DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE						
Responses: new suit=NF CONST; cuebid=INV+;		Lead			Partner's Suit	Convention Card (🍑	
jump cue=mixed raise; jump shift=natural GF; 3 over 2=F; 2NT=NAT;	Suit	3rd/5th		3rd/5th (ATT after raised)		CCBA	
Overcall 1M opp DBL: RDBL=2M and want to bid; 2NT=limited raise+;	NT	2nd/4th (1st/2nd weak suit)		3rd/5th (ATT after raised)			
transfers from 1NT; jump shift to a minor=fit-showing;	Subse	ATT/same as leads		ATT combined with 3rd/5th		CATEGORY: Blue	
	Other: H	er: Honor leads 0/1, subseq 0/2, PD's suit/raised suit: 0/2				NCBO: China Mixed EVENT: 2025 WH Cup	
						PLAYERS: LU Yan - LIU Yinghao	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2nd hand 1NT=15-18; 4th hand 'live' 1NT=15-18;	LEAD	Vs. Suit		Vs. NT		STSTEW SUMMART	
4th hand balancing 1NT=12-16; System on;	Ace	AKx(AKQ) AK		AKx(+)		GENERAL APPROACH AND STYLE	
	King	KQx, AK Unblock/count		unt	M-S Precision		
	Queen	QJx(AKQ)	QJx(AKQ) $KQx(+), QJx(+)$		x(+)		
JUMP OVERCALL (Style; Response; Unusual NT)	Jack	J10x, KJ10x		J10x(+), KJ10x(+)		Aggressive, upgrade frequently	
VS 1-level natural bids jump overcall(including precision 2♣): weak;	10	10x, 109x, H109x		10x, 109x(+), H109x(+)		1♣=16+ any hand (BAL 17+)	
Jump 2NT=unusual; Reopen: jumps=intermediate; 2NT=19-21;	9	KJ9, 9x		H98x, 9xx, 9x		1 ♦=2+, 10-15, might have longer ♣	
VS preemptive: Jump=14-16, 6+cards;	Hi-x	HxSx, xxSx, Sx		xSx(+), Sxx		1NT=14-16, 5M/6m singleton possible	
	Low-x	HxS, xxxxS, 109S HxxS, HxxSx, xxxSx		Sx, xxxSx	2*=6+*, 10-15		
	SIGNALS IN ORDER OF PRIORITY					2 ◆ =4415 minus one card, 10-15	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead Decla		er's Lead	Discarding	2♥/♠=NV 1st/2nd seat open with 6+ or 5M4m, V open with 6+	
Cue-bid a minor: Majors; Cue-bid a Major: oM+1 minor;	1	Hi=Enc		=Even	Odd=Enc(1st discard)	2NT=NV 1st/2nd seat 55+ minors weak, other position 19-21 BAL	
Strength: unlimited; depends on vulnerability;	Suit 2			S/P	Remain Count	might open any hand 3rd non-vulnerable	
Jump cue: ask for stopper; Reopen: cue-bid = michaels;	3	S/P				2NT opening 3rd could be light with long minor suit	
	1	Hi=Enc	Hi	=Even	Odd=Enc(1st discard)		
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Hi=Even		S/P	Remain Count		
DBL=Strong; 2♣=majors; 2♦=1M; 2M=M+m; 2NT=minors;	3	<u> </u>					
Passed hand DBL=4M5m;	Signals (including Trumps): K ask for count in 5+ level; regular Smith;						
Reopen: 2♣=majors; 2♦=1M bad hand; 2M=good hand;	ruff tend/SP in trump; singleton in dummy/declarer: S/P;						
Opp 1m - 1NT then 2♣/♦ as reopen vs 1NT;	6+card suit: Hi or Lo=S/P mid=Enc;						
	K from AK then switch indicates singleton:					SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
	DOUBLES					Open 2♦=4415 minus one card	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKE-O	UT DOUBLES (Style	; Respor	nses; Reope	ening)	Open 2NT= NV 1st/2nd seat, both minors weak	
3 level cuebid=ask for stopper; jump overcall=good hand;	T/O DBL:	: opening values and s	support fo	or unbid maj	ors or strong hand;	Open 3NT 1st/2nd seat=solid 7-8 cards Major suit	
jump overcall (non-cuebid) 4♣/♦=♣/♦+1M (oM) , NF;	may be v	veaker with good shap	e; baland	cing DBL ma	y be weaker;	Transfer auctions in some competitive bidding	
jump cuebid a Major=minors strong hand;	Respons	es: Cuebid=F1;					
VS. ARTIFICIAL STRONG OPENINGS						PSYCHICS:	
VS strong 1.4: DBL=Majors; 1NT and 2NT=minors (also after 1.4-1.4);	SPECIAL	, ARTIFICIAL AND C	OMPET	TIVE DOUB	BLES/REDOUBLES	Rarely, when favorable responses to Precision 1 ◆/M could be psycho	
