

Defensive and Competitive Bidding	Leads and Signals				Convention Card (Based on World Bridge Federation) 
Overcalls(Style; Responses; 1/2Level; Reopening)	Opening Leads Style				
1/1: 6-15, usually 5-card suit; 2/1: 9-15, good suit		Lead	In Partner's suit		
Response:1/1, 2/1, 2/2 NF; 3/2 GF;	Suit	2 nd /4 th	3 rd /5 th (2 nd /4 th after support)		
New suit jump=6+suit,12-14; Jump cue bid=mixed raise;	NT	2 nd /4 th with att	3 rd /5 th (2 nd /4 th after support)		
After 1/2/3M overcall: 2/3/4♠=ART,F1; cue bid=♠ inv+	Subseq	As above	As above		Category: Blue Nebo: China Players: Wang Nan/ REN Xingsi Event: All
	Others : 0/1				
1NT Overcall(2 nd /4 th Live; Responses; Reopening)	Leads				System Summary
2 nd Pos:15-18	Lead	VS. Suit	VS. NT		
4 th Pos:12-15	A	AKx(+);Ax(+)	Ax(+):AK		General Approach and Style
	K	KQx(+);AK	AKJ10(+);KQx(+);		
	Q	QJx(+); Qx;	QJ(+),KQ109(+)		
	J	J10; J10x(+);HJ10(+)	J10(+); HJ10()		
Jump Overcalls(Style; Responses; Unusual NT)	10	H10x;10x	10x; 109x; H109(+)		2♠= 6+♠ or 5♠4M
Suit: Weak	9	H9x	9x; 98x(+)		2♦= Majors preempts, 2♥/2♠/3♠/3♦/3♥/3♠=Nat preempts
Unusual NT: (1m)-2NT=♥+om; 1M-(2NT)=ms	HI-x	x xx (+)	x x ; x xx (+)		2NT=20-21
Reopen: 6+cards,12-15	LO-x	Hxx x (+);_x x	Hxx x (+);Hxx x ;		3NT=V: Gambling; NV: Good 7+m preempts
	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
Direct cue bid = Micheals;	Suit	1 Lo=Enc.	Hi=Odd	O/E	1♠=16+,any
Jump cue bid = Ask stopper		2 Hi=Odd	S/P		2♦=Majors
		3 S/P			3NT=V: Gambling; NV: Good 7+m preempts
	NT	1 Lo=Enc.	Hi=Odd	O/E	
		2 Hi=Odd	S/P		
Vs. NT(vs. Strong/Weak; Reopening; PH)	3	S/P			
Double=Penalty;2♠=Ms; 2♦=one M; 2♥/2♠=♥/♠+m; 2NT=ms;	Signals(Including Trumps): Regular Smith vs NT				
PH: X=5m4M					
VS. Preempts(Doubles; Cuebids; Jumps; NT Bids)	Doubles				
Lebensohl					
(Weak 2M): 4♠=OM+♠, 4♦=OM+♦;					
	Takeout Double(Style; Responses; Reopening)				
	10+, May be light with classic shape;				
	Response: cue bid=F1				
VS. Artificial Strong Opengings					
VS. 1♠(or 1♠-1♦): DBL=Ms; 1NT/2NT=ms					
VS. 2♠: DBL=Ms; 2NT=ms					Special overcalls
Over Opponent's Takeout Double	Special, Artificial & Competitive Doubles / Redoubles				Michaels, Leaping Michaels
1♦ (X) XX/1♥/1♠/1NT/2♠/2♦/2♥=TRF; 2♠=♦ inv+; 2NT=54m, const	Supporting double				Unusual NT
1M (X) 1NT~2M-1=TRF, 2M=weak raise	Responsive double				
1M (X) 2NT=4+M					Important Notes that Don't Fit Elsewhere
1M (X) 3♠/3♦/4♠/4♦=Fit showing					
	Special Forcing Pass:				PSYCHICS:
	1♠-(4M or higher)-Pass=Forcing				Rare

