


Defensive and Competitive Bidding		Leads and Signals			Convention Card	
Overcalls(Style; Responses; 1/2 Level; Reopening)		Opening Leads Style			 <h1>Convention Card</h1> <p>(Based on World Bridge Federation)</p> <p>Category: Natural 2/1, Green Event: WYTC 2023 NCBO: China Players: GU Sijia - MIAO Benjie</p>	
1 Level: 8+HCP, 4+ suit; 2 Level: 11+ HCP, 5+ suit						
Response: [Note 2]						
Reopening: the same, may be weaker						
		Others: The same as lead				
1NT Overcall(2nd/4th Live; Responses; Reopening)		Leads			System Summary	
15-18HCP, Response as opening 1NT		Lead	VS. Suit Contract	VS. NT Contract		
Balance=12-15HCP, Response as opening 1NT		A	AKx(+); Ax(+); AKJ10(+)	Ax(+); AKx(+); AKJx(x)		
(Passed hand: 1NT =Unusual NT,5-4)		K	AK; KQJ(+); KQx(+); KQ	KQJ(+); KQx(+); AKJ10(+)		
		Q	QJx(+); Qx	AQJ(+); KQ109(+); QJ(+); Qx		
		J	J10; J10x(+); (A/K)J10x(+)	J10; J10x(+); (A/K)J10x(+)		
Jump Overcalls(Style; Responses; Unusual NT)		10	109x(+); 10x; H109(+)	10x; 109x; H109(+)	2♠=Strong; 2♦=♥/♠ weak or 21-23HCP, BAL	
Preemptive bid; Response: shift=F1; NT=Natural;		9	9x	H9x(+); 9x	3NT=Gambling	
Reopening: 12-16 ,6+ suit		HI-x	Sx; xSxx; Sxx;	Sx; xSxx; HSx; Sxx;	2/1 Game Forcing	
		LO-x	HxS; HxxS(x+); xSx	HxS; HxxS(x+); xSx,	Responder Fourth suit forcing	
Unusual 2NT=5-5+ two low suits		Signals in Order of Priority				
Direct and Jump Cue-bids(Style; Responses; Reopen)			Partner's lead	Declarer's lead	Discarding	Special Bids they May Require Defense
Michaels Cue-bid in NV-V may be weak, other: sound (usually 11+)		Suit	1 Hi=Encourage	Hi-lo=Even	Lo=Discourage	2♦ opening = MULTI 2♦, ♥/♠ weak or 21-23HCP BAL;
1m-2m=Both M(5-5) 1M-2M=OM+m(5-5)			2 Hi-lo=Even	S/P	Hi-lo=Even	2♥/2♠ opening =♥+♠ weak/ ♠+m weak
Reopen: the same, may be weaker			3 S/P	Hi=Encourage	S/P	3NT opening = GAMBLING 3NT
1X-3X=A very strong suit (AKQxxxx)		NT	1 Hi=Encourage	Hi-lo=even	Lo=Discourage	Namyats
Vs. NT(vs. Strong/Weak; Reopening; PH)			2 Hi-lo=Even	S/P	Hi-lo=Even	4NT opening = Solid ♣/♦ weak;
Dbl = Strong; 2♣=Both majors(5-4); 2♦=One major(5)			3 S/P	Hi=Encourage	S/P	
2♥=♥+m(5-4); 2♠=♠+m(5-4); 2NT=♥/♠ + ♣/♦ (5-5) Strong		Signals(Including Trumps): High=Encourage, Hi-Lo=Even			1M-2♣ = ART GF	
3X = Natural		Trump: Smith Echo			Special Competitive System [Note 1]	
VS. Weak & Reopening: the same		Doubles			Lebensohl Convention	
					Michaels Cue-bid	
(Passed hand: Natural; X=competitive double)						
Vs. Preempts(Doubles; Cue-bids; Jumps; NT Bids)		Takeout Double(Style; Responses; Reopening)				
Takeout Double; Michael; NT Bids: Natural;		10+P, Reopening=8+P				
VS. 2 Level Preempts over 1 Level Opening: [See Note 7]		Response natural; Response 1NT: 8-10 HCP				
		Cue-bid= Game Forcing or [For (1♣/♦) X (Pass) 2♣/♦] Two Majors INV				
Vs. Artificial Strong Openings					Special overcalls	
Vs 2♠: Natural Preemptive; Special NT		Special, Artificial & Competitive Doubles / Redoubles			Michaels Cue-bid;	
Vs 1♣: X=♥+♠; 2♣=♥+♠, 1NT/2NT=♣+♦, Others=Natural		SOS Redouble			Unusual 2NT;	
		Invitation Double, Cooperative Double				
		Lightner Double, Lead Directing Double			Important Notes that Don't Fit Elsewhere	
Over Opponent's Takeout Double					See Notes	
1♣/1♦ (X) ? = Natural; 1♥/1♠ (X) 1NT/2♠/2♦=Transfer		Penalty Double: [Note 9]				
		Special Forcing Pass: Available [Note 8]			PSYCHICS: Seldom	

