


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: 7-16; 2/1 overcalls: 11HCP+,5+suit		Lead	In Partner's suit					
1/1, 2/1 or 2/2 RESP NF CONST;	Suit	3rd/5th	3rd/5th					
1NT=9-12,NF; Jump shift= PREE; Jump Raise=PREE;	NT	4th	3rd/5th					
Cue: F with new suit, STR bal. or STR raise;	Subseq	Same as Leads	3rd/5th					
	Others : 0/1 Honors;			Category: Green NCBO: China U16 Event: 2023 WYTC Players: WANG Haoran/ YU Haoxuan				
1NT Overcall(2nd/4th Live; Responses; Reopening)	Leads					System Summary		
2 nd :15-17HCP; 2♠=Stayman; 2♦/♥=TRF;	Lead		VS. NT			General Approach and Style		
4 th :12-15HCP	A	AKx(+); Ax(+);	AKxx(+); AQ(J/10)xx(+);			2/1 Game Forcing;		
	K	KQx(+); Kx; AK;	KQx(+); Kx;			5-card Majors Opening; Semi-forcing 1NT over 1♥/1♠;		
	Q	QJx(+); Qx;	QJx(+);AQJx(+);Qx;KQ109(+);		1NT=15-17; 2♦/2♥/2♠=Natural Weak;			
	J	J10; J10x(+); (A/K)J10x(+)	J10; J10x(+); (A/K)J10x(+)		2♠=ART, Strong. 3NT Gambling;			
Jump Overcalls(Style; Responses; Unusual NT)	10	109x(+); 10x; H109(+)	10x; H109x					
Jump Shifting=PREE;	9	9x; 98x(+);	9x;					
2 nd :2NT: 55 lowest suit;	HI-x	xx ; xxx ;	xx ; xxx ; xxxx ;					
4 th :2NT: same as 2NT opening;	LO-x	x ; xx ; xxxx ;	x ; Hx ; xxxx ;					
	Signals in Order of Priority							
Direct and Jump Cuebids(Style; Responses; Reopen)		Partner's lead	Declarer's lead	Discarding	Special Bids they May Require Defence			
Cue in a minor: Both Majors;	Suit	1 Hi=Enc.	Hi=Even	Hi=Enc.	4 th suit GF; 1X-1Y-1Z-2♠=Any INV; 2♦=Any GF 1st seat non-vul PREE could be very light: 5-card 2 level with 0HCP			
Cue in a Major: Other Major and a minor;	2	Hi=Even		Hi=Even				
	3							
	NT	1 Lo=Enc.	Hi=Even	Lo=Enc.				
	2	Hi=Even		Hi=Even				
Vs. NT(vs. Strong/Weak; Reopening; PH)	3							
X=PEN; 2♠=Both Majors; 2♦/2♥/2♠/3♠=NAT;	Signals(Including Trumps): S/P when give partner a ruff;							
Vs. Preempts(Doubles; Cuebids; Jumps; NT Bids)	Doubles							
Double=Take out; NT Overcall=15-18;								
	Takeout Double(Style; Responses; Reopening)							
	May be light with classic shape; then Cue=F;							
Vs. Artificial Strong Opengings	Cheapest New suit=0-8HCP; 1NT=7-11HCP;							
X=M's; NT=m's;	Jump Shift=8+HCP CONST;							
				Special overcalls				
Over Opponent's Takeout Double	Special, Artificial & Competitive Doubles / Redoubles							
XX=10+HCP and denies primary support, then PEN DBL;	Negative Double to 4♥; Support Double to 2♥;							
Over 1M (X) 2NT=4+M INV+;	Lead direction Double;							
Over 1M (X) 1NT=3+M normal raise; 2M=weak raise;				Important Notes that Don't Fit Elsewhere				
				1m-1M might be very light with 5+;				
	Special Forcing Pass:			PSYCHICS:				
	When we have a GF auction;			Rare				

