

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	3rd/5th	3rd/5th		
1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP;	NT	4th	4th		
RESP: New suit=F1 after 2/1 overcall; Jump shift=NAT, INV;	SUBSEQ	Same as above	Same as above		
Jump raise=PRE;	OTHERS: vs NT: K ask UB/CT; A ask ATT;				
	LEADS				
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)	LEAD	VS. SUIT	VS. NT		
	A	AK (+); Ax (+)	AK (+)		
	K	KQ (+); AK(+)	AKJ10 (+); KQ109(+);		
2nd/4th LIVE: good 15-18 HCP; RESP: system on;	Q	QJ (+); Qx	QJ (+); KQ (+); AQJxx		
Reopening: good 11-15HCP; RESP: system on	J	HJ10 (+); J10 (+); Jx	J10 (+); Jx; HJ10 (+)		
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	10	H109(+); 109 (+); 10x	H109x; 109 (+)		
1-suit: WK, 5+cards	9	9x; 9xx	9xx; 9x		
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(+)		
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	SIGNALS IN ORDER OF PRIORITY				
Michaels CUE: (1m)-2m=55+ M's, (1M)-2M=55+ OM+m, 8+HCP	SUIT		PARTNER'S LEAD	DECLARER'S	DISCARDING
Jump CUE=STOP asking;		1	Lo=ENCRG	Hi/Lo=Odd	Hi/Lo=Odd
		2	Hi/Lo=Odd	S/P	S/P
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	NT	3	S/P		
		1	Lo=ENCRG	Hi/Lo=Odd	Hi/Lo=Odd
		2	Hi/Lo=Odd	S/P	S/P
DBL=PEN;2♣=44+M's 2♦=one 6+M; 2M=M+m,5-4+	3	S/P			
2NT=STR any 2-suits;	SIGNALS(INCLUDING TRUMPS) vs NT/suit: Smith Signal;				
Vs Strong NT: DBL=5+♣ or ♦+4M	Trumps: Hi/lo interested in ruff				
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				
vs 2♣:DBL=M's	Neg DBL THRU 4♥				
	Resp DBL THRU 3♠				
	Max DBL				
OVER OPPONENT'S TAKEOUT DOUBLE	Lightner DBL				
	Support DBL THRU 2M				
New suit: 1-level= F1, 2-level=NF;1M-(DBL)-TRF under 2M;					
Raise=PRE; Jump shift=Fit-showing; RDBL=PEN					
	CATEGORX: Precision– BLUE				
	NEBO: CHINA EVENT: ALL EVENTS				
	PLAYERS: SUNMING WANGHONGLI				
	SYSTEM SUMMARY				
	GENERAL APPROACH AND STYLE				
	STR ♣				
	Bidding Style: 5-card M (RESP:1NT=NF); 1♦=0 ⁺ ♦; Multi 2♦;				
	2S=5S+4 ⁺ m, 6-10HCP; 2H=2MAJORS, WEAK				
	1NT=14-16HCP, BAL, 5M/6m OK, SPL H OK				
	2/1= FG except direct rebid				
	SPECIAL BIDS THAY MAY REQUIRE DEFENCE				
	2♦=WK 2M;				
	2S=5S + 4 ⁺ m, WK;				
	2NT=5-5+m'S PRE				
	3NT=GAMBLING, SOLID m O/S NO A				
	2H= TWO MAJORS, 5-4+, WEAK				

