DEFENSIVE AND COMPETITIVE BIDDING OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) FORMALLY 6-15HCP; FREQ 5-card suit; EESPONSE: Jump cue-bid=4 Card Raise; Jump raise=PRE	OPENING Suit NT Subse	LEADS STYLE  I 2/4 <sup>th</sup> ,	DS AND SI	In Partner's Suit	W B F CONVENTION CARD	
ORMALLY 6-15HCP; FREQ 5-card suit;	Suit NT	2/4 <sup>th</sup> ,		I D	T CATEGORY N. C	
	NT	2/4 <sup>th</sup> ,		i in Partner's Suit	CATEGORY: Nature Green	
			MUD,01	3 /5th/Attitude,02	NCBO: China	
	Subse	2/4 <sup>th</sup>	,MUD	3/5th/Attitude,02	PLAYERS: Fu Bo –Chen Yichao	
			tude,MUD,0		1	
	Other:	•		•	]	
NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
nd / =15(+)-18(-)HCP; 4 <sup>th</sup> =11-16(-)HCP	Lead	Vs. Su	it	Vs. NT		
ESPONSE: SYSTEM ON	Ace			AK(+);	GENERAL APPROACH AND STYLE	
	King	KQ;AK;K		KQ109(+);KQJxx(+);AKJ10(+)	Bidding Style: Aggressive	
	Queen	QJ;QJx(+		KQx(+);QJx;Qx;	5 Card Majors; Semi-Forcing 1NT;	
	Jack			J10x;KQJx;QJXX(+); AQJx(+)		
UMP OVERCALLS (Style; Responses; Unusual NT)	10	109X(+);H1		10x;109x;HJ10x(+);J10xx(+)	2 Over 1 GF	
-Suit: Weak	9	9x;H98(		109xx(+);9x	1♣ =could be two, may have 4 D;18-19bal in1C	
-Suit: (1x)-2NT=the lowest two suits	Hi-X			Sx;xSx;xSxx;	1 ♦=4+♦	
	Lo-X	HxS;Hx	xS;	HxS;HxxS(+);xxxS(+)		
	SIGNALS	IN ORDER OF PI	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declare	r's Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Aichaels Cue Bid:	1	Hi=ENCRG	Hi/Lov	v=Even ODD/EVEN	3NT: Gambling 3NT, solid 7+ minor, no A/K/void out;	
1m)-2m=♠+♥; (1M)-2M=OM+m	Suit 2	Hi/Low=Even	S	/P COUNT	STRONG 2C	
ump cue-bid=ask stopper for NT	3				2♦ opening= Majors weak	
	1	Hi=ENCRG	Hi/Lov	v=Even ODD/EVEN		
S. NT (vs. Strong/Weak; Reopening;PH)	NT 2	Hi/Low=Even	S	/P COUNT		
s Weak:DBL=points, penalty;	3					
♣=Majors, 54(+); 2♦=1 Major;	Signals (inc	luding Trumps): Rl	EGULAR SI	MITH VS NT		
♥/2♠=♥/♠+m, 54(+); 2NT=Minors						
s Strong:SAME						
Balance position:2C=Majors,2D=bad one M;2H/S=good H/S			DOUBLE	S		
ass hand : X=5m+4M						
S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		Γ DOUBLES (Style				
Weak 3m):4C=Om+M; 4D=Majors;	Opening V	alues; May be light(	10+HCP) w	ith classic shape;		
7/O Dbls	RESPONS	E: CUE-BID=F1				
	<b>⅃</b>					
S. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FORCING PASS SEQUENCES	
DBL = A + V(44+); 1NT = A + O(54+  or  45+); 1D = H	SPECIAL,	ARTIFICIAL &	COMPETI	TIVE DBLS/RDLS		
1H=S;1S=C;2C=D;2D=5H+5S,2H/S=NAT	Negative D	ouble to 4♥; Lead-l	Direct Doub	le;	] [	
