Defensive and Competitive Bidding		Lead	ds and	Signals			
Overcalls(Style; Responses; 1/2Level; Reopening)	Openni	Openning Leads Style				Convention Card (Based on World Bridge Federation)	
1/1 overcalls: 7-16; 2/1 overcalls: 11HCP+,5+suit			artner's suit				
1/1, 2/1 or 2/2 RESP NF CONST;	Suit	3rd/5th		3rd/5th		CRA	
1NT=9-12,NF; Jump shift= PREE; Jump Raise=PREE;	NT	NT 4th 3rd/5th					
Cue: F with new suit, STR bal. or STR raise;	Subseq Same as Leads 3rd/5th					Category: Green	
	Others	: 0/1 Honors;				NCBO: China U16 Event: 2023 WYTC	
						Players: WANG Haoran/ YU Haoxuan	
IT Overcall(2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening) Leads							
2 <sup>nd</sup> :15-17HCP; 2 <b>♣</b> =Stayman; 2 <b>♦/♥</b> =TRF;	Lead				VS. NT	System Summary	
4 <sup>th</sup> :12-15HCP	А	AKx(+); Ax(+);		AKxx(+); AQ(J/10)xx(+);		General Approach and Style	
	к	KQx(+); Kx; AK;		KQx(+); Kx;		2/1 Game Forcing;	
	Q	QJx(+); Qx;		QJx(+);AQJ	x(+);Qx;KQ109(+);	5-card Majors Opening; Semi-forcing 1NT over 1♥/1♠;	
	J	J10; J10x(+); (A/K).	J10x(+)		); (A/K)J10x(+)	1NT=15-17; 2 ♦/2 ♥/2 ♠=Natural Weak;	
Jump Overcalls(Style; Responses; Unusual NT)	10	109x(+); 10x; H109		10x; H109x		2. = ART, Strong. 3NT Gambling;	
Jump Shifting=PREE;	9	9x; 98x(+);	. /	9x;			
2 <sup>nd</sup> :2NT: 55 lowest suit;	HI-x	<u>x</u> x; xx <u>x</u> x;		<u>x</u> x; x <u>x</u> x; x <u>x</u> x;	x;		
4 <sup>th</sup> :2NT: same as 2NT opening;	LO-x <u>x;</u> xxx <u>x;</u> xxxx <u>x;</u>		<u><b>x</b></u> ; Hx <u>x</u> ; xxx <u>x</u> x(+);				
	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;	1	Hi=Enc. H		li=Even	Hi=Enc.	4 <sup>th</sup> suit GF; 1X-1Y-1Z-2 <b></b> ♣=Any INV; 2♦=Any GF	
Cue in a Major: Other Major and a minor;	Suit 2	Hi=Even			Hi=Even		
	3					1st seat non-vul PREE could be very light: 5-card 2 level with 0HCP	
	1	Lo=Enc.	H	li=Even	Lo=Enc.		
Vs. NT(vs. Strong/Weak; Reopening; PH)	NT 2	Hi=Even			Hi=Even		
X=PEN; 2♣=Both Majors; 2♦/2♥/2♠/3♣=NAT;	3						
	Signals(Including Trumps): S/P when give partner a ruff;						
		<b>.</b>			,		
VS. Preempts(Doubles; Cuebids; Jumps; NT Bids)							
Double=Take out; NT Overcall=15-18;	Doubles						
, , , , , , , , , , , , , , , , , , , ,							
	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;		ift=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	

Openning	Tick if Artificial	Min. No. of Cards	Neg. Dbl THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding
1*	3 4♥ 12-21 HCP, 3+♣		12-21 HCP, 3+ <b>-</b>	1	1♣-1Y-1Z-2♣=Any INV, 2♦=Any GF;		
