

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION CONVENTION ♠♥♦♣ CARD 	
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]	OPENING LEADS STYLE					
		LEAD	IN PARTNER'S SUIT			
	SUIT	3rd/5th				
	NT	4th				
	SUBSEQ				CATEGORX: 2/1	
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)	OTHERS: vs NT: K ask UB/CT; A/Q/J ask ATT;				NEBO: CHINA	EVENT: ALL EVENTS
	LEADS				PLAYERS: HUANG WM	WU YU
2 nd 1nt=16 18	LEAD	VS. SUIT	VS. NT		SYSTEM SUMMARY	
4 th 1nt=12 15	A	AK	ASK FOR ATT			
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	K	Kq/ak doubleton	UB/CT		GENERAL APPROACH AND STYLE	
	Q	QJ	ATT			
	J	J10	ATT		1m 3+ 12-21	
	10				1M=5+ 12-21	
	9				1nt= (14) 17 5M available	
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	HI-x				2d= 10p- Ms PREE	
	LO-x	ENC			3nt=unsolid minor PREE	
Cuebid M=ask for stp	SIGNALS IN ORDER OF PRIORITY					
Cuebid m=nat			PARTNER'S LEAD	DECLARER'S	DISCARDING	SPECIAL BIDS THAY MAY REQUIRE DEFENCE
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	SUIT	1	ATT	CT	OE	
		2	CT	S/P	OE	VS PRECISION 1C: X=Ms, 1nt=ms
		3	S/P			
X=pen 2c=Ms 2d/h/s=nat	NT	1	ATT	CT	O/E	
2nt=ms 3c=nat good hand		2	CT	S/P	O/E	
3d/h/s=strong hand		3	S/P			
	SIGNALS(INCLUDING TRUMPS)					
	UDCA					
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)	DOUBLES					
X=T/O ; cuebid =micheal; jump=good hand	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)					
VS. ARTIFICIAL STRONG OPENGINGS						
X=Ms, nt=ms	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES					SPECIAL FORCING PASS SEQUENCES
Same as 1c / 1d ?						
OVER OPPONENT'S TAKEOUT DOUBLE						Forcing pass after FG sequence established
						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Xx=10+						PSYCHICS: Rare
1 level new suit= f ; 2 level nf						

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥		2c=possitive; 2d=Ms; 2h=nat to play; 2s=inv deny 4M 2n=fg bal; 3c=weak ; 3d/h/s=to play	Xyz, JORDAN	
1♦		3	4♥		2d= possitive; 2h=Ms 3-8; 2s=inv deny 4M ; 2nt=fg, 3x=nat	Xyz, JORDAN	
1♥		5	4♥		1nt f; 3m=bergen; 3h=pree; 3s/4c/d=splt; 2nt= fg nat 2s=pree; 3nt=splt	Xyz, JORDAN	Rever drury ; 2nt=4 fit; Jump fit
1♠		5	4♥		1s-4h to play Others same as 1h		Rever drury ; 2nt=4 fit; Jump fit
1NT			4♥	(14) 17, 5M possible	2c stm; 2d/h trsf; 2s=minor stm; 2nt/3c; trsf to 3c/d ; 3d= 4441/ 4414	1nt- 2nt , 3c- 3d/h/s=singleton 1nt- 2s, 2nt- 3c=ms weak, 3d= ms inv	
2♣	*	5	4♥	22+hcp or 9+ winner tricks	2d=waiting; 2h--3d=8+hcp nat		
2♦	*	0		10p- Ms preemptive			
2M		6		Single suit pree	2nt=Ogust ; new suit f1		
2NT				20 21 bal			
3m		6			New suit f	HIGH LEVEL BIDDING	
3M		6				RKCB 1403	
3NT	*			Unsolid minor pree	4c/d=P/C, 4nt=RKCB	EKCB	
						After pree 0314 1.5 2	
4m		8				DEPO	
4M		7					