


Defensive and Competitive Bidding		Leads and Signals			<div>Convention Card (Based on World Bridge Federation)</div> <div></div>	
Overcalls(Style; Responses; 1/2Level; Reopening)		Opening Leads Style				
1/1 overcalls: 8-15; 2/1 overcalls: opening strength ,5+;			Lead	In Partner's suit		
Responses:1/1, 2/1 or 2/2 NF CONST; 3/2 GF;	Suit	3 rd /5 th		3 rd /5 th (Attitude if Raised)		
1NT=8-11,NF; Jump shift= 10-, PRE; Jump Raise=10-, PRE;	NT	2 nd /4 th		3 rd /5 th		
CUE: F with new suit, STR bal. or STR Raise;	Subseq	Same		Same		
	Others :	0/2 Honors; 2 nd from 4 small(VS. NT)				
1NT Overcall(2 nd /4 th Live; Responses; Reopening)		Leads			Category: Blue Nebo: China Players: ZHANG Yuhan/ REN Xingsi	
2 nd Position:15-18HCP with stopper	Lead			VS. NT		
Responses: Bid as 1NT opening	A	AKx(+);Ax(+)		Ax(+);AK	General Approach and Style	
4 th Position:12-15HCP with stopper	K	KQx(+);AK		AKJ10(+);KQ109(+)	1♣=ART, Strong.	
	Q	QJx(+); Qx;		QJ10(+);KQx(+);	1♦ can be without ♦. 5-card Majors Opening;	
	J	J10; J10x(+);		J10(+); J10x(+);AQJ(+)	1NT=14-16,May Contain 5M or 6m or Single Honor;	
Jump Overcalls(Style; Responses; Unusual NT)		10	109x(+);HJ10(+)		2♣=6+♣ or ♣-♥/♠ 5-4;	
Jump Shifting=10-, PRE;	9	9x; 98x(+)		9x; 98x(+);H109(+)		
Responses: Bid as PRE opening	HI-x	xx;		xx Hxxx;; Hxx;	2/1 Game Forcing;	
2NT/4NT=Unusual NT	LO-x	x; xxx; xxxxx		x; xxx; xxxxx		
Reopen: 6+cards,12-15HCP	Signals in Order of Priority					
Direct and Jump Cuebids(Style; Responses; Reopen)			Partner's lead	Declarer's lead	Discarding	Special Bids they May Require Defence
Direct Cue Bid = Michaels;	Suit	1	Hi=Enc.	Hi=Even	Hi=Enc.	2♦ opening= PREE, both Majors,(5-4)+.
Jump Cuebids = Ask for a Stopper, Want to Play 3NT;		2	Hi=Even	S/P		3NT solid minor, usually 7 cards, no Ace or King aside
		3	S/P			
Vs. NT(vs. Strong/Weak; Reopening; PH)		NT	1	Low=Enc.	Hi=Even	Roman
Double=16+;2♣=Ms 5+4+;2♦=one M;2♥/2♠=5+/4+m;2NT=minors;	2		Hi=Even	S/P		
3♣/3♦/3♥/3♠=PREE; 3NT=To Play (usually with a STR minor)	3		S/P			
VS. Preempts(Doubles; Cuebids; Jumps; NT Bids)		Signals(Including Trumps): S/P When give partner a ruff;				
Double=T/O (thru 4♥)					Hi in trumps = Ruff interest. SMITH VS. NT.	