	Supporting	Double to 2♥; Supp	orting Redo	ouble;		
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
over 1=F; REDBL=points;						
M-(DBL)-1NT=♣; 2C=♦ ,TRF to M=normal 2M; 2NT=LIMITED taise;						
	1				PSYCHICS: Seldom	

	TICK IF ARTIFICIAL	NO. OF	NEG.DBL THRU						
	TIC	MIN. NO. CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1.		2	4♥	11-14 HCP Bal	1 ◆=2+D; 1 ♥=4+H; 1 ▲=4+S; 1nt=8-10	1♣-1X-1NT-2♣=two way stayman			
1.				18-19 HCP Bal,can have 5D	2 ◆=H/Sweak; 2 ♥=minors; 6-9;2S=6+C,INV				
1.*				5+♣,11-21HCP	2NT=inv;3m=weak;3M=Constructive				
1 ♦		4	4♥	4+D	2C=3+C,GF;2D=5+D,GF;2H=5S+4H,T/P,2S=4+D inv;3C=nat inv;3D=weak		1D-2C=T/P		
1♥		5	4♦	11-21,5+H	2/1=GF; 1NT=Semi-Forcing;	1H-1NT-2C=GAZZILLI	Two way Drury		
1♥					2♠=S weak; 3♣=6-9 4H; 3♦=Limited Raise	1h-1S-2C=GAZZILLI	Then 2♦=Norm Open		
1♥					2NT=jacob;3S=nat const; 3NT=Splinter for ♠		2♥=Light Open		
1 🛦		5	4♥	11-21,5+S	2NT=Jacob, 3H=nat const;,Others Same as 1♥	Same as 1♥	Same as 1♥		
1NT				15-17HCP, Bal; 5M or 6M	Stayman, Transfers; 2 = limit or C; 2NT= D or C+D0-7;3C=ask 5M;3D=m's,S/I	Smolen,			
1NT				Is possible, Singleton Sometime	3H/S=short m's only game; 4♦/♥=Texas				
2.	V	0		Strong	2 ◆=RELAY; 2H/S=H/S,6+, 3C/D=C/D,6+	2C-2D-3H/S=4H/S+5D			
2.					3H/S=7H/S,0-5,2NT=5m+4M,6+	2C-2D-2H=KOKISH			
2♦		0		Both Majors Weak,5-4;	2NT=ask; 3C=nat NFwhen non F1when vul	After 2NT asking: 3♣=Min 54, 3♦=Min 55			
2♦					3D=F1;	3 ♥=4H5Smax; 3 ♠=4S5H,max,3NT=55max;4C/D=65			
2♥		6(5)		Weak	2NT=ask,2S/3C/D=F1 when vul,NF when non	Non 2H-2NT-3C=5min 3D=5max 3H=6min 3S=6max	Const. in the 4 <sup>th</sup> Place		
2♥					4C=key card	Vul 2H-2NT-3C=max;3D=med;3H=min;3S=4S			
2 🛦		6(5)		Weak	SAME AS 2H	Same as 2H	Const. in the 4 <sup>th</sup> Place		
2 <b>♠</b> 2NT				20-21, Bal;	3 = Stayman; Transfers; Texas;				
3♣		6		Pre-emptive	3D=trans 3H;3H/S=F1;4D=key card	3C-3D-3H-3S=NF;3NT=have doubt;4C=majors			
3♦		6		Pre-emptive	New Suit=F1,4C=key card				
3♥		6		Pre-emptive	New Suit=F1,4C=key card				
3♠		6		Pre-emptive	New Suit=F1,4C=key card				
3NT				Solid 7+Card Minor	4♣=P/C; 4♦=ask single or void;				
<b>4</b> ♣		7		Pre-emptive	4D=key card 4H/S=nat 4NT=nat				
4♦		7		Pre-emptive	4H/S=nat 4NT=NAT ;5C=S/I				
4♥		6		To Play					
4 🖍		6		To Play					
4NT				Solid one MINOR	5♣=P/C; 5♦=ask single or void;	HIGH LEVEL BIDDING			
						RKCB/GERBER 1403; Splinter; Cue Bid; DOPI; DEPO; EXCLUSION			