Opening	Tick if Artificial	Min. No. of Cards	Neg. Dbl THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	11-21HCP	1♦=ART(usually 2+), 5+HCP; 1NT=8-10; 2♣=5+♣, GF 2♦/♥/♠=Jump shift, NAT strong or 5♦/♥/♠+4♣, INV+ 2NT=5+♣, weak; 3♣=INV; 3♦/♥/♠=Constructive 3NT=Natural	Fourth suit=GF; 2-way Checkback stayman	The same
1♦		3	3♠	11-21HCP	1NT=6-10; 2♣=4+♣, GF; 2♦=4+♦, GF 2♥/♠=Jump shift, NAT strong or 5♥/♠+4♦, INV+ 2NT=INV; 3♦=INV; 3♣/♥/♠=Constructive	Fourth suit=GF; 2-way Checkback stayman 1♦-(1♥/1♠/1NT)-*2♣=Forcing, maybe strong (not promising ♣)	The same
1♥		5	3♠	11-21HCP	1NT=Semi-Forcing; 2♣=ART GF; 2♦=GF, ♦5+; 2♥=7-10; 2♠=♥4+, GF 3♣/♦=Bergen, 4♥, Limited/Mixed; 3♥=Preempt 3♠=Constructive; 3NT/4♣/4♦=♠/♣/♦ SPL 12-15HCP	2-way Checkback stayman 1♥-1NT-*2♣=Forcing, maybe strong (not promising ♣) 1♥-*2♣/2♦: see [Note 3]	DRURY 1♥-2♣: 9-11, 3♥ 1♥-2♦: 9-11, 4+♥
1♠		5	3♥	11-21HCP	1NT=Semi-Forcing; 2♣=ART GF; 2♦/♥=GF, ♦/♥5+; 2♠=7-10; 2NT=♠4+, GF; 3♣/♦=Bergen, 4♠, Limited/Mixed; 3♥=Constructive 3♠=Preempt; 3NT/4♣/♦=♥/♣/♦ SPL 12-15HCP	1♠-1NT-*2♣=Forcing, maybe strong (not promising ♣) 1♠-*2♣/2♦: see [Note 3]	DRURY The same as 1♥
1NT				15-17HCP 5M/m, 6m, singleton is OK	2♣=Stayman; 2♦/2♥=JACOBY TRF to ♥/♠ 2♠=Minors Stayman or Invite for 3NT; 2NT/3♣=TRF; 3♦=4-4-(4-1), singleton in m; 3♥/3♠=♠4/♥4 any GF 4♦/4♥=TRF to 4♥/4♠; 4♠=Minors	1NT-2♣-2♦-2♥=Transfer; 1NT-2♦-2♥-2♠=Transfer 1NT-2♣-2♦/♥/♠-3♣=Check back; JACOBY TRF: 3 Level New Suit=NAT; Game Raise=Slam Try; Kickback RKCB (4♠/4♥ for ♥/♠ RKCB)	The same
2♣	√			Strong, forcing 18+HCP or 8.5+tricks	2♦=weak or wait; 2♥/♠/3♣/♦=Natural 8+HCP 2NT=Slam Interest	Natural	The same
2♦	√			♥/♠ 5+ weak (5-12) or 21-23HCP BAL	2NT=Ask; 2♥/2♠/3♥=P/C; 3♣/3♦/3♠/4♥/4♠=Natural; 4♣/4♦=Ask suit	2♦-2♥/♠-2NT=Strong; 2♦-2NT response: [Note 4] 2♦-4♣-4♦/♥=♥/♠ Suit; 2♦-4♦-4♥/♠=♥/♠ Suit	The same
2♥	√	5-4		Two Majors, 5-12	2NT=Ask	2♥-2NT response: [Note 5]	The same
2♠	√	5-4		♠ + minor, 5-12	2NT=Ask; 3♣=INV for minor; 3♦=INV for ♠; 3♥=INV for ♥	2♠-2NT-3♣/♦=♠+♣/♠+♦	The same
2NT				21-23Hcp Except 4-4-3-2 or 4-3-3-3 5M/m, 6m is OK	3♣=Ask; 3♦/♥/♠/NT=TRF 4♣/♦/♥=TRF; 4♠=Both minors	2NT-3♣ response: 3♦=minor suit, 3♥/♠=Natural 2NT-3♣-3♦-3♥=ask	The same
3♣		6		Weak, 5-12	3♦=Ask for Major, F1; 3♥/♠=Natural, F1; 3NT=To play	3♣-3♦-3♥/♠=♠/♥3+; 3NT=No 3 Major	The same
3♦		6		Weak	3♥/♠=Natural, F1; 3NT=To play		The same
3♥		6		Weak	3NT=To play		The same
3♠		6		Weak	3NT=To play		The same
3NT	√	7		Gambling Solid m	4♣=P/C; 4♦=Ask shortage; 4♥/♠=To play		The same
4♣	√	7		♥ strong,8 tricks	4♦=Transfer to 4♥		The same
4♦	√	7		♠ strong,8 tricks	4♥=Transfer to 4♠		The same
4♥		7		Natural	4NT=RKCB		The same
4♠		7		Natural	4NT=RKCB		The same
4NT	√	7		7+ Solid minor Suit	5♣=P/C	HIGH LEVEL BIDDING	The same
5♣		7		Natural		RKCB; Kickback RKCB; Cue Bid; Grand Slam Try; Small Slam Try; Forcing Pass;	
5♦		7		Natural		Exclusion RKCB;	