Opening	Tick if Artificial	Min. No. of Cards	Neg. Dbl THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♠	√	0	4♥	16+hcp, any	1♦=0-7; 1♥/1♠/2♠/2♦=5+cards,GF; 1NT=8-10/16+,bal; 2♥=14-15, bal; 2♠/2NT/3♠/3♦=(4441), short in ♠/♣/♥/♦; 3♥/♠=solid ♠/♥,no A/K aside; 4♠/♦=transfer to 4♥/♠	1♠-1♦: -2♥=kokish; -3♥=4♥5+♦; 3♠=55m,GF; 1♠-1♦-1M-2♠=pup to 2♦; 1♠-1♦-1M-1♠/1NT-2NT=ART,GF; 1♠-2♠/2♦: +1=relay 1♠-1NT-2♠: -2♦/♥/♠=♥/♠/no 4M; -3♠/♦/♥/♠=♠+x/♠+♥/♦+♠/♦+♥	
1♦		1	4♥	11-15hcp,1+♦	1♥/♠=F1; 2♠/2♦= 4+♠/♦,GF; 2♥=5♠4+♥,7-10 2♠=55m,8-11; 3♠/♦=const; 3♥/♠=pre; 1NT/2NT/3NT=8-11/12-13/13-15,bal;	Two-way checkback; 1♦-1M-2NT=6♦3M; 1♦-1M-2M: +1=ask 1♦-1♠-2♠/2♦: -2♥=pup to 2♠, to play or any GF; -others=inv 1♦-2m-2M=4M4+m; 1♦-2NT: -3♠=pup to 3♦; -3♦/♥/♠=♦, short in ♠/♥/♠	
1♥		5	4♦	11-15hcp,5+♥	1♠=4+♠,F1; 1NT=0-12,NF; 2♠/♦=2+♠/5+♦,GF; 2♥=7-10,raise; 3♦=3♥ inv; 3♥=pre; 2♠/3♠=6/7+♠,const; 2NT=4+♥,inv+; 3♠=nat, inv; 3NT/4♠/4♦=♠/♠/♦ spl	Two-way checkback 1♥-1♠-2NT: 6♥3♠,max 1♥-2NT: -3♠=inv; -3♦=GF; 3♠/4♠/4♦=short 1♥-2♥-2NT=ask	Drury
1♠		5	4♥	11-15hcp, 5+♠	Same as above 3NT/4♠/4♦=♥/♠/♦ spl	Two-way checkback 1♠-2NT: -3♠=inv; -3♦=GF; 4♠/4♦/4♥=short; 1♠-2♠-2NT=ask	Drury
1NT			4♥	14-16 bal or semi-bal Possible 5M/6m/singleton	2♠=STM; 2♦/♥=TRF; 2♠=ask(bal inv/55m weak/bal SI) 2NT=pup to 3♠(6+♠ or 6+♦ short ♠); 3♠=6+♦; 3♦=55m, FG; 3♥/♠=4-card♠/♥(maybe 5M332), game choice; 4♦/♥=Texas	1NT-2♠-2♦-2♥=♥♠44+,weak; 1NT-2♦-2♥-2♠=any inv 1NT-2♦/♥-2♥/♠-2NT/3♠=4+♠/♦; 1NT-2♠-2NT/3♠=min/max; 1NT-2♠-2NT/3♠-3♦=bal, SI, -3♥/3♠=short M,54m	
2♠		5	4♥	6+♠ or 5♠4M	2♦=ask; 2♥/2♠=nat,NF; 2NT=pup to 3♠(weak or 55GF); 3♠=pup to 3♦(♦ or 55M inv); 3♦/3♥/3♠=nat, inv; 4♦=RKCB	2♠-2♦-2M-2NT=relay; 2♠-2♦-3♠-3♦=relay 2♠-2NT-3♠-3♦/3♥/3♠=55♠+♥/♥+♦/♠+♦	
2♦	√	0		3-10hcp, ♠♥(44/54/55+, depend on vul)	2NT=ask; 3♠/3♦=F1(V)/NF(NV) 4♠/4♦=ART	V vs NV: 2NT-3♠/3♦=min/max, 55M; -3♥/3♠=6+♥/6+♠; 3NT=66+ Others: 2NT-3♠=any min, -3♦=5+♥/5+♠, max; -3♠=55+, max 2♦-4♠-4♦/4♥=longer ♥/♠; 2♦-4♦-4♥/4♠=longer ♥/♠	
2♥		5		3-10hcp, PRE	2NT=Ogust; New Suit=F1(V)/NF(NV)		
2♠		5		3-10hcp, PRE	2NT=Ogust; New Suit=F1(V)/NF(NV)		
2NT			4♥	20-21 bal	3♠=STM;3♦/3♥=TRF; 3♠=minor STM 4♠/4♦/4♥/4♠=♥/♠/♠/♦, SI		
3♠		6		3-10hcp, PRE	New Suit=F1(V)/NF(NV); 4♦=RKCB;		
3♦		6		3-10hcp, PRE	New Suit=F1(V)/NF(NV); 4♠=RKCB		
3♥		6		3-10hcp, PRE	New Suit=F1(V)/NF(NV); 4♠=RKCB		
3♠		6		3-10hcp, PRE	New Suit=F1(V)/NF(NV); 4♠=RKCB		
3NT	√			Gambling(V) Good 7+m PRE(NV)	4♠/4♦/5♠=P/C		
4♠		7		3-10hcp, PRE			
4♦		7		3-10hcp, PRE			
4♥		7		To Play			
4♠		7		To Play			
4NT	√			Minor suit, 9-9.5 tricks			
5♠		8		To Play			
5♦		8		To Play			
						HIGH LEVEL BIDDING	
						RKCB: 14/03/2/2+Q; DOPI; DEPO;	
						ERKCB or 4♠/4♦ RKCB for PRE: 0/1/1+Q/2/2+Q	

