


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WORLD BRIDGE FEDERATION		
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]	OPENING LEADS STYLE			CONVENTION		
		LEAD	IN PARTNER'S SUIT		CARD	
1-level: 4 ⁺ cards, 6 ⁺ HCP; 2-level: 5 ⁺ cards; 10 ⁺ HCP;	SUIT	3rd/5th	3rd/5th		♠♥♦♣	
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;			CATEGORX: Precision	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; 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(+)		Precision 1♠=16+HCP any shape	
2-suits: Unbid lower 2-suits	10	H109(+); 10x;	H109(+);10x; 109x;		Bidding Style: 5-card M ; 1♦=3 ⁺ ♦;	
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	xx ;	xx ; xxxxx ; H xx ;		1NT=13-15HCP, BAL, m6/M5/Stiff OK	
	LO-x	x ; xxx ; xxxxx	x ; xxx ; H xxx		2/1= FG	
Michaels CUE: (1m)-2m=55 ⁺ M's, 6 ⁺ HCP	SIGNALS IN ORDER OF PRIORITY					
(1M)-2M=55 ⁺ OM+m, 8 ⁺ HCP; Jump CUE=STOP asking;		PARTNER'S LEAD	DECLARER'S	DISCARDING		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	SUIT	1 Hi=ENCRG	Hi/Lo=Even	Hi/Lo=ENCRG		
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		2 Count	count	Hi=ENCRG		2♦/2♥/♠=Weak two majors at 1st/2nd/3rd pos; NAT(13-15P) at 4th pos
		3 S/P				3NT=Gambling at 1st/2nd pos.
vs WK INT: DBL=PEN; vs STR INT: DBL=PEN		1 Lo=ENCRG	Hi/Lo=E	Hi=ENCRN		Fit-showing Jumps in Competition
vs WK/STR INT: 2♣=44 ⁺ M's; 2♦=one M; 2M=5M+4 ⁺ m;		2 Count	Count	S/P		LEBENS OHL
2NT= c+d 2-suits;		3 S/P				
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;					
	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						
VS. ARTIFICIAL STRONG OPENGINGS	Maybe light with Classic Shape (9+HCP)					
vs STR 1♠: DBL=M's; 1♣-Pass-1♦-DBL=M's; INT=m's	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
1♠)-1♥/♠-P-2NT=Limit Raise+						
vs 2♣:DBL=C,3C=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;IM-(DBL)-TRF under 2M;	Lightner DBL					
Raise=PRE; 2NT=10-12p M4; RDBL=10+HCP,then X=PEN	Support DBL THRU 2s					
	Special Forcing Pass			PSYCHICS: Rare		

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♣	5		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-4m=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 ♠/♦		