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 18+ 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♦;1M=F1;1NT=17-19HCP, BAL Note 1-4	
1♦		0	4♥	11-13HCP if BAL, 11-15HCP if UNBAL;	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL,FG no 4M; 2m=5+m,FG;2♥=55M,WK ;2♠=55 m's,INV+;3♣=55m'sWK 3NT=to play; 3♦/♥/♠=NAT,PRE	2-way checkback; Note 5-7	
1♥		5	4♥	11-15HCP, 5 ⁺ ♥	1NT=6-12HCP, SF; 1♥-2m=FG except rebid 3m; 2NT=BAL, FG; 3♣=11-13HCP 3♥;2♠=♥4+SUPP.FG 3♦=10-12HCP 4+♥ SUPP; 3♥/4♥=TO PLAY 3NT/4♣/4♦=♠/♣/♦ SPL 13-15HCP, 4+♥;3♠=HAVE VOID ♥4+SUPP,10-12,.GF,4S/5♣/♦=TO PLAY	1♥-1♠; 1NT-?: 2-way checkback; 1♥-1♠;2NT=6♥3♠, Max 1♥-1♠;3NT=6♥4♠, MAX; 1♥-1NT;2♣=Could be 2-cards	2 WAY,Drury Jump shift=Fit-showing
1♠		5	4♥	11-15HCP, 5 ⁺ ♠	4♣/4♦/4♥=♣/♦/♥ SPL 13-15HCP, 4+♠;3♣=♠4+SUPP,GF 3NT=♠4+,HAVE VOID;3♥=11-13HCP,3♠		
1NT			4♥	14-16HCP, BAL, 5M/6m OK	2♣=STAY; 2♦/2♥/2NT/3♠=TRF; 2♠= m's; 3♦=5-5M'SINV;3M=M-SPL,4441,FG;4♣=5mcard slamish 4♦/4♥=TRF; 4♠=m's;	Note 8-10	
2♣		5	4♥	11-15HCP, 6 ⁺ ♣ or 5♣+4M	2♦=Relay; 2M=NAT NF; 2NT=PUP 3♣; 3♣=PUP 3♦; 3♦/3M=NAT, INV; 3NT=to play; 4♦=RKCB vs ♣	Note 11-13	
2♦	√	0		WK 2M, could be light when FAV	2NT=Relay; 3m=Nat F1; 2♥/3M/4♥=P/C; 2♠=INV vs ♥; 4♣=ASKS TRF M; 4♦=ASK Bid M; 4♠=NAT, to play	2♦-(2M)-DBL=P/C; 2♦-(3m)-DBL=PEN Note 14-15	
2♥		5		MAJOR'S,4-4+ WK	2NT=Relay;3♣/♦=NAT NF; 3NT=TO PLAY	Note 18	
2♠		5		5 ⁺ ♠ + 4 ⁺ m, WK	3♥/♦=NAT, NF; 4♥=To play;3/4♣=P/C	Note 16	
2NT	√			5-5 m 's WK	3m/4m/5m=PRE; 3♥=Asking 3S=NAT,F	NOTE 17	
3m		6		PRE	3M=F1; 4♦(for3♣)=RKCB;4♣(for3♦)=SLAMISH	HIGH LEVEL BIDDING	
3M		6		PRE	4♣=SLAMISH		
3NT	√			SOLID m O/S NO A	4♦=Asking,4/5♣=P/C,4M=TO PALY	RKCB 14/03; Blackwood 14/03; Cue; 5NT GSF; SPL	
4m		7		PRE	4NT=RKCB;	D1P0;	
4M		7		PRE	4NT=RKCB,5C/D=CONTROL ASKING		
4NT				2m'S 6-5+,PRE			

Note 1: 1♣-1♦
1♥-1♠=relay, 0-7HCP, any shape
-2m=0-3HCP, 6+m

1♣-1♦
1♥-1♠
2♠/3m=♥+♠/m, Inv
1NT=20-21HCP, BAL
2NT=22-24HCP, BAL
3NT=29+, BAL

1♣-1♦
1♠-1NT=0-5HCP
-2♣=6-7HCP, NO 4♠
-2♦/♥=SUIT, MAX
-2♠=0-5HCP, 4♠
-2NT=♣ suit, MAX
-3X=Spl.
-3♠=4♠, BAL
-3NT=5♠, BAL
-4X=Void

Note 2: 1♣-1NT
2♣-2♦=8-10HCP OR 16+HCP no 4M
-2M=8-10HCP OR 16+HCP 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 3: 1♣-2♠
2NT-3♣=4♣+4any
-3♦=4♦+4♥
-3♥=4♥+4♠
-3♠=4♠+4♦
-3NT=(4333)

Note 4: 1♣-2♥=1♠444, 8⁺HCP
2♠=ask range, then 3♠ ask Control
suit=set trump, answer range
After 1♣-2NT; 1♣-3♣; 1♣-3♦: same as above

