



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		
1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP;		SUIT	3rd/5th	3rd/5th		
RESP: New suit=F1 after 2/1 overcall; Jump shift=NAT, INV;		NT	4th	4th		
Jump raise=PRE;		SUBSEQ	Same as above	Same as above		
		OTHERS: vs NT: K ask UB/CT; A ask ATT;			CATEGORX: Precision- BLUE	
		LEADS			NEBO:CHINA EVENT: ALL EVENTS	
					PLAYERS:Sun yanhui Feng xuefeng	
INT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT	VS. NT		
		A	AKx (+); Ax (+)	AK (+)		
2nd/4th LIVE: good 15-18 HCP; RESP: system on;		K	KQ (+); AK	AKJ10 (+); KQ109(+);		
Reopening: good 11-15HCP; RESP: system on		Q	QJ (+); Qx	QJ (+); KQ (+); AQJXX		
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		J	HJ10 (+); J10 (+); Jx	J10 (+); AQJxx; Jx		
		10	H109(+); 109 (+); 10x	HJ10 (+); 109 (+)		
		9	9x; 9xx	H109x; 9xx; 9x		
		HI-x	Sx; xxS; xxSx; xxxS	Sx; Sxx; xSxS; xSxSx (+)		
		LO-x	HxS; HxSx; HxxxS (+);	HxS; HxxS(+)		
		SIGNALS IN ORDER OF PRIORITY			SYSTEM SUMMARY	
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)			PARTNER'S LEAD	DECLARER'S	DISCARDING	
Michaels CUE: (1m)-2m=54+ M's, (1M)-2M=54+ OM+m, 8+HCP		SUIT	1 Hi=ENCRG	Hi/Lo=Even	O/E	
Jump CUE=STOP asking;			2 Hi/Lo=Even	S/P	HI=2	
			3 S/P		Lo=1	
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		NT	1 Lo=ENCRG	Hi/Lo=Even	O/E	
vs WK/STR INT: DBL=PEN;			2 Hi/Lo=Even	S/P	Hi=2	
vs WK/STR INT: 2♣=44+ M's; 2♦=ONE M opening value			3 S/P		Lo=1	
2M=ONE M,WK; 2NT=2m,54+		SIGNALS(INCLUDING TRUMPS) vs NT/suit: Smith Signal;			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
		Trumps: Hi/lo interested in ruff			2♦=WK 2M;	
					2♥=H+S,4-10HCP;	
					2♠=5♠+4+m, WK;	
					3NT=Gambling (solid 7-8m, no A in side suit)	
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)				
		Maybe light with Classic Shape (9+HCP)				
VS. ARTIFICIAL STRONG OPENGINGS						
vs STR 1♣: DBL=M's; INT=m's; 1♦=♥suit 1♥=♠suit 1♠=♣suit		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
2♣=♦suit						
VS 2♠:DBL= M's						
		Neg DBL THRU 4♥			(NOTE 27)	
		Resp DBL THRU 3♠				
		Max DBL			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENT'S TAKEOUT DOUBLE		Lightner DBL				
		Support DBL THRU 2M				
New suit: 1-level= F1, 2-level=F;1M-(DBL)-TRF under 2M;					PSYCHICS: Rare	
Raise=PRE; Jump shift=NAT PRE; RDBL=PEN						

