|  |  |  |  |  |  |  |  |  |  |
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| **Defensive and Competitive Bidding** | **Leads and Signals** | | | | | | | | **Convention Card**  **(Based on World Bridge Federation)** |
| **Overcalls(Style; Responses; 1/2Level; Reopening)** | **Opening Leads Style** | | | | | | | |
| 8+HCP,usually 5 |  | | | **Lead** | | **In Partner’s suit** | | |
| Response shift:1 Level=Forcing; 2 Level=No Forcing | **Trump** | | | 0/1;2+4 | | Count | | |
| Response:1NT=8-11HCP | **Notrump** | | | 0/1;2+4 | | Count | | |
|  | **Subseq** | | | The top | | The top | | | **Category：2/1FG(Natural)**  **Event**：  **Players：Gu Sijia - Miao Benjie** |
|  | **Others:** The same as lead | | | | | | | |
|  |  | | | | | | | |
| **1NT Overcall(2nd/4th Live; Responses; Reopening)** | **Leads** | | | | | | | | **System Summary** |
| 15-18HCP, 1NT | **Lead** | | **VS. Trump Contract** | | | | **VS. NoTrump Contract** | |
| Balance=12-15HCP,Response as opening 1NT | **A** | | AKx(+); Ax(+); AKJ10(+) | | | | Ax(+);AKX(+);AKJX（X） | | **General Approach and Style** |
|  | **K** | | AK; KQJ(+); KQx(+)；KQ | | | | KQJ(+); KQx(+);AKJ10(+) | | Opening:1M = 5+ |
|  | **Q** | | QJx(+); Qx; | | | | AQJ(+);KQ109(+);QJ(+);Qx | | 1NT=15-18P, Balanced |
|  | **J** | | J10; J10x(+); (A/K)J10x(+) | | | | J10; J10x(+); (A/K)J10x(+) | | 2C=Strong; 2D=H/S6,weak or 21-23Hcp,balance |
| **Jump Overcalls(Style; Responses; Unusual NT)** | **10** | | 109x(+); 10x; H109(+) | | | | 10x; 109x; H109(+) | | 2H=5-4+M,weak; 2S=S+m 5-4+,weak |
| Preemptive bid; Response: shift=F1; NT=Natural; | **9** | | 9x; 98x(+); | | | | 98x(+); H98X(+);9x | | 3NT=Gambling |
| Unusual 2NT=5-5minors | **HI-x** | | **x**x; | | | | **x**x; x**x**xx; H**x**x; | | 2/1 Game Forcing |
|  | **LO-x** | | **x**; xx**x**; xxxx**x** | | | | **x**; x**x**x; | | Responder Fourth suit forcing |
|  | **Signals in Order of Priority** | | | | | | | |  |
| **Direct and Jump Cue-bids(Style; Responses; Reopen)** |  |  | **Partner’s lead** | | **Declarer’s lead** | | | **Discarding** | **Special Bids they May Require Defense** |
| Michael | **1** | | Lo=EN | | Lo-Hi= even | | | even=disEn | Fourth suit Forcing |
| 1m-2m=Both M(5-5) | **Suit 2** | | Lo-Hi= even | | S/p | | | Lo-hi= even | 2-way Checkback stayman |
| 1M-2M=M+m(5-5) | **3** | | S/p | | Hi=EN | | | S/p | LebensohlConvention |
| 1X-3X=A very strong major（AKQXXXX） | **1**  **NT 2**  **3** | | Lo=EN | | Hi-lo= even | | | even=disEn | Jacoby Transfer |
| **Vs. NT(vs. Strong/Weak; Reopening; PH)** | Lo-Hi= even | | S/p | | | Lo-Hi= even | Stayman Convention |
| 2C=Majors（5-4） | S/p | | Hi=EN | | | S/p | Gerber Convention |
| 2D=One M(5) | **Signals(Including Trumps):**Big Encourage, lo-hi = Even | | | | | | | | Texas Convention |
| 2H=H+m(5-4) | Trump: Smith Echo | | | | | | | |  |
| 2S=S+m(5-4) | **Doubles** | | | | | | | |  |
| 2NT=2m(5-5) |  |
