

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WORLD BRIDGE FEDERATION CONVENTION ♠♥♦♣ CARD			
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]	OPENING LEADS STYLE				CATEGORY: Precision – BLUE NEBO: HONG KONG, CHINA PLAYERS: KF MAK / WK LAI			
1-level: 4+cards, 6+HCP; 2-level: 5+cards; 10+HCP		LEAD		IN PARTNER'S SUIT				
RESP: New suit: 1/1 F1; 2/1 NF; 3/1 NAT INV; 2/2 F1; 3/2 Fit jump	SUIT	3 rd /5 th ; 0/1		3 rd /5 th				
Jump raise=PRE; Cue=F1; jump cue=mixed	NT	2 nd /4 th ; 0/1		2 nd /4 th				
1NT OVERCALL(2 ND /4 TH ;RESPONSES;REOPENING)	SUBSEQ	Same as above		Same as above		OTHERS: At 5 or higher level: A is cashing; K ask COUNT		
2 nd /4 th : 15+-18 HCP; RESP: system ON	LEADS				SYSTEM SUMMARY			
Reopening: 11+-15/13-16 HCP (vs 1m/1M); RESP: system ON	LEAD	VS. SUIT		VS. NT		GENERAL APPROACH AND STYLE		
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	A	AKx(+); Ax(+)		AK(+)				
1-suit: WK, 5+cards	K	KQ(+); AK		AKJ10(+); KQ(+)				
2-suits: Unbid lower 2-suits	Q	QJ(+); Qx		QJ(+); AQJxx; KQ109(+)				
Reopening 2NT=19-21 HCP BAL	J	HJ10(+); J10(+); Jx		J10(+); HJT(+); Jx		STR ♣		
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	10	H109(+); 109(+); 10x		H109(+); 109(+)		Bidding Style: 5-card M (RESP:1NT=semi-F); 1♦=2+♦;		
Michaelis CUE: (1m)-2m=55+M; (1M)-2M=55+oM&m	9	9x; 9xx		H98x; 9xx; 9x		1NT=10+-13(1 st /2 nd NV)/13+-16HCP, BAL		
Jump CUE=STOP asking	HI-x	Sx; xxS; xxSx; xxxxS		Sx; Sxx; xSxS; xSxSx(+)		2/1= FG except direct rebid		
(1m)(if not promise)-3m=NAT	LO-x	HxS; HxSx; HxxxS(+)		HxS; HxxS(+)				
	SIGNALS IN ORDER OF PRIORITY							
		PARTNER'S LEAD		DECLARER'S	DISCARDING	SPECIAL BIDS THAY MAY REQUIRE DEFENCE		
	SUIT	1	Lo=ENCRG	Lo/Hi=Even	Lo=ENCRG	2♦=WK 2M / 4414(3 rd /4 th)		
		2	Hi/Lo=ODD	S/P	S/P	2♥=4414 / NAT(3 rd /4 th)		
		3	S/P			2♠=WK 5♠4+m / NAT(3 rd /4 th)		
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	NT	1	Lo=ENCRG	Lo/Hi=Even	Lo=ENCRG	3NT=Gambling (solid 7-8m, no A in side suit)		
vs WK 1NT: DBL=PEN; PH X=5+m4+M or 6♦		2	Hi/Lo=ODD	S/P	S/P			
vs STR 1NT: DBL=PEN; Reopening/PH X=5+m4+M or 6♦		3	S/P					
vs WK/STR 1NT: 2♣=44+M; 2♦=6+M; 2M=5M4+m	SIGNALS(INCLUDING TRUMPS) vs NT: std Smith							
2NT=both minor, int+	Trumps: Hi/lo interested in ruff or S/P							
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)	DOUBLES							
T/O DBL THRU 4♦; vs 4M PRE: DBL=OPT; 4NT=55+ 2-suits;	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)							
vs 3m: 4m=55+om&M; 4♦=55+M	Maybe light with Classic Shape (9+HCP)							
VS. ARTIFICIAL STRONG OPENGINGS	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES				SPECIAL FORCING PASS SEQUENCES			
vs STR 1♣: DBL=Majors, 1NT=Minors	Neg DBL THRU 4♥							
1♣ (P) 1♦: DBL=Majors, 1NT=Minors	Resp DBL THRU 3♠							
	Max DBL				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