NT Overcall=16-18 with stopper						
Jumps are constructive						
(2M)4♣/♦=5+5+ ♣/♦+oM						
VS. Artificial Strong Openings		Doubles				
VS. 1♣: DBL=4+-4+Ms; 1NT=5+-4+ms						
VS. 2♣: DBL=5+-5+Ms; 2NT=5+-5+ms						
Over Opponent's Takeout Double		Takeout Double(Style; Responses; Reopening)				
XX=10+HCP, then PEN DBL;					May be light with classic shape; then CUE=F;	
1M (X) 1NT=3+M, 7-10HCP;					Cheapest New suit=0-7HCP; 1NT=8-10HCP;	
1M (X) 2NT=4+M, INV+					Jump Shift=8+HCP CONST;	
1M (X) 3C/3D=4+M, 5+C/D, 7+HCP						Special overcalls
		Special, Artificial & Competitive Doubles / Redoubles				
					1NT(X)XX: forces 2♣, single suit;SOS RDBL;	
					Supportive DBL/RDBL;	
					Responsive DBL, Game-try DBL;	Important Notes that Don't Fit Elsewhere
					Lead-directing DBL.	4th suit GF without opening pass.
		Special Forcing Pass:				PSYCHICS;
						Rare

Opening	Tick if Artificial	Min. No. of Cards	Neg. Dbl THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	√	0	4♥	16+ HCP, any hand	1♦=0-7HCP;1♥/1♠/2♣/2♦=8+HCP,5+ cards, GF; 1NT=8-13/16+HCP BAL.;2♠=14-15HCP BAL; 2♥=any 4441,8-11HCP; 2NT/3♣/3♦/3♥=12+ HCP,4441, singleton ♣/♦/♥/♠; 3♠=solid minor, 7 cards;4♣/♦=transfer to 4♥/♠;	1♣-1♦-1NT/2NT:same subsequent series as 1NT/2NT opening; 1♣-1♦-2♥=Kokish;1♣-1NT-?:2♣=stayman;2♦/♥/♠/NT=5+♦/♥/♠/♣; 1♣-2♣-2♦/1♣-2♦-2♥=range asking, Answer: +1=MIN. 1♣-2♥-2♠/NT=ask for singleton/void; 1♣-2♠-2NT=ask for feature	
1♦	√	0	4♥	11-15 HCP	1♥/♠=usually 6+HCP,4+♥/♠ F1;1NT/2NT=6-11/12-13HCP; 2♣/2♦=13+HCP,5+♣/♦,GF; 3♣/3♦=6+♣/♦,inv.; 2♥/2♠=5♠4♥,7-10/11-12HCP;4♣/♦=transfer to 4♥/♠;	1♦-1♥/♠-1♠/1NT-2♣=Any INV, 2♦=Any GF; 1♦-1♥/♠-2NT=6+♦,3-card♥/♠,MAX.1♦-1♥/♠-2NT-3♣=transfer to 3♦; 1♦-1♥-2♥/1♦-1♠-2♠:3+♥/♠ UNBAL. or 4+♥/♠, -2NT=ask for feature. 1♦-1♥-3♥-3♠/1♦-1♠-3♠-3NT=ask for Single/Void; 1♦-1♠-2♥-2NT=transfer to 3♣;	
1♥		5	4♦	11-15HCP, 5+♥.	1♠= usually 6+HCP, 4+♠,F1; 1NT=usually 6-12HCP,F1; 2♣/♦=13+HCP,3+♠/5+♦,GF; 2♥=8-10HCP, 3+♥,Raise; 2NT=7-13'HCP, 4+♥; 3♥/4♥=4+♥, PREE; 2♠/3♠=6+/7+♠,constructive;3♣/♦=6+♣/♦,inv.; 3NT/4♣/♦=12-15HCP,♠/♣/♦ Splitter;4NT= asking As;	1♥-2♣/♦-2♥:can have only 5♥;1♥-1♠-1NT-2♣=Any INV, 2♦=Any GF; 1♥-1♠-2x: 2♠=GF;2♦=4♠6♦,NF. 1♥-1♠-2♠:3+♠ UNBAL. or 4+♠, -2NT=ask for feature. 1♥-2NT: 3♣=range asking, inv.;3♦=GF; 3♥=to play;	2♣=Drury
1♠		5	4♥	11-15HCP, 5+♠	Same as above. 2♥=13+HCP,5+♥,GF;3♥=6+♥,inv.; 3NT=12-15HCP,♥ Splitter	Same as above. 1♥-2♣/♦/♥-2♠:can have only 5♠; 1♠-1NT-2♥-3♣-3♦=relay.	2♣=Drury
1NT			4♥	14-16 HCP BAL., May Contain 5M or 6m or Single Honor	2♣=Stayman(usually 9+HCP,could be 0+HCP with S/V ♣); 2♠=range asking;2♦/2♥/2NT/3♣/4♣/4♦=Transfer; 3♦=6+♦,S/V ♣;3♥/♠=4441, single♥/♠,GF;	1NT-2♦-2♠/1NT-2♥-2NT: MAX, with good fit, -2NT/3♥ transfer to 3♥/♠; SMOLEN;1NT-2♦-2♥-2♠=transfer to 2NT;1NT-2♠-?:2NT=MIN,3♣=MAX; 1NT-3♥-3♠-3NT=forcing, usually waiting for ♣ cuebid; 1NT-3♠-4♣/♦/♠=♥/♦/♣ fit, not MIN.	
