


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WORLD BRIDGE FEDERATION <b>CONVENTION</b> ♠♥♦♣ <b>CARD</b>			
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]	OPENING LEADS STYLE			CATEGORX: Precision	NEBO: JIN SUO	EVENT: ALL EVENTS	
		LEAD	IN PARTNER'S SUIT				
	SUIT	3rd/5th	3rd/5th				
1-level: 4 <sup>+</sup> cards, 6 <sup>+</sup> HCP; 2-level: 5 <sup>+</sup> cards; 10 <sup>+</sup> HCP;	NT	2nd/4th	2nd/4th	PLAYERS:DONGCHUNHUI-SHENGUANYU	SYSTEM SUMMARY		
	SUBSEQ						
INT OVERCALL(2 <sup>ND</sup> /4 <sup>TH</sup> LIVE;RESPONSES;REOPENING)	OTHERS: vs NT: K ask UB/CT; A/Q ask ATT; lead 01, Shift 02						
2nd LIVE: 15-18 HCP; RESP: 1 STAY;	LEADS			GENERAL APPROACH AND STYLE	STR 1♣		
4th LIVE: 12-15HCP; RESP: 2 STAY;	LEAD	VS. SUIT	VS. NT				
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	A	AKx (+); Ax (+)	AK (+)				
1-suit: WK, 5 <sup>+</sup> cards	K	KQ (+); AK	AKJ10 (+); KQJ(+);	Bidding Style: 5-card M ; 1♦=1st-2nd LIVE 3♦, 3rd-4th LIVE 0♦;	2♦=weak ♥/♠, 5-10HCP; 2♥/♠=♥/♠+m, 5-10HCP;		
4th seat 2NT=19-21HCP, BAL	Q	QJ (+); Qx	QJ (+); KQ10 (+); AQJ(+)				
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	J	HJ10 (+); J10 (+); Jx	J10 (+); HJ10 (+) ; Jx				
1NT=13-15HCP, BAL, 5M/6m OK, SINGLTON A/K/Q or D OK	10	H109(+); 109 (+); 10x	H10 9(+);109 (+)	2NT=♣+♦, 5-10HCP	3NT=Good 1M at 1st/2nd pos, 3rd-4th LIVE is to play		
Michaels CUE: (1m)-2m=55 <sup>+</sup> M's, 6 <sup>+</sup> HCP;Jump CUE=STOP asking;	9	9x;	AQT9 (+); 9x				
(1H)-2H=55 <sup>+</sup> S+C, 8 <sup>+</sup> HCP; (1H)-3C=55 <sup>+</sup> S+D, 8 <sup>+</sup> HCP;	HI-x	Sx; xxS; xxSx; xxxxS	Sx; Sxx; xSxS; xSxSx (+)				
(1S)-2S=55 <sup>+</sup> H+C, 8 <sup>+</sup> HCP; (1S)-3C=55 <sup>+</sup> H+D, 8 <sup>+</sup> HCP;	LO-x	HxS; HxSx; HxxxS (+);	HxS; HxxS(+); xSx	SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	SIGNALS IN ORDER OF PRIORITY						
vs WK 1NT: DBL=PEN; vs STR 1NT: DBL=PEN	SUIT	PARTNER'S LEAD	DECLARER'S			DISCARDING	
vs WK/STR 1NT: 2♣=44 <sup>+</sup> M's; 2♦=one M,WK; 2M=NAT,GOOD;		1	Hi=ENCRG			Hi/Lo=E	O=ENCRG
2NT=PUP 3C,WK 1m, or GOOD 1M;		2	Hi/Lo=E				E=DISENCRG
3m=Const; 3M=PRE	NT	1	Lo=ENCRG			Hi/Lo=E	O=ENCRG
4th LIVE(VS 13+ hcp 1NT): X=C, 11+HCP, 2C=M's, others nat.		2	Hi/Lo=E				E=DISENCRG
pass hand X=T/O D, 2C=M's, others nat.		3					
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)	SIGNALS(INCLUDING TRUMPS) vs NT: Smith Signal;						
T/O DBL THRU 4♥; vs 4S PRE: DBL=PEN; 4NT=55 <sup>+</sup> 2-suits;	Trumps: Hi/lo interested in ruff						
VS. ARTIFICIAL STRONG OPENGINGS	DOUBLES						
vs STR 1♣: DBL=M's; 1♣-Pass-1♦-DBL=M's;	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)						
INT=m's; 2♣/♦/♥/♠=NAT;	Maybe light with Classic Shape (9+HCP)						
vs STR 2♣:DBL=C, 2NT=m's, others nat	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			SPECIAL FORCING PASS SEQUENCES			
vs STR 2nt: x=m's, 3c=M's, 3NT=1m, others nat	Neg DBL THRU 4♥						
