rd/5th	3rd/5th	3rd/5th		
RESP: New suit=F after 2/1 overcall; Jump shift=NAT, INV;	NT	2nd/4th	2nd/4th	NEBO: CHINA EVENT: ALL EVENTS	
Jump raise=PRE;	SUBSEQ	Same as above	Same as above		
INT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING)	OTHERS: vs NT: K ask UB/CT; A/Q ask ATT;			PLAYERS:LIUYUNQING, ZHENGYARONG	
	LEADS			SYSTEM SUMMARY	
2nd/4th LIVE: good 15-18 HCP; RESP: system on;	LEAD	VS. SUIT	VS. NT		
Reopening: good 11-15HCP; RESP: system on	A	AKx(+); Ax(+); AKJ10(+)	Ax(+);AKx(+)		
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	K	AK; KQx(+); Kx; AKx(+)	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(+)		
2-suits: Unbid lower 2-suits	10	H109(+); 10x;	H109(+);10x; 109x;	Precision 1♠=16+HCP any shape	
4th seat 2NT=19-21HCP, BAL	9	9x;	H98x; 98x; 9x	Bidding Style: 5-card M ; 1♦=3+♦;	
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	HI-x	<u>x</u> x;	<u>x</u> x; <u>x</u> <u>x</u> <u>x</u> <u>x</u> ; H <u>x</u> <u>x</u> ;	2♦=M's weak; 2♥/♠=weak ♥/♠, 6-10HCP;	
Michaels CUE: (1m)-2m=55+ M's, 6+HCP	LO-x	<u>x</u> ; <u>x</u> <u>x</u> ; <u>x</u> <u>x</u> <u>x</u> <u>x</u>	<u>x</u> ; <u>x</u> <u>x</u> ; H <u>x</u> <u>x</u> <u>x</u>	1NT=13-15HCP, BAL, m6/M5/Stiff OK	
(1M)-2M=55+ OM+m, 8+HCP; Jump CUE=STOP asking;	SIGNALS IN ORDER OF PRIORITY			2/1= FG	
		PARTNER'S LEAD	DECLARER'S	DISCARDING	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	SUIT	1 Hi=ENCRG	Hi/Lo=Even	Hi/Lo=ENCRG	
		2 Count	count	Hi=ENCRG	
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		3 S/P			2♦/2♥/♠=Weak two majors at 1st/2nd/3rd pos; NAT(13-15P) at 4th pos
vs WK 1NT: DBL=PEN; vs STR 1NT: DBL=PEN	NT	1 Lo=ENCRG	Hi/Lo=E	Hi=ENCRN	3NT=Gambling at 1st/2nd pos.
vs WK/STR 1NT: 2♣=44+ M's; 2♦=one M; 2M=5M+4+m;		2 Count	Count	S/P	Fit-showing Jumps in Competition
2NT= c+d 2-suits;		3 S/P			LEBENSÖHL
Reopening:DbL=11Hcp+; 2c=s+h; 2d=one M,6-10p; 2M:11-15p,M5+ pass hand X=M4+m5	SIGNALS(INCLUDING TRUMPS) vs NT: Smith Signal;carding:O/E				
	Trumps: Hi/lo interested in ruff				
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)	DOUBLES				
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	Maybe light with Classic Shape (9+HCP)				
VS. ARTIFICIAL STRONG OPENINGS					
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+	Neg DBL THRU 4♥				
vs 2♣:DBL=C,3C=M'S, 2NT=m's, others nat	Resp DBL THRU 3♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
vs 2nt: x=m's, 3c=M's, others nat	OPT DBL				
OVER OPPONENT'S TAKEOUT DOUBLE	Lightner DBL				
New suit: 1-level= F1, 2-level=NF;1M-(DBL)-TRF under 2M;	Support DBL THRU 2s			PSYCHICS: Rare	
Raise=PRE; 2NT=10-12p M4; RDBL=10+HCP,then X=PEN	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♦		3	4♥	11-15HCP ,3+at 1st/2nd	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, INV; 2♣=NAT, GF; 2♦=F to 3♦; 2M/3♦=PRE ; 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♦=FG Stayman ; 2M=To Play 4♦/♥=Texas TRF; 1NT-2NT= Relay 3♣; 1NT-3♣/♦=Const 4NT=Quantitative raise	1NT-2♣-2x-2NT(maybe no 4M); 1NT-2♦-2M/NT-3♣=ASK 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♦	*	0		S+H, 54+ 4 TH 2♦=NAT 13-15HCP			
2♥		6		6-10HCP, Weak ♥ 4 TH 2♥=NAT 13-15HCP	2NT=ASK; Others=NAT, F1, 4c=RKCB		
2♠		6		6-10HCP, Weak ♠. 4 TH 2♠=NAT 13-15HCP	2NT=ASK; Others=NAT, F, 4c=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-4om=RKCB; 4M=To play	HIGH LEVEL BIDDING	
3M		6		PRE	4♠=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

1NT P P Dbl

Rdb= hav have 5-card suitit

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=4+ SUPP INV

4C/D=Fit showing

Dbl= PEN one suit

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

2NT=4+ SUPP INV

4C/D=Fit showing

Dbl= PEN one suit