

DEFENSIVE AND COMPETITIVE BIDDING SIGNALS		LEADS AND SIGNALS			WBF Convention Card 
OVERCALLS		OPENING LEADS STYLE			
One Over One :6-16HCP 4+		LEAD		In Partner's Suit	
Two Over One:8-16HCP 5+	SUIT	3rd/5th		3rd/5th	
Response:Cue Bid=Forcing:	NT	4th		3rd/5th	Country:CHINA
Jump Support=PRE,Weak	SUBSEQ				System:Two Over One
	OTHER:				Player:Yunpeng Chen&Xinyao Ruan
1NT OVERCALL	LEADS				SYSTEM SUMMARY
15-18HCP Have Stopper In Oppo's Suit	LEAD	VS Suit		VS NT	GENERAL APPROACH AND STYLE
Unusual NT with a passed hand	A	Ax(+),AK(+),A		Ax(+),AK(+),A	5-card Majors opening
	K	K(+);KQ(+):AK		Q(+);QJ(+):AQJ(+)	Forcing 1NT over 1H/1S
	Q	Q(+);QJ(+):AQJ(+)		Q(+);QJ(+):AQJ(+)	Balanced Minimum Opening=12HCP
	J	J(+);J10(+):A/KJ10(+)		J(+);J10(+):A/KJ10(+)	1NT openings: 14-17HCP
JUMP OVERCALLS	10	10(+),109x(+),A/K/Q109(+)		10(+),109x(+),A/K/Q109(+)	2 over 1 Response2/1=FG
New Suit:PRE	9	9(+);98(+)		9(+);98(+)	2C Strong
	Hi-x	Xx.....		Xx.....	
	Lo-x	xxX		xxX.....	
					SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS		Partners Lead	Declarer's Lead	Discarding	GAMBLING 3NT with little outside strength
1.CUE BID:Michaels	Suit:1st	ATT:Hi=ENCRG	CT:Hi-Lo=EVEN	ODD=ENCRG	2D Weak Major Open
2.NT:Unusual	2rd	CT	ATT		2H/2S M+m PRE
	3d	S/P	S/P		
	NT:1st	ATT:Lo=ENCRG	CT	S/P	
VS. NT	2rd	CT	ATT		
1.DBL:The Same As 1NT	3nd	S/P	S/P		
2.2C:Any Suit 5+					
3.2D:2M					
4.2H:H-m					
5.2S:S-m	DOUBLES				
6.2NT:2m	TAKEOUT DOUBLES				
VS. PREEMPTS	1m X =11P+				
X often NEG/TAKEOUT	X-NT =18+				
	X-2x =15p+				
					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
1C X=4-4M;1D=D+4H/S;1NT=6+C/D;2C=C+4H/S;2D=6+H/S	1.NEG DBL				
2H=5-5M;2NT=5-5m	2.LEAD DIRECTING DBL				
2C X=5-5M;2NT=5-5m;New Suit=5+	3.MAXIMUM OVERCALL DBL				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE	4.RESP DBL				
1x X XX=8P+ 1M X 1NT/2C/2D/2H/2S=CAPP	5.SUPP DBL/REDBL				
New Suit=4+,6P+	6.INV DBL				
1NT=8-10P;2NT=8-11,support	7.SOS REDBL				Psychics:
Double Jump New Suit=SPL					

OPENING BID DESCRIPTIONS							
Opening	Artific	Miaaln	Neg Db	Dscreiption	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	4H	11-21HCP	1NT=8-10HCP;2C=F1(10HCP+);2D/H/S=PRE;3C=PRE;2NT=INV;	X-Y-Z;Two Way Stayman	
					3D/H/S=SPL;4D/4H/4S=ERKCB		
1D		3	4H	11-21HCP	1NT=6-10HCP;2D=F1(10HCP+);2H/2S/3C=PRE;3D=PRE;2NT=INV;	X-Y-Z;Two Way Stayman	
					3H/3S/4C=SPL;4H/4S/5C=ERKCB		
1H		5	4D	11-21HCP	1NT=F1;2C/2D=FG;2H=8-10HCP;2S=PRE;2NT=Jacoby;	Two Way Stayman	Drury
					3C/3D=Bergen;3H=PRE;3S/4C/4D=SPL;4S/5C/5D=ERKCB;5H=TAB;		
1S		5	4D	11-21HCP	1NT=F1;2C/2D/2H=FG;2S=8-10HCP;2NT=Jacoby;		Drury
					3C/3D=Bergen;3S=PRE;4C/4D/4H=SPL;5C/5D/5H=ERKCB;5S=TAB		
1NT				14(good)-17HCP	2C=Stayman;2D/2H=TRF;2S=TRF C or ask H/L; 2NT=TRF D;	Smolen	
					3C =Ask 5M;3D/H=H/S Single;3S=5-5m		
					4C=RKCB;4D/4H=TRF;4NT=S/T;		
2C	Y			STR	2D=Relay;2H/2S/3C/3D=8P+,5+;2NT=10P+,BAL;3H/S=Solid	Kokish 2C/2D/2X/2NT=Weak	
2D	Y			H/S PRE	2H=Relay;New Suit=F1;2NT=Asking Bid;3H=PRE;2S=SUPP H	2D/2NT/3C,3D=H/S Weak	
				4th 10-13 6+D		3H,3S=H/S Strong	
2H	Y			5H+4m PRE	2NT=Asking bid;New Suit=Forcing;3C=P/C	2H/2NT/3C,D=H+C,D Weak	
				4th 10-13 6+H		3H,3S=H+C,D Strong	
2S	Y			5S+4m PRE	2NT=Asking bid;New Suit=Forcing;3C=P/C	2H/2NT/3C,D=S+C,D Weak	
				4th 10-13 6+S		3H,3S=S+C,D Strong	
2NT				20-21HCP	3C=PUPP Stayman;3D/3H=TRF;3NT=To Play;4D/4H=TRF;3S=minor Stayman		
3C/3D		7		PRE	New Suit=F1;4NT=RKCB;4C=ST(4D after 3C)		
3H/3S		7		PRE	New Suit=F1;4NT=RKCB;4C=ST		
3NT	Y			GAMBLING	4C/5C=P/C;4D=Ask;4M=To Play		
4C/4D		7		PRE	4NT=RKCB		
4H/4S		7		PRE	4NT=RKCB		
HIGH LEVEL BIDDING							
SPL KCB RKCB KB CUEBID							
1.SPL							
2.RKCB							
3.ERKCB							
4.Cue Bid							
5.KB							
6.TAB							