OVER OPPONENT'S TAKEOUT DOUBLE	Lightner DBL							
New suit: 1-level=F1; 2-level=NF; 1M-(DBL)-TRF under 2M;	Support DBL THRU 2M							
RDBL=10+HCP, then X=T/O; 1M-(X)-3m/3M=Fit jump/PRE					PSYCHICS: Rare			
1♦-(X)-2M=NAT; 1♦-(X)-2NT=PRE; 1♦-(X)-3♣=♣+♦; 1♦-(X)-3♦=INV								

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♥	16+HCP UNBAL or 17+ BAL	1♦=0-7HCP; 1M/2m=8+HCP, 5+; 1NT=8-13/16+HCP BAL; 2♠=14-15HCP BAL;	1♣-1♦: 1NT/2NT=16+-19/21+-23HCP BAL 1♣-1♦: 2♥=♥ or 24+HCP BAL	2♠=55+m, 8-10
					2♥=8+HCP, 4(441)/4(450); 2NT=8+HCP, 1444/0445;	1♣-1♦-1M: 2♣=3M 5-7 or WK ♣	
					3m=6+m; 3M=7+M; 4♣/♦=TRF 4♥/4♠	1♣-1♦-1M: 7-8 BAL/1444	
1♦		2	3♠	11-13HCP if BAL, 11-15HCP if UNBAL;	1M=Nat F1; 1NT=7-11HCP; 2NT=INV no 4M; 2m=5+m, FG; 2♥=55+M, 5-9; 2♠=55+m, 8+HCP;	XYZ; 2NT always PUP 3♣ 1♦-1♥: 1♠=4+♦4♠ (if 1st/2nd seat VUL)	
					3X=NAT, NF; 3NT=To play; 4♣/♦=TRF 4♥/4♠		
1♥		5	4♥	11-15HCP, 5+♥	1NT=7-12HCP; 1♥-2m=FG except rebid 3m; 2NT=FG BAL; 2♠=4+♥ FG; 3♣=3♥ INV; 3♦=4+♥ INV;	2 way checkback; 2NT PUP 3♣; 4SGF 1♥-1♠-2♥: 2NT=any FG; 3m=4♠6+m NF	Rev Drury 2NT=4+M, 8+-11
					3♥/4♥=PRE; 3♠=♠ SPL; 3NT/4♣=♣/♦ SPL;	1♥-1♠: 2NT=6♥3♣, Max	Jump shift=Fit-showing
					4♠=To play; 4NT=RKCB; 5m=Exclusive RKCB	1♥-1♠: 3NT/4♣=♣/♦ VOID; 4♦=6♥4+♠	
1♠		5	4♥	11-15HCP, 5+♠	3♣=4+♠ FG; 3♦=3♠ INV; 3♠=4+♠ INV; 3NT/4♣/♦=♣/♦/♥ SPL;		
					Others=similar as 1♥ opening		
1NT			4♥	10+-13(1st/2nd NV)/13+-16HCP, BAL	2♣=STAY; 2♦/2♥=TRF;	1NT-2♠-2NT: 3♦=♦ SPL or 4♦	
				5M/6m OK, singleton A/K OK	2♠=ASK range/6+♠; 2NT=55+m WK/6+♦;	1NT-2♠-3♠: 3♦=♦ SPL or 6♠ BAL	
					3♠=PUPPET; 3♦=55+m FG;	1NT-2NT: 3♣=♣>♦; 3♦=♦>=♣	
					3♥=31(54); 3♠=13(54); 4♣/♦=TRF 4♥/4♠	1NT-3♦: 3M=STOP; 3NT=STOP in both M	
2♣		5	4♥	11-15HCP, 6+♣ or 5♣+4M	2♦=Relay; 2M=NAT NF; 2NT=PUP 3♣; 3♦/3M=NAT INV; 3NT=To play		
2♦	*	0		WK 2M, could be light when FAV	2NT=Relay; 3m=NAT F1; 2M/3M/4♥=P/C;	2♦-2NT: 3♣/♦=♥/♠ min; 3♥/♠=♠/♥ max	
				3rd/4th 2♦=4414/4405 11-15HCP	4♠=TRF M(F pass); 4♦=Bid M(No F pass); 4M=To play	2♦-(2M)-DBL=P/C; 2♦-(3m)-DBL=PEN	
2♥		4		4414/4405 11-15HCP	2NT=ASK; 3♦=NAT NF; 3M/4♠=INV	2♥-2NT: 3♣=4414 min; 3♦=4414 max;	
				3rd/4th 2♥=NAT PRE/10+-13HCP		2♥-2NT: 3M=4405 good suit; 3NT=4405 max	
2♠		5		WK 5+♠4+m (5-5+ if VUL)	2NT=Relay; 3♣/4m/5♠=P/C; 3♦=♠ INV;	2♠-2NT: 3♣/♦=4+♠/♦ min; 3♥/♠=5+♠/♦ max	
				3rd/4th 2♠=NAT PRE/10+-13HCP	3♥=NAT NF; 4♥=To play		
2NT	*			19+-21HCP, BAL	3♠=ROMEX; 3♦/3♥/4♦/4♥=TRF; 3♠=54+m;		
					3NT=PUP 4♣; 4♠=55+M; 4♠=55+m	HIGH LEVEL BIDDING	
3m		6		PRE	3X=F1; 4om=ST; 4M=To play; 4NT=weak RKCB		
3M		6		PRE	4♠=ST; 4M=To play; 4NT=weak RKCB		
3NT	*			Gambling (7-8 solid m, no A in side suit)	4♣/5♠=P/C; 4♦=ASK SPL;		
					4M=To play; 5NT=GSF	DEPO; weak RKCB 0/1/1.5/...	
4x	*	7		PRE	4♦=ASK SPL; 4M=To play; 4NT=RKCB		
4NT				Good minor, 10-11 tricks	5♠=P/C; 5♦=ASK Void;		