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; 2♥/2NT/3♣/3♦=8+HCP, 4441♠/♣/♦/♥	1♣-1♦; 1NT=17-19HCP, 2NT=22-24HCP, BAL Note 1-7	
1♦		1	3♠	11-13HCP if BAL, 11-15HCP if UNBAL;	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, INV, 2m=5+m, F1; 2♥=M's55,WK; 2♠=m's ,8-12HCP; 3NT=to play; 3♣=suit,inv,3x=suit ,WK	2-way checkback; Note 8-14	
1♥		5	4♥	11-15HCP, 5+♥	1NT=4-12HCP, NF; 1♥-2m=FG except rebid 3m; 2♠=10-12HCP,4♥+, 2NT=BAL, FG; 3♣= 4+♥FG; 3♦=10-12HCP 3+♥ SUPP; 3♥=4-9HCP,4♥+ 3♠=♠SPL,11+ ,4+♥;3NT/4♣= ♣/♦SPL 11+, 4+♥; 4♠/5m=TO PLAY; 4NT=RKCB vs ♥	1♥-1♠; 1NT-?: 2-way checkback; 1♥-1♠;2NT=6♥3♠, Max 1♥-1NT;2♣=Could be 2-cards	Drury Jump shift=Fit-showing
1♠		5	4♥	11-15HCP, 5+♠	3NT/4♣/4♦=♣/♦/♥SPL,11+HCP;4+♠; 3♥=10-12HCP,4♠+; Others=same as 1♥ opening		
1NT			4♥	14-16HCP, BAL, 5M/6m/Stiff OK	2♣=STAY; 2♦/2NT/3♣=TRF; 2♠=Ask range; 3♦=Asking for 5-card M; 3M=M-SPL, FG; 4♣=Gerber; 4♦/4♥=TRF; 4♠=m's;	Note 15-19	
2♣		5	4♥	11-15HCP, 6+♣ or 5♣+4M	2♦=Relay; 2M=NAT NF; 2NT=PUP 3♣; 3♣=pup to 3♦ 3♦/3M=NAT, INV; 3NT=to play; 4♦=RKCB vs ♣	Note 20-22	
2♦	*	0		WK 2M,	2NT=Relay; 3m=Nat F1; 2♥/3M/4♥=P/C; 2♠=INV vs ♥; 4♣=TRF M; 4♦=Bid M; 4♠=NAT, to play	2♦-(2M)-DBL=P/C; 2♦-(3m)-DBL=PEN Note 23	
2♥		4		H+S,4-10,HCP	2NT=Relay;	Note 24	
2♠		5		5+♠ + 4+m, WK	2NT=Relay; 3m/4m/5♣=P/C; 3♥=NAT, NF; 4♥=To play	Note 25	
2NT	*			20-21HCP, BAL	3♣=STAY; 3♦/3♥/4♦/4♥=TRF; 3♠=54+ m's; 4♣=Gerber; 4♠=55+ m's		
3m		6		PRE	3x=F1; 4♣=RKCB(3♣-4♦=RKCB); 4M=To play	HIGH LEVEL BIDDING	
3M		6	PRE	4♣=RKCB; 3X=F1, 4♥-4♠=To play			
3NT	*			Gambling (7-8 solid m, no A in side suit)	4♣5♣=P/C, 4♦=Ask SPL; 4M=to play; Note 26	RKCB 14/03; Blackwood 14/03; Cue;	
4m	*	7		PRE	4M=To play; New suit=CUE; 4NT=RKCB	D0PI; DOPE;	
4M				Suit to play	4NT=RKCB; 5X=CUE		
4NT				Asking special A	5♣=no A or ♣A; 5♦=♦A; 5♥=♥A; 5♠=♠A		

Note 1: 1♣- 1NT
 2-2♦=8-10HCP or 16+HCP, 4-card ♥
 -2♥=8-10HCP or 16+HCP, 4-card ♠
 -2♠=8-10HCP or 16+HCP, no 4M
 -2NT=(4333), 11-13HCP
 -3♣=4♣+4any, 11-13HCP
 -3♦=4♦+4♥, 11-13HCP
 -3♥=4♥+4♠, 11-13HCP
 -3♠=4♠+4♦, 11-13HCP
 2♦/2♥/2♠/2NT=NAT♦/♥/♠/♣, SUPPORT ASKING

Note 2: 1♣- 2♠
 2NT-3♣=4♣+4any
 -3♦=4♦+4♥
 -3♥=4♥+4♠
 -3♠=4♠+4♦
 -3NT=(4333)

Note 3: 1♣- 1NT
 2♣- 2♦
 2♥=♥ fit
 2♠=5+♠
 2NT=waiting
 3m=5+m

Note 4: 1♣- 1NT
 2♣- 2♠
 2NT=relay, then:
 -3m=4+card m
 -3♥=2344
 -3♠=3244
 -3NT=33(43)

Note 5: 1♣-2♥=1♠444, 8+HCP
 2=ask range, then 3♠ ask Control
 suit=set trump, ask range
 After 1♣-2NT; 1♣-3♣; 1♣-3♦: same as above

Note 6: 1♣--2♣
 2♦=ask, then
 --2♥=8-10CP
 --2♠=4♠, 11-13HCP
 --2NT=6+♣, 11+HCP
 --3♣=4+♦, 11+HCP
 --3♦=4+♥, 11+HCP
 --3♠=5332, 14-15HCP
 --3NT=5332, 12-13HCP
 2NT=5+♦

Note 7: 1♣--2♦
 2♥=ask, then
 --2♠=8-10
 --2NT=4+♣, 11+HCP
 --3♣=6+♦, 11+HCP
 --3♦=4+♥, 11+HCP
 --3♥=4+♠, 11+HCP
 --3♠=5332, 14-15HCP
 --3NT=5332, 12-13HCP
 2NT=5+♥

