


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				WORLD BRIDGE FEDERATION CONVENTION CARD				
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]		OPENING LEADS STYLE				CATEGORX: Precision– BLUE		NEBO: CHINA	EVENT: ALL EVENTS	
			LEAD	IN PARTNER'S SUIT						
1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP;		SUIT	3rd/5th	3rd/5th		♠♥♦♣		CARD		
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;								
		LEADS				PLAYERS: Wangwenfei Liuyiqian				
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT		VS. NT		SYSTEM SUMMARY			
		A	AKx (+); Ax (+)		AK (+)					
2nd/4th LIVE: good 15-18 HCP; RESP: system on;		K	KQ (+); AK		AKJ10 (+); KQ109(+);		GENERAL APPROACH AND STYLE			
Reopening: good 11-15HCP; RESP: system on		Q	QJ (+); Qx		QJ (+); KQ (+) ;					
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		J	HJ10 (+); J10 (+); Jx		J10 (+); AQJxx; Jx		STR ♣			
		10	H109(+); 109 (+); 10x		HJ10 (+); 109 (+)					
1-suit: WK, 5+cards		9	9x; 9xx		H109x; 9xx; 9x		Bidding Style: 5-card M (RESP:1NT=F1); 1♦=2+♦; Multi 2♦;			
2-suits: Unbid lower 2-suits		HI-x	Sx; xxS; xxSx; xxxxS		Sx; Sxx; xSxS; xSxSx (+)					
Reopening 2NT=18-20HCP, BAL		LO-x	HxS; HxSx; HxxxS (+);		HxS; HxxS(+)		2♥=4414/4405, 11-15; 2♠=5♠+4+m, 6-10HCP;;			
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)		SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAY MAY REQUIRE DEFENCE				
				PARTNER'S LEAD	DECLARER'S					DISCARDING
Michaels CUE: (1m)-2m=55+ M's, (1M)-2M=55+ OM+m, 8+HCP		SUIT	1	Lo=ENCRG	Hi/Lo=Odd	Hi/Lo=Odd	2♦=WK 2M;			
Jump CUE=STOP asking;			2	Hi/Lo=Odd	S/P	S/P	2♥=4414/4405, 11-15HCP;			
			3	S/P			2♠=5♠ + 4+m, WK;			
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		NT	1	Lo=ENCRG	Hi/Lo=Odd	Hi/Lo=Odd	3NT=Gambling (solid 7-8m, no A in side suit)			
			2	Hi/Lo=Odd	S/P	S/P				
			3	S/P						
vs WK 1NT: DBL=PEN; vs STR 1NT: DBL=6m+4M		SIGNALS(INCLUDING TRUMPS) vs NT/suit: Smith Signal;								
vs WK/STR 1NT: 2♠=44+ M's; 2♦=one M; 2M=5M+4+m;		Trumps: Hi/lo interested in ruff								
2NT=STR any 2-suits;										
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. ARTIFICIAL STRONG OPENGINGS		Maybe light with Classic Shape (9+HCP)								
vs STR 1♣: DBL=M's; 1NT=m's; Others=NAT		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES				SPECIAL FORCING PASS SEQUENCES				
VS 2♣:DBL=♣		Neg DBL THRU 4♥				(NOTE 27)				
		Resp DBL THRU 3♠				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
		Max DBL								
		Lightner DBL								
OVER OPPONENT'S TAKEOUT DOUBLE		Support DBL THRU 2M				PSYCHICS: Rare				
New suit: 1-level= F1, 2-level=NF;1M-(DBL)-TRF under 2M;										
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♥=8+HCP, 4 (441); 2NT=8+HCP,1444	1♣-1♦; 1NT=17-19HCP, 2NT=23-24HCP, BAL Note 1-5	
1♦		2	3♠	11-13HCP if BAL, 11-15HCP if UNBAL;	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, INV, no 4M; 2m=5+m, F1; 2♥=55 M's, 6-10; 2♠=55 m's, 6-10; 3NT=to play; 3x+=NAT, PRE	2-way checkback; 1♦-1♥; 1♠=promise 4+♦4♠ Note 6-15	
1♥		5	4♥	11-15HCP, 5+♥	1NT=7-12HCP , F1; 1♥-2m=FG except rebid 3m; 2♠=FG raise, BAL; 2NT=BAL, FG; 3♣=9 - 11HCP 4+♥; 3♦=7 - 9HCP 4+♥ SUPP; 3♥/4♥=PRE 3♠=10-12, any SPL; 3NT(♠)/4♣/4♦=SPL 13+, 4+♥; 4♠/5m=Exclusive RKCB vs ♥; 4NT=RKCB vs ♥	1♥-1♠; 1NT-?: 2-way checkback; 4SF=FG 1♥-1♠; 2NT=6♥3♠, Max 1♥-1♠; 3NT=6♥4♠, MAX; 1♥-1NT; 2♣=Could be 2-cards	Drury Jump shift=Fit-showing
1♠		5	4♥	11-15HCP, 5+♠	3♥=FG raise, BAL; 3NT=10-12, any SPL; 4x=SPL, 13+HCP; Others=same as 1♥ opening		
1NT			4♥	14-16HCP, BAL, 5M/6m OK, SPL H OK	2♣=STAY; 2♦/2♥/2NT/3♣=TRF; 2♠=Ask range; 3♦=m-SPL,FG; 3M=M-SPL, FG; 4♣=Gerber; 4♦/4♥=TRF; 4♠=m's;	Note 16	
2♣		5	4♥	11-15HCP, 6+♣ or 5♣+4M	2♦=Relay; 2M=NAT NF; 2NT=PUP 3♣; 3♣=PUP3D; 3♦/3M=NAT, INV; 3NT=to play; 4♦=RKCB vs ♣	Note 17-18	
2♦	*	0		WK 2M, could be light when FAV	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 19	
2♥		4		4414/4405, 11-15HCP	2NT=Relay; 3M=INV; 3m=NAT,NF;	Note 20	
2♠		5		5+♠ + 4+m, WK	2NT=Relay; 3m/4m/5♣=P/C; 3♥=NAT, NF; 4♥=To play	Note 21	
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; 3♣-4♦=Ask SPL; 4M=To play	HIGH LEVEL BIDDING	
3M		6		PRE	4♣=Fit and slamish; 3♥-4♠=To play		
3NT	*			Gambling (7-8 solid m, no A in side suit)	4♣5♣=P/C, 4♦=Ask SPL; 4M=to play; 5NT=GSF	RKCB 14/03; Blackwood 14/03; Cue; 5NT GSF; SPL	
4x	*	7		PRE	4♦=Ask SPL; 4M=To play; New suit=CUE; 4NT=RKCB	DEPO;	
4NT				Good minor,10-11tricks	5♣=P/C; 5♦=Ask Void;		