VS strong 2.4: DBL=Majors; 2NT=minors; 2.4-2.4: DBL=Majors;	Support DBL/RDBL thru 2♥; When no space to bid: DBL=invitation;					SPECIAL FORCING PASS SEQUENCES	
OVER OPPENENTS' TAKE-OUT DOUBLE	When open 1 ♦, some 1NT rebid in competitive bidding shows support;					High level DBL/Pass inversion (DBL=want to bid, pass=force to DBL)	
Opps DBL a major: transfers from 1NT; 2NT=limited raise+;							
new minor jump-shift=fit-showing;							
						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
						Cuebids other than opps suit don't promise the control	

OPENING	TICK√ IF ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1.*		0		16+ any distribution;	1 ♦=0-7; 1 ♥=5+ ♠,8+; 1 ♠=any 8-11 w/o 5 ♠; 1NT/2 ♣/2 ♦=5+♣/ ♦/ ♥, 12+;	1.4-1.4-1. ■=19+ any hand; 1.4-1.4-2. =17-18 with	1♥=5+♠; 1♠=5+♥;
				If BAL,17+;	2♥=12-13, BAL; 2▲=14-15 BAL; 2NT/3♣/3♦/3♥=12+, 4441;	1 - 1 - 1 - 1 - 4 + , may have longer minor/ ;	1NT/2♣=5+♣/♦;
					3♠/NT=Solid minor/Major;	After positive response, most +1 bid=asking;	2♥=8-10, BAL; 2♠+=4441;
1♦		2	4♥	(10)11-15,2+;	1♥/♠/NT=NAT; 2♣=GF; 2♦=converted; 2♥=Majors weak; 2♠=minors;	Two way checkback; 1 ♦ -2m-2 ♥/♠=BAL/UN+ support;	NMF; 4th suit F1;
				Could have longer 4;	2NT/3.=INV; 3X=weak;	1 ♦ -1M-2M-2NT=ask; 1 ♦ -1M-2NT=6 ♦ 3M/5 ♦ 4M;	
1♥		5(4)	4♦	(10)11-15, 5+;	1♠=NAT; 1NT=Semi-F; 2♣=GF can be BAL; 2♦=NAT GF;	Two way checkback; 1♥-1♠-2NT=6♥3♠/5♥4♠;	2.=Rev. Drury;
				Can be 4 in 3rd/4th;	2		2NT=good 4 card supp;
					3♦=mixed; 3♥=weak; 3NT/4♣/♦=♠/♣/♦ 12-14 SPL;		
1 ♠		5(4)	4♥	Same as above;	Same as above; 2♥=GF; 3♥=INV; 4♥=To play;	Same as above	Same as above
1NT			4♥	BAL 14-16;	2♣=Stayman; 2♦/♥=Transfers; 2♠=Range asking or ♣; 2NT=♦;	1NT-2♦/♥-2♥/♠ then=second transfers;	
				5M/6m singleton possible;	3♣=Puppet; 3♦=minors slamish; 3♥/♠=short, minors COG;	1NT-3 - 3 + =no 5 card Major; 3 + / - 5;	
					4♣=BAL slam INV better than 4NT; 4♦/♥=Transfers; 4NT=INV;		
2*		6(5)	4♥	(10)11-15, 6+;	2♦=asking; 2♥/♠=NF; 2NT=55M; 3♣=CONST raise; 3♦/♥/♠=NAT INV;	2♣-2♦-2♥=♥ or med good suit; 2♣-2♦-3♥/♠=short;	
				3rd could be 5;		2.4-2NT-3.♦=good hand with fit;	
2♦	$\sqrt{}$	0		(10)11-15, short in ♦;	2♥/♠/3♣=To play; 2NT=asking INV+; 3♥/♠/4♣=shape wise;	2 ♦ -2NT-3. =min not 4405/3 ♦ / ♥ =max 3415/4315;	
				4415 minus 1 card;		3 ♣/3NT=4405 min/max;	
2♥/♠		5		NV 5M4m or 6M weak;	2NT=asking; New suit=F1, NV v V can pass; 4m=fit-showing;	2M-2NT-3♣/♦=5M4m/others=6M;	4th seat: 10-13
2♥/♠		6		V 6M weak;	2NT=asking, New suit=F1; 4m=fit-showing;	2M-2NT-3♣/3♦/♥/♠=min bad suit/min good/max;	4th seat: 10-13
2NT	$\sqrt{}$			NV 1st/2nd: minors weak;	3♥=GF asking; 3♣=Transfer to 3NT; 3NT=To play;	2NT-3♥-3♠/NT=♠/♥ short; 4♣/♦=11(65);	
2NT				V 1st/2nd All 3rd/4th;	3♣=Stayman; 3♦/♥=transfer; 3♠=minors; 4♣/♦/♥/♠=♥/♣/♣ slam try;	2NT-3 ♣ -3 ♦ -3 ♥ / ≜ =smolen;	3rd seat may be less points
				19-21 BAL;			with a minor suit
3♣		6		NV v V can be bad;	4♦=RKC; New suit=F1, NV v V can pass;	RKC answer=0/1/1+Q/2/2+Q;	
3♦		6		NV v V can be bad;	4♣=INV to 5♦; New suit=F1, NV v V can pass;	4	
3♥/♠		6		Better than 2M;	4 . =RKC;	RKC answer=0/1/1+Q/2/2+Q;	
3NT				1st/2nd Solid 7-8M;	4. =ask for extras; 4. =ask for shortness; 4. =P/C; 4. =To play;		
				No side Kings;			
				3rd/4th NAT, suit possible;			
4♣/♦		6		Weak;	4♦ after 4♣=RKC;		
4♥/♠		6		Wide-range;	4♠ after 4♥=to play; 5m=cuebid; 4NT=RKC;		
				Can be strong 3rd/4th;			
						HIGH LEVEL BIDDING	
						RKC1403 P1D2 P1R2 PODE, Last Train, mixed cue-bid, ERKC 0/1/1+Q/2/2+Q,	
						Lightner Doubles; Cuebids other than opps suit don't pro	mise the control