

DEFENSIVE AND COMPETITIVE BIDDING SIGNALS		LEADS AND SIGNALS			WBF Convention Card 
OVERCALLS		OPENING LEADS STYLE			
One Over One :8-17HCP 4+			LEAD	In Partner's Suit	
Two Over One:11-17HCP 5+		SUIT	4th	CT	
RESPONSE:CUE BID New Suit:Forcing		NT	4th	4th	Country:CHINA
		SUBSEQ			System:Natural (Green)
		SUIT 0/1			Player:Jiang yixuan&Teng lingyun
		NT 0/1, SMITH			
1NT OVERCALL		LEADS			SYSTEM SUMMARY
2nd 15-18HCP BAL Have Stopper In Oppo's Suit		LEAD	VS Suit	VS NT	GENERAL APPROACH AND STYLE
4th 12-14HCP BAL Have Stopper In Oppo's Suit		A	AKx (+); A (+)	AKx (+);AKJx(+); AKQ(+)	5-card Majors opening
Responses:Bid as 1NT opening		K	KQx(+); AK; Kx	KQJx (+); KQ10x(+)	Multi 2D
Unusual NT with a passed hand		Q	Q(+);QJ(+);KQ	QJ(+),AQJ(+)	Balanced Minimum Opening=12HCP
		J	J(+);J10(+);A/KJ10(+)	J10(+),A/KJ10(+)	1NT openings: 15-17HCP
JUMP OVERCALLS		10	10(+);109(+);10,K/Q109(+)	1098(+);109(+);A/K/Q109(+)	2 over 1 Response2/1=FG
1.NT:Unusual Responses:natural		9	9(+);98(+);9	98	
2.new suit:PRE		Hi-x	Xx	Xx; xXxx; xXx	
		Lo-x	xxx(+),x	x	
		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS			Partners Lead	Declarer's Lead	GAMBLING 3NT with little outside strength
1.Lead-directing DBL		Suit:1st	ATT:Hi=ENCRG	CT	WEAK JUMP RESPONSES after overcall of m opening
2.JUMP CUE BID: m:want to play		2rd	CT	ATT	
		3d	S/P	S/P	Negative Doubles to 4H
		M:Asking Stopper			
		NT:1st	ATT:Hi=ENCRG	as above	
VS. NT		2rd	CT		
1.DBL:The Same As 1NT (When 1NT=15-17, 1N p p X=5m4M)		3nd	S/P		
2.2C:2M 5-4					
3.2D:any 5M					
4.2H:H-m 5-4					
5.2S:S-m 5-4					
6.2NT:2m 5-5					
		DOUBLES			
		TAKEOUT DOUBLES			
VS. PREEMPTS		1.11+HCP (Short In Oppo's Suit & At Least 2 In Other Suits)			
NEG		2.New Suit=15+HCP NF			
		3.NT=18+HCP NF			
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS					Michaels
1C X=4-4M;1D:D5;1H:H5 ;1S:S5 ;1NT:5-4m;2C:C5;2NT:5-5m		1.NEG DBL			Unusual 2NT
2C X=5-5M;2NT=5-5m;New Suit=5+		2.LEAD DIRECTING DBL			
		3.MAXIMUM OVERCALL DBL			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE		4.RESP DBL			Double Jump in new suit:SPL
XX=10+HCP		5.SUPP DBL/REDBL			Jump Cue Bid by opener:SPL raise
JS=PRE		6.SOS REDBL			
		7.INV DBL			Psychics:
					rare

