


Defensive and Competitive Bidding	Leads and Signals			Convention Card (Based on World Bridge Federation)	
Overcalls(Style; Responses; 1/2Level; Reopening)	Opening Leads Style				
1/1 overcalls: 6-17HCP, aggressive, 4+cards; 2/1 overcalls: sound in V; Responses:1/1 F1, 2/1 or 2/2 NF CONST; 3/2 F; 1NT=8-13, NF; Cue bid=F1, good raise or any good hand.	Suit	Lead	In Partner's suit	Players: Yufan LIAO – Ziyu LI	
	NT	3 rd /5 th	3 rd /5 th (Attitude if Raised)		
	Subseq	2 nd /4 th	3 rd /5 th		
	Others:	Same	Same		
		0/1 Honors; 2 nd from bad suit(VS. NT)			
		VS. NT: lead K ask for unblocking Q, lead Q ask for unblocking J.			
1NT Overcall(2nd/4th Live; Responses; Reopening)	Leads			System Summary	
2 nd :15-18HCP, 4 th :12-16HCP	Lead		VS. NT		
Responses: system on	A	AKx(+);Ax(+)	Ax(+);AK	General Approach and Style	
	K	KQx(+);AK	KQx(+); AKJ10(+)		
	Q	QJx(+); Qx;	QJ10(+); AQJ(+); KQ109(+)	1♠=ART, Strong;	
	J	J10; J10x(+);HJ10(+)	J10(+); J10x(+);HJ10(+)	1♦ can be short, 5-card Majors Opening;	
Jump Overcalls(Style; Responses; Unusual NT)	10	109x(+);H109x(+)	10x; 109x; H109(+)	1NT=14-16,may contain 5M or 6m or singleton;	
Jump Shifting=10-, PRE;	9	9x; 98x(+)	9x; 98x(+);	2♣=6+♣ or 5♣+4♥/♠.	
Responses: Bid as PRE opening	HI-x	xx;	xx Hxxx;; Hxx;	PRE can be aggressive when NV.	
2NT/4NT=Unusual NT	LO-x	x; xxx; xxxxx	x; xxx; xxxxx	Openings and responses can be very light, ranges are flexible.	
Reopen: 6+cards,12-15HCP	Signals in Order of Priority			Upgrades are frequent.	
Direct and Jump Cuebids(Style; Responses; Reopen)		Partner's lead	Declarer's lead	Discarding	Special Bids they May Require Defence
Direct Cue Bids = Michaels;	Suit	1 Hi=ENC	Hi=Even	Hi=ENC	1♠=ART, Strong, 1♦ opening can be short
Jump Cue Bids = Ask for stopper;	2	Hi=Even	S/P	Hi=Even	2♦ opening= PRE, both Majors,44+.
When 1♠ promises 2 or less, 2♣=♣ overcall, 2♦= Michaels.	3	S/P		S/P	2NT opening = PRE, both minors 55+.
	NT	1 Hi=ENC	Hi=Even	Hi=ENC	3NT solid minor, usually 7 cards, no Ace or King outside
VS. NT(vs. Strong/Weak; Reopening; PH)	2	Hi=Even	S/P	Hi=Even	1♦-2♣=5+♣ INV+ or BAL GF
2♣=Ms 5+4+;2♦=one M;2♥/2♠=5+/4+m;2NT=minors;	3	S/P		S/P	1M-2♣=5+♣ INV+ or BAL GF or 3M INV
Double=5m4M, vs 14-16+NT; PEN, vs 13-15 or weaker NT	Signals(Including Trumps): Standard carding				
	S/P when necessary; Regular Smith				
VS. Preempts(Doubles; Cuebids; Jumps; NT Bids)	Doubles				