					2♦=6+♦, GF; 2♥=Majors 7-9HCP; 2♠=5+♣ 7-10 HCP;	1♣-1♦-1NT=Can have 4 card Major;	
					2NT=11-12 Bal.; 3X=PREE; 3NT=13-15 Bal.;		
1 🔶		4(3)	4♥	12-21 HCP, 4+ •	1♥/♠=6+HCP, F1; 1NT=6-10 Bal.; 2♣= 5+♣ GF;	1 ♦ -1Y-1Z-2♣=Any INV, 2♦=Any GF; 4th Suit GF;	
	4-4-3-2 Open 1♦ with 3 Open Better m when 4-4		4-4-3-2 Open 1  with 3	2+=4++ GF or 5++ INV; 2+= Majors 7-9HCP; 2+=5++ 7-10 HCP;			
				Open Better m when 4-4	2NT=11-12 Bal.; 3 <b>♣=6+♣</b> INV; 3NT=13-15 Bal.;		
1¥			12-21HCP, 5+¥.	1▲=4+▲, 6+HCP, F1; 1NT=6-12HCP, Semi-forcing;	1♥-1▲-1NT-2♣=Any INV, 2♦=Any GF; 4th Suit GF;	1♥-2♣: Rev Drury;	
				2♥=8-10HCP, Raise;2▲=6-10 6♠; 3♣/♦=7-9,9-11HCP,4+Raise;	1♥-2NT-3♣/♦/♠=Short;		
					2♣/♦=4+ GF; 2NT=4+♥, GF; 3♥=PREE;		
					3NT/4♣/♦=♠/♣/♦ 13-15 Splinter; 3♠=mini Splinter;		
1♠	1♠ 5 4♥ 12-		12-21HCP, 5+A	2 <b>▼</b> =5+ <b>▼</b> GF; 3 <b>▼</b> =PREE; 4 <b>▼</b> =Splinter;	1 <b>▲</b> -2NT-3 <b></b>	1 <b>▲-2</b> ♣: Rev Drury;	
				3NT=mini Splinter;			
1NT			4¥	15-17HCP Bal.,	2♣=Stayman; 2♦/♥/♠/3♣=Transfer; 2NT=Bal. INV	1NT-2♣-2X-3m=NAT GF; 1NT-2♦/♥-2♥/♠-3m=NAT GF;	
				May Contain 5M or 6m.		Smolen;	
2*		0	4♥	,	2 ← =5+ GF; 2 ♥ =0-4 ;2NT= ♥5+ Suit, 2 Honors ;2 ▲/3 ▲/ ◆ =5+ Suit, 2 Honors;	,	
				Or 18 HCP+ GF Hand	3♠/♥=constructive		
2♦		5		FAV 1st Seat	2NT=asking, New Suit=NF;	Answer of 2NT: 3♣=very bad, 3♦=min with normal hand	
2¥		5		Can be very light	2NT=asking, New Suit=NF;	3♥=max; 3♠=max with good suit;	
2		5		with 5 cards 0 HCP	2NT=asking, New Suit=NF;		
2		6(5)		Other Seats	2NT=Ogust, New Suit=NF, CONST;	Answer of 2NT:	10-13 6-card at 4th seat:
2¥		6(5)		Normal PREE	2NT=Ogust, New Suit=NF, CONST;	3♣/♦/♥/♠=Bad/Good Suit min/Bad/Good Suit max:	10-13 6-card at 4th seat;
2		6(5)		5-10HCP	2NT=Ogust, New Suit=NF, CONST;		10-13 6-card at 4th seat;
2NT		0(0)	4¥	20-21HCP Bal.	3♣=Puppet Stayman;3♦/3♥=Transfer; 3♠=minors;	2NT-3♦-3♥-3♠=55M	
				May Contain 5M or 6m.	4. 4. / • = Texas;		
3*		6		PREE, 5-10HCP	New Suit=NF, CONST;		
3•		6		PREE, 5-10HCP	New Suit=NF, CONST;		
3¥		6		PREE, 5-10HCP	New Suit=NF, CONST;		
3♠		6		PREE, 5-10HCP	New Suit=NF, CONST;		
3NT		Ű		Solid 7-8m, no side K			3rd/4th Seats=To play
4.	,	7		PREE			ora/ nin coalo=ro play
4		7		PREE			
4¥		6		To Play			3rd/4th Seats=To play
4		6		To Play			3rd/4th Seats=To play
- <b>- m</b>		0					
						HIGH LEVEL BIDDING	
						RKCB 1430 (4NT may be quant); Trump Queen Asking; (	Cues 1 <sup>st</sup> and 2 <sup>nd</sup> control;
I						Void answers to RKCB; D1P2; DOPE;	