Note 8: 1♦-1♥
 2♠=Max, 6+♦ + 3♥ or 6♦5♠
 2NT=Max, 6+♦, BAL
 3♦=Max, 6+♦, UNBAL
 3♥=Max, 4♥+5♦
 4♦=6♦+4♥

Note 9: 1♦-1♠
 2NT=Max, 6+♦ + 3♠

3♦=Max, 6+♦
3♥=4♠ Supp, ♥-SPL, Max
3♠=Max, 4♠+5♦

Note 10: 1♦-1♥
1♠-1NT/2M=Nat, NF
-2♣=PUP to 2♦
-2♦=ART, FG
-2NT=TRF ♣
-3x=Nat, FG

Note 11: 1♦-1♥
1♠-2♣
2♦-Pass=To play
-2M/3m/2NT=Nat, Inv
-3♥=♥ HHxxxx, Inv
-3NT=5♥(332), NF

Note 12: 1♦-1♥
1♠-2♦
2♥=3-card ♥, Min
2♠=4♠4♦, Min
2NT=NAT, no 3-card ♥
3♣=4144/40 (54)
3♦=4♠5+♦, Max
3♥=4351/4360, Max

Note 13: 1♦-1♥
2♠-2NT=relay
3♣=♣-SPL
3♦=2362
3♥=♠-SPL
3♠=5♠6♦

Note 14: 1♦-1♠
2NT-3♣=Pup to 3♦
3♦=♦ Fit FG
3♥=♥ Suit FG
3♠=♠ Fit FG

Note 15: 1NT-2♣
2♦-2♥=5♥4♠, INV
-2♠=5+♠, INV
-2NT/3m=NAT, INV
-3M=5OM4M, FG
-4♣=6♥4♠, slamish
-4♦=6♠4♥, slamish
-4M=6M4OM, to play

Note 16: 1NT-2♣
2♥-2♠=5+♠, INV
-2NT/3m/3♥=NAT, INV
-3♠=4+♥ SUPP, slamish
-3NT=NAT, promise 4-card ♠

Note 17: 1NT-2♣
2♠-2NT/3m/3♠=NAT, INV
-3♥=4+♠ SUPP, slamish
-3NT/4♠=to play

Note 18: 1NT-2♠
2NT=MIN
3♣=MAX

1NT-2♠
2NT-3♣=55+ m's, WK
-3♦=BAL, slamish
-3M=M-SPL, m's, FG

Note 19: 1NT-2♦

2♥-2♠=PUP 2NT,INV
-2NT=BAL,INV
-3m/3♥=NAT,FG
-3♠/4m=SPL,
-4♥=slamish, BAL, NF

Note 20: 2♣-2♦
2♥=4-card ♥
2♠=4-card ♠
2NT=Max, 6+♣, BAL
3♣=Min, 6+♣
3♦=Max, 6♣+4♦ or 1♦
3M=Max, M SPL
3NT=Max, solid ♣
4♣=7+♣

Note 21: 2♣-2NT(Pup to 3♣)
3♣-3♦=♦ good suit,FG
3♥=♥ good suit,FG
3♠=♠ good suit,FG

Note 22: 2♣-3♣
3♦-Pass♦ suit, NF
-3♥=5♥+5♦, FG
-3♠=5♠+5♦, FG
-3NT=55 M's,FG

Note 23: 2♦-2NT
3♣=MIN, bad ♥ suit
3♦=MIN, bad ♠ suit
3♥=Max, ♠ suit
3♠=MAX, ♥ suit

Note 24: 2♥-2NT
3♣=bad suit
3♦=M's, No Nin
3♥=5♥4♠+
3♠=5♠4♥+
3NT=55+, MAX

Note 25: 2♠-2NT
3m=5♠+4/5m, MIN
3♥=5♠+5♣, MAX
3♠=5♠+5♦, MAX
3NT=5♠+6m

Note 26: 3NT-4♦
4M=M-SPL
4NT=m-SPL
5m=7m222

Note 27: Defense OPPT's 3NT opening
(3NT)-DBL=14+HCP
-4♣=54+ M's
-4♦=one M
-4M=55+ M+m

Note 28: Defense OPPT's 2M(WK) opening
(2M)-DBL=T/O
-2NT=NAT, 16-18HCP
-2OM/3m/3OM=NAT
-3NT=Tricks
-4m=55+ m+OM