Double=T/O (thru 4♥)					
NT Overcall=16-18 with stopper					
Jumps are constructive	Takeout Double(Style; Responses; Reopening)				
(2M)-4♣/♦=5+5+ ♣/♦+oM	May be light with good shape				
VS. Artificial Strong Opengings					
VS. 1♠: DBL=4+-4+MM; NT=5+-4+mm					
VS. 2♣: DBL=5+-5+MM; 2NT=5+-5+mm				Special overcalls	
Over Opponent's Takeout Double	Special, Artificial & Competitive Doubles / Redoubles				
XX=10+HCP, then PEN DBL;	1NT(X)XX: forcing to 2♣, 1-suiter; SOS RDBL;				
1M (X) 1NT to 2M-1 = TRF	Supportive DBL/RDBL; Cue-bid DBL				
1M (X) 2NT=4+M, INV+	Responsive DBL, Game-try DBL;			Important Notes that Don't Fit Elsewhere	
1♦ (X) XX/1♥/1♠=4+♥/♠/♣	Lead-directing DBL.			4th suit GF when 1 st /2 nd seat opening.	
1♦ (X) 2♣/2♦/2♥/2♠/2NT=♦/♥/♠/mm constructive/mm preempt	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(15)+HCP UNBAL or 17+HCP BAL	1♦=0-7HCP; 1♥=8-11HCP, UNBAL; 1♠=8+HCP, BAL 1NT/2♣/2♦/2♥=12+HCP, 5+♣/♦/♥/♠; 2♠=14-15HCP, BAL 2NT/3♣/3♦/3♥=12+ HCP, 4441, singleton in ♣/♦/♥/♠; 3♠/3NT=solid m/M, 7 cards; 4♣/♦=♥/♠, 8 cards w/ A/K; 4♥/♠=♥/♠, 8 cards w/o A/K	1♣-1♦:1♥=19+[1], 2♠=6♠4♥, 3♣/3♦/3♥/3♠=55♣♦/♦♥/♥♠/♠♣ 2NT=21-22, 3NT=tricks, else=16-18HCP, NAT. 1♣-1♥:1♠=RELAY, then 1NT/2♣/2♦/2♥=5+♣/♦/♥/♠, 2♠/2NT/3♣/3♦= 4441, singleton ♠/♣/♦/♥; 1NT=5+♥, 2♥=MM, 2♠=mm; 1♣-1♠:1NT=ASK[2], 2♠/2♦/2♥/2♠=5+♣/♦/♥/♠, asking for support[3]; 1♣-2♠:2NT=ASK[2]	1♥/1NT/2♣/2♦=8-11, 5+ ♠/♣/♦/♥, 2♥/2♠/3♣/3♦ =4441, singleton ♠/♣/♦/♥
1♦	√	1	4♥	10-15 HCP, maybe 4414 or (43)15	1♥/♠= 4+♥/♠ F1; 1NT/2NT=6-11/12-13HCP; 2♠=5+♠, INV+ or BAL, GF; 2♦=5+♦, INV+ 2♥=weak MM, 2♠=INV mm; 3♣/3♦/3♥/3♠=PRE	1♦-1X-1Y: two-way checkback[4], 1♦-1NT:2♣=MAX, 2NT=mm 1♦-2♠:2♦=5+♦ or BAL, 3+♠, 2NT=BAL, 0-2♣, 3♠=UNBAL, 3+♣, 3♦=4414 1♦-2♦:2♥=UNBAL, NAT or BAL, 3+♦, 3♠=SPL, 3♦=UNBAL, 3+♦ 1♦-2NT:3♥/3♠=0-1♥/♠; 1♦-1M-2M:2M+1=ASK[5]	
1♥		5	4♦	10-15HCP, 5+♥.	1♠= 4+♠, F1; 1NT=F1; 2♠=3♥, INV/5+♠, INV+/BAL, GF 2♦=5+♦, INV+; 2♥=6-10HCP, 3+♥; 2NT=4+♥, GF; 3♣/3♦=4+♥, Limited/Mixed; 3NT/4♣/4♦=♠/♣/♦ SPL 2♠/3♥/3♠=PRE; 4♥/4♠=To play (wide range)	1♥-1♠-1NT: two-way checkback[4]; 1♥-2♠:2♦=Any MIN, 2♥=4+♦, 2♠=4+♠, 2NT=6+♥; 1♥-2♥:2♠=ask feature, 2NT=♠ feature 1♥-2NT:3♠=UNBAL, MIN, then 3♦=ask S/S; 3♦=BAL, MAX, then 3♥=ask shape, 3♥/3♠/3NT=♣/♦/♠ Om S/S, MAX; 4♥=BAL, MIN	2♠=Drury, then 2♦=MIN normal opening 2M=light opening
