


Defensive and Competitive Biddings		Leads and Signals			<div>Convention card</div> <div>(Based on World Bridge Federation)</div> <div></div>	
Overcalls (Styles ; Responses ; 1/2 Level ; Reopening)		Opening Leads Style			<div>Category: 2/1FG(Natural)</div> <div>Event:</div> <div>Player: CHINA5(FANG dongke, DUAN liang, LI zhang)</div>	
8+HCP, usually 5, can be 4			Lead	In parter's suit		
10+HCP while 1/2 level	Suit	0/1; 3/5		same		
Response: 1NT = 8-11HCP; cue bid = forcing	NT	0/1; 4		same		
	Subseq	The top		The top		
	Other:					
1NT Overcall (2 nd /4 th Live ; Responses ; Reopening)		Leads			<div>System Summery</div> <div>General Approach and Syle</div> <div>Opening: 1M = 5+; 1m = 3+</div> <div>1NT = 15-17HCP, balanced</div> <div>2C = Strong</div> <div>3NT = Gambling</div> <div>Responder Fourth suit forcing</div> <div>2 over 1 responses: Game Forcing</div> <div>Special Bids That May Require Defence</div> <div>Special Overcalls That May Require Defence</div> <div>Michael Cue-bid</div> <div>Unusual 2NT</div> <div>Lead Directing Double</div> <div>Important Notes That Don't Fit Elsewhere</div>	
15-18HCP, Response as opening 1NT	Lead		Vs. Suit	Vs. NT		
	A	AKx(+); Ax(+); AKJ(+)		AKx(+); Ax(+); AKJ(+)		
	K	AK; KQJ(+); KQ(+)		KQJ(+); KQ10(+); AKJ10(+)		
	Q	QJ(+); Qx;; KQ109(+)		AQJ(+); KQ109(+); QJ(+); Qx		
	J	J10; J10x(+); KJ10(+)		J10; J10x(+); (A/K)J10x(+)		
Jump Overcalls (Style ; Responses ; Reopening)		10	109x(+); 10x; H109(+)	10x; 109x; H109(+)		
Preemptive bid	9	9x; 98x(+);		98x(+); H98X(+); 9x	3NT = Gambling	
	Hi-x	<u>xx</u> ;		<u>xx</u> ; <u>xxx</u> ; <u>xxx</u> ;	Responder Fourth suit forcing	
	Lo-x	<u>x</u> ; <u>xxx</u> ; <u>xxx</u>		H <u>xx</u> ; H <u>xxx</u> ; HH <u>xx</u> (+)		
	Signals in order of priority				2 over 1 responses: Game Forcing	
Direct and Jump cue bids (Style ; Responses ; Reopening)			Partner's lead	Declare's lead	Discarding	Special Bids That May Require Defence
Direct: Michael	Suit	1	Hi=EN	Hi-lo= even	Lo=disEn	
		2	Hi-lo= even		Hi-lo= even	
		3	S/p			
	NT	1	Hi=EN	Hi-lo= even	Lo=disEn	
		2	Hi-lo= even		Hi-lo= even	
		3				
VS. NT (vs. strong/weak ; Reopening ; PH)						
X = 15+HCP; 2C = Majors(5-4); 2D = any suit 5+;						
2H/S =H/S+m(5-4+); 2NT = minors;						
VS. Preempts (Doubles ; Cue-bids ; Jumps ; NT bids)		Takeout doubles (Style ; Responses ; Reopening)				
X= Takeout Double		12+HCP, Response: Natural;				
Cue bid: Michael		Balance = 8+HCP				
		Cue-bid = Forcing				
VS. Artificial Strong Openings						Special Overcalls That May Require Defence
Vs 2C: Natural Preemptive; Special NT		Special, Artificial and Competitive Doubles/Redoubles				Michael Cue-bid
Vs 1C: X=Ms, 1NT=ms		Invitation Double				Unusual 2NT
		Lead Directing Double				Lead Directing Double
		Supportive Double				
Over Opponents' Takeout Double						Important Notes That Don't Fit Elsewhere
NT=raise						
Xx=STR						
		Special Forcing Pass Sequences				
		After GF				Psychics: Sometimes

Opening	Artificial	Min Counts	Neg Double	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	3S	11-21HCP	1D/H/S=4+F1,1NT=6-10,2C=F1,2D/H/S=weak	Fourth suit forcing;	The same
					2NT=Invite;	1C-D/H/S-1NT-2C/D= 2-way Checkback stayman	
					3NT=Natural	X-Y-Z	
1D		3	3S	11-21HCP	1H/S=4+F1,1NT=6-10; 2C=FG,2D=F1,2H/S=weak	Fourth suit forcing;	The same
					2NT=Invite;	1D-1H/S-1NT-2C/D=2-way Checkback stayman	
					3NT=Natural	X-Y-Z	
1H		5	3S	11-21HCP	1NT=F1; 2C=FG; 2D=FG; 2H=6-10;	Fourth suit forcing;	The same
					2H=6-10,2NT=12+,H4+;	Gazzilli	2C=drury
					3C=7-9, H4+; 3D=10-12, H4+;		
					3H=weak		
1S		5	3H	11-21HCP	1NT=F1; 2C/D/H=FG	Fourth suit forcing;	The same
					2S=6-10,2NT=12+,S4+;	Gazzilli	2C=drury
					3C=7-9, S4+; 3D=10-12, S4+;		
					3S=weak;		
1NT				15-17HCP	2C=Stayman; 2D/2H= Transfer,2S= ask minors		The same
				May have 5M or 6m	4C=Gerber; 4D/H=TEXAS		
					4NT=Invite		
2C	✓			22+HCP or STR suit	2D=relay		The same
					2H/2S/3C/D=Natural,8+		
2D	✓	6		H/S 6 weak	2H/S/3H/S/4H/S =P/C,3H		The same
2H		5		H + minor,5+4 weak	2S=NAT,NF		The same
2S		5		S + minor,5+4 weak	3C=P/C		The same
2NT				20-21BAL,May have 5M or 6m	3C=Ask, 3D/3H=Transfer, 3S= ask minors		The same
3C		6		Weak	3H/S=Natural; 3NT=Natural		The same
3D		6		Weak	3H/S=Natural; 3NT=Natural		The same
3H		6		Weak	3S=Natural; 3NT=Natural		The same
3S		6		Weak	3NT=Natural		The same
3NT	✓			Gambling, Running Minor	4C=P/C		The same
4C		7		Natural	4NT=RKCB		The same
4D		7		Natural	4NT=RKCB		The same
4H		7		Natural	4NT=RKCB	High Level Bidding	
4S		7		Natural	4NT=RKCB	RKCB1430; Cue Bid; Gerber	