2♣		5	4♥	11-15 HCP,6+♣ or ♣-♥/♠ 5-4	2♦=8+HCP, ask; 2♥/2♠=5+♥/♠,NF;2NT=inv.; 3♣=8-10HCP,3+♣;3♦/3♥/3♠= 5+♦/♥/♠,inv.; 4♣=PREE;4♦= Asking Keycard; 4♥/4♠=to play; 4NT= asking As;	2♣-2♦-?:2♥/2♠=4♥/♠;3♣=MIN,6+♣;2NT=MAX,6+♣,BAL.;3♦=MAX,6+♣, 4♦ or S/V♦ (3♥ ask);3♥/3♠=MAX,6+♣,S/V ♥/♠;3NT=MAX,solid 6+♣. 2♣-2♦-2♥/2♠-2NT=asking range and feature.2♣-2♦-3♣-3♦=asking S/V.	
2♦	√	0		PREE ,both Majors, Any 5-4+, 3-10HCP	2NT=asking range and feature;3♦=F1;other NF;	Answer of 2NT: 3♣=MIN, 5-4 (-3♦=relay, 3H/3S=5+H/5+S) ; 3♦=MIN, 5-5; 3♥/♠=MAX, 5+♥/♠; 3NT=MAX, 5-5.	12-15 6-card at 4th seat;
2♥		6		PREE , 3-10HCP	2NT=Ogust, New Suit=F1;4C = Asking Keycard;	Answer of 2NT: 3♣/♦/♥/♠=Bad/Good Suit min/Bad/Good Suit max; 2♥/2♠-2NT-3NT=AKQXXX	12-15 6-card at 4th seat;
2♠		6		PREE , 3-10HCP	2NT=Ogust, New Suit=F1;4C = Asking Keycard;	Answer of 4♣:4♦/♥/♠/NT/5♣=0/1/1+Q/2/2+Q	12-15 6-card at 4th seat;
2NT			4♥	20-21 BAL. May Contain 5M or 6m.	3♣=Puppet Stayman;3♦/3♥=Transfer; 4♣/♦=transfer to 4♥/♠	2NT-3♣-?:see supplement	
3♣		6		PREE , 3-10HCP	New Suit=F1, CONST;4D = Asking Keycard;	Answer of 4♦:4♥/♠/NT/5♠/♦=0/1/1+Q/2/2+Q	
3♦		7		PREE , 3-10HCP	New Suit=F1, CONST;4C = Asking Keycard;		
3♥		7		PREE , 3-10HCP	New Suit=F1, CONST;4C = Asking Keycard;		
3♠		7		PREE , 3-10HCP	New Suit(Except 4♥)=F1;4C = Asking Keycard;		
3NT				Gambling	4♣/5♣/6♣=Pass or correct.		
4♣		7		PREE			
4♦		7		PREE			
4♥		7		PREE			
4♠		7		PREE			