1♠		5	4♥	10-15HCP, 5+♠	1NT= F1; 2♠=3♠, INV/5+♠, INV+/BAL, GF 2♦/2♥=5+♦/♥, INV+; 2♠=6-10HCP, 3+♠; 2NT=4+♠, GF 3♣/3♦=4+♠, Limited/Mixed; 3NT/4♣/4♦=♥/♣/♦ SPL 3♥/3♠=PRE; 4♥/4♠=To play (wide range)	1♠-2♠:2♦=Any MIN, 2♥=4+♥, 2♠=4+♦, 2NT=6+♠; 1♠-2♠:2NT=ask feature 1♠-2NT:3♠=UNBAL, MIN, then 3♦=ask S/S; 3♦=BAL, MAX, then 3♥=ask shape, 3♥/3♠/3NT=♣/♦/♠ Om S/S, MAX; 4♠=BAL, MIN	Same as above.
1NT			4♥	14-16 HCP BAL, May contain 5M or 6m or singleton	2♣=STM; 2♠=Range ASK; 2♦/2♥/2NT/4♦/4♥=Transfer; 3♠=6+♠, INV; 3♦=Puppet STM; 3♥/♠=4144/1444, GF 4♣=Gerber	1NT-2♠:2NT=MIN, 3♣/3♦=MAX, ♠/♦ preference, then 3♥/3♠=mm, GF, ♥/♠ S/S; 1NT-2NT-3♠:3♦=6+♦, INV, 3♥/♠=4441/4414, GF 1NT-3♦:3♥/3♠=5♥/♠, 3NT=no 5M; 1NT-4♠: 14/03/2 touching A/2 leap A	
2♣		5	4♥	10-15 HCP, 6+♣ or ♣-♥/♠ 5-4	2♦=Ask, usually 7+; 2♥/2♠=5+♥/♠, NF; 2NT=PUP to 3♣ 3♠=PUP to 3♦; 3♦/3♥/3♠= (5)6+♦/♥/♠, INV.; 4♠=PRE; 4♦= RKCB; 4♥/4♠=to play;	2♣-2♦:2♥/2♠=4♥/♠; 3♠=MIN, 6+♠; 2NT=MAX, 6+♠, BAL; 3♦=MAX, 6+♠, 4♦ or 0-1♦(3♥ ASK); 3♥/3♠=MAX, 6+♠, 0-1♥/♠; 3NT=MAX, solid 6+♠. 2♣-2♦-2♥/2♠-2NT=ASK, then 3♣/3♦=5♠, MIN/MAX, 3♥/3♠=6+♠, MIN/MAX 2♣-2♦-3♠-3♦=asking S/S, then 3♥=BAL or 0-1♥, 3♠/3NT=0-1♠/♦	
2♦	√	0		PRE, MM 44+, NV-V 1st/3rd 55+, V-NV (54)+, otherwise	2NT=ASK; 3♦=F1; others NF;	2♦-2NT:3♠=(54)MIN, then 3♦ ask for longer suit, 3♦=55, MIN 3♥/3♠=54/45, MAX, 3NT=55, MAX, 4♣/4♦=46/64, MAX Exception: when NV-V 1st/3rd, 3♦=44, 3NT=ANY 55 When V-NV, 3♠=55, MAX, 3NT=66, MAX, 4♣/4♦=56/65, MAX	9-12 6-card at 4th seat;
2♥		5		PRE, 3-10HCP Maybe 5 NV vs V 1st/3rd	2NT=ASK; 2♠=NF; new suit=F1; 4♣=Mini RKCB When NV-V 1st/3rd, new suit=NF	2♥-2NT: 3♣/♦, 3♥/♠=Bad/Good Suit MIN, Bad/Good Suit MAX; 3NT=SOL ♥; when NV-V 1st/3rd, 3♠=ANY 5♥, 3♦=BAL, MAX, 3♥=MIN, 3♠=UNBAL, MAX; 2♥-4♣: 0/1/1+Q/2/2+Q	9-12 6-card at 4th seat;
2♠		5		PRE, 3-10HCP Maybe 5 NV vs V 1st/3rd	Same as above.	Same as above, when NV-V 1st/3rd, 3♥=UNBAL, MAX, 3♠=MIN	9-12 6-card at 4th seat;
2NT	√			PRE, mm 55+	3♥=ASK, 3♠=PUP to 3NT	2NT-3♥: 0-1♠/0-1♥/1156/1165/0-1♥, (65)+/0-1♠, (65)+ 2NT-3♠-3NT-4♣/♦/♥/♠: INV in ♣/INV in ♦/ Slam try in ♣/ Slam try in ♦	
3♣		6		PRE, 3-10HCP	New Suit=F1; 4♦ = Mini RKCB	3♣-4♦:0/1/1+Q/2/2+Q	
3♦/♥/♠		6		PRE, 3-10HCP	New Suit=F1; 4♣ = Mini RKCB	3X-4♣:0/1/1+Q/2/2+Q	
3NT	√			Gambling	4♣/5♠/6♠=P/C		
4m		7		PRE		HIGH LEVEL BIDDING	
4M		6		To play, wide range		RKCB 1430 (4NT may be QUANT); Trump Queen Asking; Cues 1 st and 2 nd control; DOPI; DEPO; Exclusive RKC(0/1/1+Q/2/2+Q).	