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

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♥=NAT
 2NT=waiting
 3m=5+m
 2♠=4-card ♠, then:
 -3♠=4-card ♠
 -3m=4-card m
 -3♥=3433

Note 4: 1♣-1NT
 2♣-2♠
 2NT=relay, then:
 -3m=5-card m
 -3♥=2344
 -3♠=3244
 -3NT=33(43)

Note 5: 1♣-2♥=4(441), 8+HCP
 2♠=ask, then:
 2NT=4441
 3♣=4414
 3♦=4144

 1♣-2NT=1444, 8+HCP

Note 6: 1♦-1♥
 2♠=MAX, 6+♦ + 3♥ or 6♦5♠
 3♥=MAX, 4♥+5♦
 4♦=6♦+4♥

Note 7: 1♦-1♠
 2NT=MAX, 6+♦ + 3♠
 3♥=4♠ SUPP, ♥-SPL, MAX
 3♠=MAX, 4♠+5♦
 4♦=6♦+4♠

Note 8: 1♦-1♥
 1♠-1NT/2M=NAT, NF
 -2♣=PUP 2♦
 -2♦=ART, FG
 -2NT=TRF ♣
 -3x=NAT, FG

Note 9: 1♦-1♥
 1♠-2♣
 2♦-Pass=To play
 -2M/3m/2NT=NAT, INV
 -3♥=♥ HHxxxx, INV
 -3NT=5♥(332), NF

Note 10: 1♦-1♥
 1♠-2♦
 2♥=3-card ♥, MIN
 2♠=4♠5♦, MIN
 2NT=NAT, no 3-card ♥
 3♣=4144/40 (54)
 3♦=4♠5+, MAX
 3♥=4351/4360, MAX

Note 11: 1♦-1♥
 2♠-2NT=relay
 3♣=♣-SPL
 3♦=♠-SPL
 3♥=2362
 3♠=5♠6♦

Note 12: 1♦-1♠
 2NT-3♣=relay
 3♦=♣-SPL
 3♥=♥-SPL
 3♠=3262

Note 13: 1♦-2♦
 2♥=BAL 4+cardS ♦
 2♠=4♦+4M, HAVE SPL
 2NT=BAL, 2/3-cards ♦
 3♣=4♦+5♣
 4♣/3M=SPL, MAX
 3♦=5+♦ M SPL

1♦ 2♦
 2♥ 2♠:RELAY
 2NT:4♦,NO 4M
 3♣=5♣
 3♦=5+♦
 3♥/♠=4♥/♠

1♠ 2♠
 2♥ 2NT
 3♣-(311)51 OR 4441 MIN
 3♦-6♦ 3361
 3♥/♠=4♥/♠+OM SPL
 3NT-1111 MAX
 4♣=4450,MAX

1♠ 2♠
 2♥ 2NT
 3♣ 3♦·REFI ΔV
 3♥/♠·4♥/♠+♠SPL
 3NT·1111 MIN
 4♣=4450,MIN

Note 14: 1♦-2♣
 2♦=5+♦
 2♥=4♣,BAL,MAYBE HAVE 4M
 2♠=3♣,HAVE SPL
 2NT=BAL,NO 4♣
 3♣=4-card ♣, M HAVE SPL
 3♦=6+♦, MAX
 3M=M-SPL, 5+♦ 4+♣, MAX
 4♣=55+ m's, MAX
 4♦=6♦+4♣, MAX