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

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

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

1♦-1♥
1♠-2♣
2♦-Pass=To play
-2M/3m/2NT=NAT, INV
-3♥=♥ HHxxxx, INV

1♦-1♥
 1NT-2♦
 2♥=3-card ♥
 2♠=3244,
 2NT=5m, no 3-card ♥
 3m=5m+3♥

1♦-1♥
 2♠-2NT=relay
 3♣=♠-SPL
 3♦=♣-SPL
 3♥=2362
 3♠=5♠+6♦

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

1♦-1♥
 2♥-2NT=relay
 3♣=1345
 3♦=1354
 3♥=Min,Bal
 3♠/4♣=Spl.
 3NT=Max,Bal

Note 6: 1♦-2♣
 2♦=5♦
 2M=5♦+4M,
 2NT=BAL
 3♣=4-card ♣, MIN
 3♦=6♦, MAX
 3M=M-SPL, 4♣, MAX

1♦-2♣
 2♥-2NT=relay
 3♣=MIN.
 3♦=Max
 3♥=6-4,min
 3♠=6-4,Max
 3NT=5422,Max

1♦-2♣
 2♥-2NT=relay
 3♣-3♦
 3♥=1453
 3♠=3451
 3NT=2452,Min

1♦-2♣
 2♥-2NT=relay
 3♦-3♥
 3♠=1453
 3NT=3451

Note 7: 1♦-2♠
 2NT-3♣=9-11HCP,m's
 -3♦=6511,FG
 -3M=Spl,FG

Note 8: 1NT-2♣
 2♦=no4M
 2M=4M
 3M=5M,MAX

1NT-2♣
 2♦-2H=5-4M, INV⁺
 -2♠=5+CARDS INV
 -2NT=INV
 -3m=NAT, FG
 -3M=5OM+4M, FG
 -4♣=6H+4S slamish
 -4♦=6S+4H slamish
 -4M=6M+4OM, to play

Note 9: 1NT-2♠
 2NT-3♣=55⁺ m's, WK
 -3♦=55m's GF
 -3M=M-SPL, m's, FG
 -3NT=22(54)
 -4♣/♦=6-5m
 -4♥/♠=VOID, 6-5m

Note 10: 1NT-2NT
 3♣-3♦=NF
 -4♣=KICKBACK
 -3M/4♦=6♣, M/♦ Spl.
 -3NT=6♣, BAL

Note 11: 2♣-2♦
 2M=4-card M
 2NT=MAX, 6⁺ ♣, BAL
 3♣=MIN, 6⁺ ♣
 3♦=MAX, 6♣+1/4♦
 3M=MAX, 6♣, M Spl.
 3NT=solid ♣
 4♣=7⁺ ♣
 2♣-2♦
 2♥-2NT=relay
 3♣=MIN,
 3♦=MAX,
 3♥=Min, 6♣+4♥
 3♠=Max, 6♣+4♥
 3NT=Max, 5422
 4♣=7411
 4♦=0427
 4♥=2407

Note 12: 2♣-2NT=PUP 3♣
 3♣-Pass=♣ raise
 -3♦=55 M's, INV
 -3♥=55 ♥+♦, INV
 -3♠=55 ♠+♦, INV
 -3NT=55M, 2-3♣, FG

Note 13 : 2♣ -3♣=PUP 3♦
 3♦ -Pass=♦
 -3♥=55 ♥+♦, FG
 -3♠=55 ♠+♦, FG
 -3NT=55 M's, FG, ♣ SPL

Note 14: 2♦-2NT
 3♣=MAX, BAD SUIT OR MIN GOOD SUIT
 3♦=Min, ♥
 3♥=Min, ♠
 3♠=Max, ♥
 3NT=Max, ♠
 4♦/♥=TRAN TO 4♥/♠

Note 15: 2♦-4♣
 4♦=♥
 4♥=♠
 2♦-4♦
 4♥=♥
 4♠=♠

Note16: 2S-2NT

3m=5S+4⁺ m, Min

3♥=5S+5♣, Max

3♠=5S+5♦, Max

3NT=6S+5m

4m=5S+6m, Max

Note17: 2NT-3H

-3S=S SPL

-3NT= H SPL

-4C/D=6511

Note18: 2H-2NT

-3C=MIN, (5-4)

-3D=MIN, 5-5

-3H/S=NOT, MIN. 5 CARDS

-3NT=MAX, 5-5