

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION CONVENTION CARD ♠♥♦♣ 		
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)		OPENING LEADS STYLE			CATEGORYX: NEBO: CHINA EVENT: ALL PLAYERS: LIAO ZHENGJIANG (廖正江) XIE ZHAOBIN(谢召彬)		
			LEAD	IN PARTNER ' S SUIT			
1/1=8-17HCP, 4+Cards, 2/1=10-18HCP, 5+Cards		SUIT	3rd/5th	3rd/5th			
DBL=T/O or Any Good Hand		NT	4th	3rd/5th			
RESP: 1/1, 2/1, 3/2 Cue F1, 2/2=NF		SUBSEQ	3rd/5th; ATT	3rd/5th; ATT	SYSTEM SUMMARY		
		OTHERS:					
MB Less HCP in BAL Seat		LEADS					
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT	VS. NT			
		A	AKx(+); Ax(+); AKJ10(+)	AQ10xx(+), AKx(+)			
2 nd Seat: 16-18HCP, SYS ON		K	KQ; AK; KQJ(+); KQx(+)	KQ109(+);AKJ10(+);	GENERAL APPROACH AND STYLE		
4 th Seat: 13-15HCP,SYS ON		Q	QJ; QJx(+); Qx	QJ; QJx KQJ(+); KQx(+)			
Ooo		J	J10; J10x(+), HJ10 (+)	J10; J10x; QJ10(+) HQJX			
		10	109x(+);;10x, H109(+)	10x; 109x; J109(+) HJ10X			
Pre		9	9x;	98x(+); 109XX			
Unusual 2NT=10+HCP ♣♦55		HI-x	HxSx; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx	Opening:1M=5+ 1C=2+ 1D=4+ 2/1 GF		
		LO-x	HxS; HxxxS; xxS; xxxxS(+)	HxS; HxxS(+)	1NT=15-17HCP 2C=Strong		
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)		SIGNALS IN ORDER OF PRIORITY			After 1C Transfer Respond		
			PARTNER ' S LEAD	DECLARER ' S	DISCARDING	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Michaels Cue=8+HCP		SUIT	1 Hi=ENC	Hi/Lo=E	Hi/lo=ENC		
Jump Cue=Western Cue			2 Hi-Lo=E	SP	Hi=E		
			3 SP		SP		
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		NT	1 Lo=ENC	Hi/Lo=E	Hi/Lo=ENC		
DBL=Values or Pen			2 Lo-Hi=Odd	SP	SP	2♥=Weak Major, 6+ (3-10HCP)	
2♣=2 majors, 2♦=1 major			3 SP		Hi=E	2♠=Weak Major,6+(3-10HCP)	
2♥: ♥+minor		SIGNALS(INCLUDING TRUMPS) S/P			2NT=20-21HCP		
2♠: ♠+minor		Hi-Lo= Smith Caring vs NT			3NT=Gambling with solid m7		
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)		DOUBLES			Unusual 2NT=9+HCP, ♣♦55+		
DBL=T/O, 2X-(DBL)-P-(Lebensohl)		TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)			Michael Cuebid= ♥♠54+		
2NT=16-18HCP, Nat		T/O DBL THROU 4♥, No SUPP DBL, RESP DBL THROU 3♠					
VS. ARTIFICIAL STRONG OPENGINGS		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES					
(1C) X=Maiors (1C)1NT=Minors		2♦(Multi)-DBL=Values					
		Neg DBL THRU 4♥					
		Resp DBL THRU 3♠					
		MAX DBL					
OVER OPPONENT ' S TAKEOUT DOUBLE		Lignter DBL					
XX=9+HCP, Pen Seeking		Support DBL			PSYCHICS: RARE		

open	A rt	min car ds	neg. dbl	Decription	Responders	Subsequent action	Pass hand bidding
1C		2	3S	11-21P	1D/H=H/S4+, 1S=noM, 2C=D5+FG; 2D=C5+INV	After 1c-1d-1nt: 2D FG	Fit jump showing
					2H/S=H/S, play 2NT=FG	After 1c-1M-1nt: two way checkback; note 5	
1D		4	4D	11-21P	2D=D4+INV 2H/S=M5 to play /inv 2NT=INV	Two way checkback; note 5	Fit jump showing
					3C/3M=6+, inv		
1H		5		11-21P	2S=Pre, 3C=4H+, 7-9 or 15+ spl; 3D=4H+, 10-12	Two way checkback; note 5	Fit jump showing
					3H=pre, 3S=S spl 3NT=Cspl 4C=D spl		Reverse drury
					2NT=4H+ GF		2nt=m's; Fit showing
1S		5		11-21P	3C=4+S, 7-9 or 15+ spl; 3D=4+S, 10-12; 3H=Hinv	note 4, note 5	same as 1H
1NT				15-17P	2c=stay, 2d/2h/2nt/3c=tran	Smolen tran: note 7	
				odd shapes ok	2s=ask, 3d=5M stay or Baron		
					3M=4441(M), 4c=gerber, 4d/h=tran		
2C				FG except 22-23	2D=wait, 2M/3m=NAT, 8+p	2C-2D-2H: kokish relay	
				bal	3M/4m=good suit; 5-7, 3nt=1 solid suit		
2D				5H/4+S	2NT=ask, 3m=NF 2M/3M/4H=P/C		
					4C=H ST, 4D=S ST		
2H		6		weak	2NT=ask,		
2S		6			2NT=ask,		
2NT				20-21	3C=stay, 3D/H=tran, 3S=m's stay		
3bids		6			New suit=F1, 4C(4D vs 3C)=RKCB		
3NT				m pre	4D=ask	over 4d: 4M=SPL, 5m=Om spl	
4C		7		weak			
4D		7		weak		High level bidding	
						Blackwood; gerber; rkcb	