1♦ 2♣
 2♥ 2♠:RELAY
 ?2NT: 4♣ BAL,NO 4M
 3♣:4♦+5♣
 3♦:5♦+4♣
 3♥/♠: 4♥/♠ +4♣

1♦ 2♣
 3♣ 3♦:RELAY
 3♥/♠: ♥/♠ SPL

Note 15: 1♠-2♠
 2♥-2NT·REFI ΔV
 2♣-(411)53 OR (40)63 MIN
 3♦-(311)63
 3♥/♠: 4♥/♠+OM SPL,MAX

1♠ 2♠
 2♥ 2NT
 3♣ 3♦·REFI ΔV
 3♥/♠: 4♥/♠+OM SPL MIN

1♦ 2♣
 2♠ 2NT
 3♦ 3♥:RELAY
 ?3♠:♥ SPL
 3NT:♠ SPL

Note 16: 1NT-2♣

2♦-2♥=5♥4♠, INV
 -2♠=5+♠, INV
 -2NT=INV
 -3M=5OM4M, FG
 -4♣=6♥4♠, slamish
 -4♦=6♠4♥, slamish
 -4M=6M4OM, to play
 -3m=F
 1NT-2♣
 2♥-2♠=5+♠, INV
 -2NT/3♥=NAT, INV
 -3♠=4+♥ SUPP, slamish
 -3NT=NAT, promise 4-card ♠
 -3m=F
 1NT-2♣
 2♠-2NT/3♠=NAT, INV
 -3♥=4+♠ SUPP, slamish
 -3NT/4♠=to play
 -3m=F

1NT-2♠
 2NT=MIN
 3♣=MAX

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

1NT-2♦
 2♥-2♠=PUP 2NT
 -2NT/3m/3♥=NAT, INV
 -3♠/4m=SPL,
 -4♥=slamish, BAL, NF

Note 17: 2♣-2♦

2♥/♠=4-card ♥/♠
 2NT=MAX, 6+♣
 3♣=MIN, 6+♣
 3♦=MAX, 6♣+4♦
 3M=MAX, 6♣4M
 3NT=MAX, solid ♣
 4♣=7+♣

2♣-2♦
 2♥/♠-2NT=F

Note 18: 2♣-2NT

3♣-Pass=PRE raise
 -3♦=55 M's, INV
 -3♥=55 ♥+♦, FG
 -3♠=55 ♠+♦, FG
 -3NT=16-18HCP, 3-card ♣
 -4♣= ♣RKCB
 -4♦/4M=Exclusive RKCB vs ♣

Note 19: 2♦-2NT
 3♣=NOT BAD
 3♦=♥, MIN
 3♥=♠, MIN
 3♠=♥, MAX, good suit.
 3NT=♠, MAX, good suit
 4♦/4♥=TRF 4♥/4♠

2♦-2NT
 3♣-3♦=TRF M at 4-level if MAX+bad suit, Bid 3M if MIN+good suit

Note 20: 2♥-2NT
 3♣=4414, MIN
 3♦=4405, MIN
 3♥=4414, MAX
 3♠=4405, MAX
 3NT=4414, MAX, ♦ A/K

Note 21: 2♠-2NT
 3m=5♠+4/5m, MIN
 3♥=5♠+5♣, MAX
 3♠=5♠+5♦, MAX
 3NT=5♠+6m
 4m=6♠+5m

Note 22: 3NT-4♦
 4M=M-SPL
 4NT=m-SPL
 5m=7m222

Note 23: After our T/O DBL over OPPT's 1♠ opening
 (1♠)-DBL-(P)-1NT=ART, INV at most
 -2m/2♥=4+card, WK
 -2♠=ART, FG
 -3m/3♥=5+cards, INV

(1♠)-DBL-(P)-1NT
 -2m=3+m
 -2♥=5+♥, 16+HCP
 -2NT=19+HCP, BAL

(1♠)-DBL-(P)-1NT
 -2m -(P)-Pass=to play
 -2♥=4-card ♥, INV
 -2♠=10-12HCP, no 4-card ♥, no ♠-STOP
 -3m=5m + 4♥, INV
 -3♥=5m + 5♥, INV

Note 24: (1♠)-DBL-(P)-1NT
 (2♠)-P -(P)-3m=5m + 4♥, INV
 -3♥=4-card ♥, INV
 -2NT=NAT
 -DBL=BAL, 10-12HCP, no 4-card ♥, no ♠-STOP

Note 25: Defense OPPT's 3NT opening
 (3NT)-DBL=14+HCP
 -4♣=54+ M's
 -4♦=one M
 -4M=55+ M+m

Note 26: Defense OPPT's 2M(WK) opening
 (2M)-DBL=T/O
 -2NT=NAT, 16-18HCP
 -2OM/3m/3OM=NAT
 -3NT=Tricks
 -4m=55+ m+OM

NOTE 27:1 ♣ OPENING AND FG RESPONSES WHEN OPP,S OVERCALL HIGHLEVEL
PASS=FP a.WANT TO PEN
b.STRONG HAND SLAMISH
DBL=HAVE FIT ,WANT TO BID.