Notes:

1. 1C (1D) *X = H 4+

*1H = S 4+

*1S = as T/O Double

*2D = H5S4 inv.

*2H = S5H4 inv.

*2S = Limit Raise or better

1C (1H) X=S 4-5

*1S = as Takeout Double

*2C = Transfer to D, T/P or GameForcing

2D=D, inv.

*2H=S 6+

*2S=Limit Raise or better

1C (1S) X =Takeout

*2C=D

*2D=H, T/P or GameForcing or H 6+ inv.

2H=H, inv.

*2S=Limit Raise or better

1D (1S) X=Takeout

2C=Natural

*2D=H, T/P or GameForcing or H 6+ inv.

*2H=H, inv

*2S=Limit Raise or better

1H (1S) X=Takeout

1NT=Natural

2C/2D=Negative free bid, 6-10 HCP

2H=Natural

*2S=C+D inv or better

*2NT=Good Raise 4+H

1D (2C) X=Takeout

*2D/H=H/S suit

*2S=S5H4 inv.

2. Response to 1-Level overcall

(1C/1D) 1H (/) 1S = Natural, F1

1NT = Natural, 8 - 12P

*2C = 12P+, w/o H sup.

*2D = 10P+, w/ H sup.

2H = Natural, H sup.

2S = S 6+, Constructive

(1C/1D) 1S (/) 1NT = Natural, 8 - 12P

*2C = 12P+, w/o S sup.

*2D = transfer to H

*2H = 10P+, w/ S sup.

2S = Natural, S sup.

(1C) 1D / ? = Natural

(1H) 1S / ? = Natural

3. 1H/1S - *2C = Not Promise C suit, FG

1H - 2C

*2D = Not promise D

*2H = D suit

1S - 2C, 1H/1S - 2D: similar

4. 2D Pass 2NT Pass

3C = H, Low

3D = S, Low

3H = S, High

3S = H, High

3NT = Strong

It is possible that the opening hand makes a raise if he has a 'middle' hand, e.g. 2D-2NT-3D(S Low)-3S-4S.

5.

2H Pass 2NT Pass

3C =Any 5-4 Low

3D =Any 5-5 High

3H =Any 5-5 Low

3S =H5S4 High

3NT=S5H4 High

4C = H6S5

4D = S6H5

Like Note 4, the opening hand may raise if he has a middle hand.

7. 1C (2H) X = S suit

*2S = as T/O double wo/ S suit

*2NT= Transfer, C suit, inv.+

*3C = Trans. to D

*3D = Trans. to H(Cuebid), S 6+. inv.+

*3H = S-D 5-5+

3S = Normally S=5, FG

3NT = Natural

Other: similar, EXCEPT 1C (2D) ? : Natural;

8. Agreement on Forcing Pass situation.

Forcing pass is available when:

- (1) in any invite-to-game or FG situation
- (2) elsewhere, it is obvious that we are not sacrificing and in hope of making the contract (e.g. vul v.s. non-vul on high-level)
- (3) or it is obvious that OPPs are sacrificing

Forcing pass meaning: In low level=No other suitable bidding; in high level=encourage bidding (rather than defense)

9. Agreement on Penalty Double:

a) 1NT-(2S)-X=PEN

b) 1H-(Pass)-1NT-(2C/2D)

Pass-(Pass)-X=PEN

c) 1S-(Pass)-2C*-(2D/2H)

X=PEN

d) X after XX (showing strength) is normally PEN

e) 1S-(Pass)-2S-(3C/D)

X=PEN

But, 1S-(Pass)-2S-(3H)

X=invitation

1S-(Pass)-2S-(3X)

Pass-(Pass) X=PEN

Similar for Drury