Supplementary Notes Yufan LIAO-Ziyu LI

[1]

1♣-1♦-1♥

1♠=0-4HCP, UNBAL or BAL

2♣=22+HCP, GF

1NT/2♣/2♦/2♥=5-7HCP, 5+♣/♦/♥/♠

2♠/2NT/3♣/3♦=5-7HCP, 4441, singleton ♠/♣/♦/♥

3♥/3♠=5-7HCP, mm55+, singleton ♥/♠

[2]

1♣-1♠-1NT

2♣=8-10, no 4M, then 2♦=ASK, 2♥/2♠=2344/3244, 2NT=33(43)

2♦/2♥=8-10, 4♥/4♠

2♠=8-10, MM44

2NT=11-13, (4333)

3♣=11-13, 4♣+4X

3♦/3♥/3♠=11-13, 44♦♥/♥♠/♠♦

3NT to 4♠=16+, same as above

1♣-2♠-2NT

3♣:4♣+4X

3♦/3♥/3♠=44♦♥/♥♠/♠♦

3NT=(4333)

[3]

1♣-1♠-2♣/2♦/2♥/2♠

+1 step=8-10, deny Qxx+ or 4 cards support

+2 steps=8-10, Qxx+ or 4 cards support

+3 steps=11-13, deny Qxx+ or 4 cards support

+4 steps=11-13, Qxx+ or 4 cards support

+5 steps=16+, deny Qxx+ or 4 cards support

+6 steps=16+, Qxx+ or 4 cards support

1♣-1♠-2♣-2♦

2♥/2♠=3145/1345

2NT=BAL

3♦=4♦ or 0-1♦, then 3♥ ask, 3♠=4♦, 3NT=0-1♦

3♥/3♠=long ♣, 0-1♥/♠

1♣-1♠-2♣-2♥

2♠=1345

3♣=long ♣ or 3145, then 3♦ relay, 3♥=3145, 3♠=long ♣

3♦=4♦ or 0-1♦, then 3♥ ask, 3♠=4♦, 3NT=0-1♦

3♥/3♠=long ♣, 0-1♥/♠

Supplementary Notes Yufan LIAO-Ziyu LI

1♣-1♠-2♦-2♥

2♠=1354

3♣=5♦4♣, then 3♦=ask singleton

3♦=BAL or long ♦, 0-1♣, then 3♥ ask, 3♠=0-1♣, 3NT= BAL

3♥/3♠=long ♦, 0-1♥/♠

[4]

1♦-1X-1Y or 1♥-1♠-1NT

2♣= PUP 2♦, ♦ S/O or INV

2♦= GF

2♥/2♠=weak

2NT=PUP 3♣, ♣ S/O or 5m, GF.

3X = NAT, GF

[5]

1♦-1M-2M-2M+1:

+1/+2 step(s) = 3M, NAT

3M-1 = 4M, better MIN

3M = 4M, worse MIN

3NT = 4M, MAX, tend to play NT

4M = 4M, MAX, tend to play M trump

Jump shift = 4M, SPL