

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	3 rd /5 th	3 rd /5 th						
8-16HCP	SUIT	3 rd /5 th	3 rd /5 th						
CUE BID=FIT or STR;	NT	4 th	4 th						
NEW SUIT=NF;	SUBSEQ	As Above	As Above						
JUP BID=PRE;	OTHERS: Special lead inquire special return				CATEGORX: Precision				
3-level jump cue bid=FIT, INV+; 4-level jump cue bid=SPL;	LEADS				NEBO: Tianjin Normal University				
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)	LEAD	VS. SUIT	VS. NT	PLAYERS:					
	A	AK(+); A(x)	AK(+); AK; A(x)	SYSTEM SUMMARY					
	K	KQ(+); AK; K(x)	K(x);AKJ10; KQ109	GENERAL APPROACH AND STYLE					
	Q	QJ(+); Q(x)	KQ(+); QJ(+); Q(x)						
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	J	J10(+); KJ10(+); J(x)	J10(+); KJ10(+); J(x)	Precision					
	10	109(+); H109(+); 10(x)	H109(+); 10(x); H not J	Light opening style					
1-Suit:WEAK。	9	9(x); 98x(+); H98(+)	98x(+); H109(+)	Bergen					
2-Suit: Unusual NT=LOWER TWO SUIT , 5-5+。 ()	HI-x	xxSx; Sx	xSxx(+); Sx						
	LO-x	xxS	xSx; HxxS	1NT Openings: 14-16					
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	SIGNALS IN ORDER OF PRIORITY				2 OVER 1 Responses:FG, except for 1♦-2♦				
		PARTNER'S LEAD	DECLARER'S	DISCARDING	SPECIAL BIDS THAY MAY REQUIRE DEFENCE				
	SUIT	1	Hi=ENC	Hi/Lo =Even	S/P				
		2	Hi/Lo =Even	S/P		2♦=4414 or 5404;			
3		S/P			3NT=♣/♦ WEAK				
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	NT	1	Hi=ENC	Hi/Lo =Even	S/P				
		2	Hi/Lo=Even	S/P					
		3	S/P						
CAPP: DBL=PEN; 2♠=M's, 54+; 2♦=M;	SIGNALS(INCLUDING TRUMPS): exculsive discard								
2♥=♥+m 54+; 2♠=♠+m 54+; 2NT=m's; 3X=PRE;									
All bid depend on V / strength / shape									
Pass hand vs. NT and 4th seat vs. STR NT = same as above									
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)	DOUBLES								
Vs. opp's WK2M: Lebensohl convention; 4♣/4♦=♣/♦+OM 55;									
2M-3M= ASK STOP	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)								
VS. ARTIFICIAL STRONG OPENGINGS	11+ with classic shape								
	Reopen maybe lighter; Resp:Cue bid only forcing								
Vs. strong 1♠: DBL=M's 1NT= m's;	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES				SPECIAL FORCING PASS SEQUENCES				
	T/O 4♥				1X-(DBL)-REDBL = F to 2NT 1NT-(2X)-DBL-(2Y)-P = F to 2NT				
	RESP DOUBLE 4♥				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
	SUPP DOUBLE < 2♠								
OVER OPPONENT'S TAKEOUT DOUBLE	L/D DOUBLE								
	INV DOUBLE				PSYCHICS: RARE				
1x=F; REDBL=10+;									

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	Y	0	4♦	16+ HCP	1♦=0-7; 1♥/1♠/2♠/2♦=8HCP+, 5+♥/♠/♣/♦; 1NT/2♠=8-13 or 16hcp+/14-15 BAL; 2♥/2NT/3♣/3♦=8+, 1444/4441/4414/4144; 3♥/3♠=4-7, 7♥/♠; 4♣/4♦=4-7, 8♥/♠ with A or K; 4♥/4♠=4-7, 8♥/♠ without A or K; 3NT:Gambling	1♣-1♦-: 2♥/2♠/3♣/3♦=STR 3♥/3♠/4♣/4♦=22+, (4441)SPL, 2NT=22HCP+	
					1M=4+ suit; 2NT=INV; 3♠=6+, INV; 3♠/♥/♦=weak 2♠=4+GF; 2♥/2♠=weak, 6+ 3NT=to play; 2♦=♦4+ INV+; 1NT=8-11	1♦-1M-1NT-: 2♠=relay to 2♦; 2♦=GF; 2NT=relay to 3♠;	
1♥		5	4♥	11-15, 5+♥	1♠=Normal 4+♠; 1NT=F1; 2/1=FG; 2♥=6-10, 3♥ fit weak; 2♠=weak, 6+; 3♠=fit 7-9HCP ; 2NT=13+ bal; 2/1=FG 3♦=fit 10-12; 4♥ fit; 3♠/4♣/4♦=H fit, 14+, SPL♠/♣/♦;	Pass-1M	
1♠		5	4♥	11-15, 5+♠	1NT=F1; 2/1=FG; 2♠=6-10, 3♠ fit weak; 3♦= fit 10-12; 3♥=inv 6+; 3♠=fit 7-9; 3♠=PRE; 4♣/4♦/4♥= fit, 14+, SPL♠/♦/♥;		
1NT	Y			14-16 Bal M5/m6/m1 ok	2♠/2♦=ask M; 2♥/2♠=To play 2NT=TRF ♠/♦; 4♣/4♦=TRF♥/♠, 4♥/4♠=to play; 3♥/3♠=♥/♠SPL, FG, 5431; 3NT=TO PLAY 4NT=INV 6NT	1NT-2♠-2♥/2♠=4M; 2♦=no 4M; 1NT-2D-2H-2S=FG;	
2♣		5	4♥	11-15, 6+♣ or 5+♣+4M	2♦=asking; 2♥/2♠=suit, NF; 3♦/3♥/3♠=NAT INV; 3♠=3♠ fit; 4♣= weak FIT 4♦=RKCB 2NT=TRF to 3c	2♠-2♦-: 2M=4M; 3♠=6+♠, MIN; 2NT=BAL, MAX; 3♥/3♠=6+♠, MAX SPL 3♦=suit/spl	
2♦	Y	0		WK M's 54+	2NT=asking; 2♠/3♥/3♠/4♥/4♠=P; 3♠/3♦=NAT F1	3♠=(54)min; 3♦=55min; 3♥/♠=45/54max; 3NT=55max	
2♥	Y	5		5-10, WK 6+	2NT=asking; 2♠/3♣/3♦=NAT F1; 3♥=fit WK;	3♠=min; 3♦=max, good suit; 3♥=max;	
						3♠=max good suit	
2♠	Y	5		5-10, WK 6+	2NT=asking; 3♠/3♦/3♥=NAT F1; 3♠=fit WK;		
2NT	Y			20-21 BAL	3♠=stm; 3D/3H=trf; 3S=ask m; 4♠=trf♦; 4♦/4♥=TRF		
3♣		7		PRE	3♦/3M=F1;		
3♦		7		PRE	3M/4♠=F1;		
3♥		7		PRE	3♠=NAT, F1;		
3♠		7		PRE	4M= To play; 4m=nat F1;	Forcing Pass	
3NT	Y			Gamling, 7+STRONG m	4♣=c play, DSUIT BacktoD 4♦=CSUIT TO5c;		
4♣		7		PRE	4♦=RKCB, 4H/S=TO PLAY		
4♦		7		PRE	4H/S=TO PLAY 4NT:ask A		
4NT	Y			♣+♦	5♣/5♦=TO PLAY		
4♥/4♠		7		PRE	4♠= To play; 5♠/5♦=3-step CAB; 4NT=RKCB		
5♣/5♦		8		PRE			