OVER OPPONENT'S TAKEOUT DOUBLE	Resp DBL THRU 3♣			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
New suit: 1-level= NF; 2-level=NF; 3-level=F	Max DBL						
RDBL=10+HCP,then 1-level X=T/O,2-lever X=PEN	Lightner DBL						
1♦-X-3♦=bad raise; 1♦-X-2NT=♦good raise	Support DBL THRU 2s			PSYCHICS:			

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♥	16*HCP	1♦=0-7HCP; 1♥/1NT/2m=8*HCP, 5*♥/♠/m; 1♠=8-13/16+HCP BAL; 2♥=14-15HCP BAL; 2♠/2NT/3♣/3♦=8+HCP, 4441, ♠/♣/♦/♥ singleton 3NT=8 M, no A or k in side suit 4♣/♦=TRF 4♥/4♠;	1♣-1♦; 1NT=16-18HCP, 2NT=22-24HCP, BAL 1♣-1♦; 2♥=kokish. 1♣-1♦-1♥=PUP1♠ 1♣-1♦-1♠-2♣=PUP2♦, any suit Support asking bids; 1♣-1♠-1NT=stayman	
1♦		3	4♥	11-15HCP 1st-2nd LIVE 3+♦, 3rd-4th LIVE 0+♦	1M=NAT, F1; 1NT=7-11HCP; 2NT=BAL, INV; 2♥/2♠=PRE; 2♣=NAT, no 4M, GF; 2♦=NAT, no 4M, F1; 3♣=NAT, INV 3NT=to play; 3M/4C=PRE; 4♥/4♠=to play;	2-way checkback; XYZ 1♦-2♣/♦-2M=M singleton/void	
1♥		5	4♥	11-15HCP, 5*♥ 3rd opening light is OK	1NT=4-12HCP semi-F; 1♥-2C=ask, FG except rebid 2H; 2♦=♦, GF; 2♠=NF; 2NT=7-12HCP, 4+H; 3♣/3♦=10-12HCP ♣/♦ INV; 3♥/4♥=PRE; 3♠/3NT/4♣=♠/♦/♣ SPL, 12-15; 4♠=TO PLAY	1♥-1♠; 1NT-?: 2-way checkback; 1♥-1♠; 2NT=6♥3♠, Max 1♥-1♠; 4♣/♦=♣/♦ SPL 1♥-1♠; 2♦/2♥-2♠=GF; 1♥-1♠; 2♦/2♥-3♠=INV 1♥-2♣; 2♦=min	Drury 1H-2S=4+H, S/C/D spl, INV
1♠		5	4♥	11-15HCP, 5*♠ 3rd opening light is OK	2♦=pup2h; 3♥=6+♥, INV; 3NT/4♣/♦=♥/♣/♦ SPL, 12-15; Others=same as 1♥ opening	1S-2NT=4+S, H/C/D spl, INV	
1NT			4♥	13-15HCP, 3rd opening 14-15HCP 5M/6m OK, SINGLTON A/K/Q or D OK	2♣=STM; 2♦=pup2♥; 2♥=trf2♠; 2♠=bal, inv or ♣; 2NT=3♦; 3♦=ask; 3NT=to play; 3M= (54) ♣+♦, OM singleton, FG; 4♣/4♦=TRF 4♥/4♠; 4♥/4♠=to play;	1NT-2♦-2♥-2♠-2NT-3♣: ♠/♠ 4441 1NT-2♦-2♥-2♠-2NT-3♦: ♦/♥ 4441	
2♣		5	4♥	11-15HCP, 6+♣ or 5♣+4M	2♦=Relay; 2M=NAT NF; 2NT=PUP 3♣; 3♣=3+♣, 8-10HCP 3♦/3S=NAT, INV; 4♣=PRE; 4♦=SPL, GF; 3♥=55+MS, INV	2♣-2NT; 3♣-3♦/♥/♠=♥+♠/♥+♦/♠+♦, GF 2♣-2NT; 3♣-3NT/4♣/4♦=♦/♥/♠, GF	
2♦	*	6		5-10HCP, Weak M 4 <sup>TH</sup> 2♦=6+♦ 11-13HCP	2H/2S/3H/3S/4H=P/C; 2NT=ask; 4♣=Transfer to bid long Major; 4♦=Direct bid long Major	2♦-2NT; 3♣/♦/♥/♠/NT=♥min/♠min/♠max/♥max/AKQXXX 2♦-2NT; 3NT-?4♣=Transfer to bid long Major, 4♦=Direct bid long Major;	
2♥	*	5		5-10HCP, ♥+m; 4 <sup>TH</sup> 2♥=NAT 11-13HCP	2NT=Relay; 3C=P/C; 3D=fit H, slam; 2♠=NF	2♥-2NT; 3♣/3♦/3♥/3♠=♣min/♦min/♣max/♦max	
2♠	*	5		5-10HCP, ♠+m. 4 <sup>TH</sup> 2♠=NAT 11-13HCP	Same as 2♥ opening		
2NT	*			55+, C+D, 5-10HCP	3♣/3♦/4♣/4♦/5♣/5♦=to play; 3♥=ASK; 3♠=NAT F 3NT/4H/4S=to play	2NT-3♥; 3♠/3NT/4♣/4♦=min55/max55/max6♠5♦/max6♦5♠	
3m		6		PRE	4om=RKCB; 4M=To play	<b>HIGH LEVEL BIDDING</b>	
3M		6		PRE	4♣=RKCB; 3♥-4♠=To play	RKCB 14/03; Blackwood 14/03/2; SPL	
3NT	*			Good 1M at 1st/2nd pos. 3rd-4th LIVE is to play	4♣=slam, 4♦=Direct bid Major;	DOPE; DOP1 EX-RKCB	
4m/4M		7		PRE	4NT=rkcb		
4NT	*			GOOD 1m	5♣/5♦/6♣=P/C; 5♥=if opening have 3 kc, to 7		
5m				PRE			