| **VS. Preempts(Doubles; Cue-bids; Jumps; NT Bids)** | **Takeout Double(Style; Responses; Reopening)** | | | | | | | |  |
| Takeout Double; Michael; NT Bids: Natural; | 10+P,Response natural; Response 1NT: 8-10 HCP | | | | | | | |  |
| VS. 2 Level Preempts : 2NT= Lebensohl | Balance=8+P | | | | | | | |  |
| [Note 5] | Cue-bid= GameForcing or Two Majors inv. | | | | | | | |  |
| **VS. Artificial Strong Openings** |  | | | | | | | | **Special overcalls** |
| Vs 2C:Natural Preemptive; Special NT | **Special, Artificial & Competitive Doubles / Redoubles** | | | | | | | | Michael Cue-bid |
| Vs1C: X=H+C; 1D=H or S+C; 1H=S or C+D; 1S=H+C;1NT=C or D+H | SOS Redouble | | | | | | | | Unusual 2NT ; Unusual 1NT |
| 2C=D or H+S; 2D=H; 2H=S; 2S=H+S or C+D; 2NT~3H=Transfer | Invitation Double | | | | | | | |  |
| 3S=as Gambling 3NT; 3NT and up=Transfer | Cooperative Double | | | | | | | | **Important Notes that Don’t Fit Elsewhere** |
| **Over Opponent’s Takeout Double** | Lighter Double | | | | | | | | See Attachment |
| Minors： Natural | Lead Directing Double | | | | | | | |  |
| Majors：Transfer | **Special Forcing Pass: Available** | | | | | | | | **PSYCHICS：Seldom** |

|  |  |  |  |  |  |  |  |
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| **O**  **p**  **e**  **n**  **ni**  **ng** | **Ti**  **c**  **k**  **i**  **f**  **Ar**  **t**  **i**  **f**  **i**  **c**  **i**  **al** | **M**  **in.**  **N**  **o**  **.**  **o**  **f**  **C**  **a**  **r**  **ds** | **N**  **e**  **g.**  **D**  **bl**  **T**  **HRU** | **Description** | **Responses** | **Subsequent Auction** | **Passed Hand Bidding** |
| 1♣ |  | 2 | 3S | 11-21HCP | 1D/H=4+H/S Forcing ,1S=Without4M Forcing | Fourth suit forcing; | The same |
|  |  |  |  |  | 1NT/2C/D/H=Transfer2C/D/H/S , 2S=5C+5D Invite | 1C-1D/H/S-1NT-2C/D= 2-way Checkback stayman |  |
|  |  |  |  |  | 2NT=5+C,weak 3C=Invite 3D/H/S=Constructive | Responder Reverse= FG |  |
|  |  |  |  |  | 3NT=Natural |  |  |
| 1♦ |  | 2 | 3S | 11-21HCP | 1NT/2C/D/H=Transfer2C/D/H/S , 2S=5C+3D Invite | Fourth suit forcing; | The same |
|  |  |  |  |  |  | 1D-1H/S-1NT-2C/D=2-way Checkback stayman |  |
|  |  |  |  |  | 2NT=Invite; 3D=Invite; 3C/H/S=Constructive | Responder Reverse= FG |  |
| 1♥ |  | 4 | 3S | 11-21HCP | 1NT=Forcing 2C/D=FG[Note 3]; 2H=8-10; | Fourth suit forcing; | Drury |
|  |  |  |  |  | 2S=H4+,FG; 2NT=Strong S or 5S+4H; 3C=Constructive | 1H-1S-1NT-2C/D=2-way Checkback stayman | 1H-2C 9-11,3H |
|  |  |  |  |  | 3D=Bergen, invite; 3H=weak; 3S=SPLT 11-13HCP | 1H-1NT-2C=Forcing 2NT=MAX | 1H-2D,9-11,4H |
|  |  |  |  |  | 3NT/4C/4D=S/C/D SPLT 14-16HCP |  |  |
| 1♠ |  | 4 | 3H | 11-21HCP | 1NT=Forcing 2C/D/H=FG | Fourth suit forcing; | Drury |
|  |  |  |  |  | 2S=8-10;2NT=S4+,FG; | 1S-1NT-2C=Forcing 2NT=MAX | The same as 1H |
|  |  |  |  |  | 3C=Constructive; 3D= Bergen,invite; 3H= SPL11-13HCP |  |  |
|  |  |  |  |  | 3S=week 3NT/4C/D=H/C/D SPL 14-16HCP |  |  |
| 1NT |  |  |  | 11-14HCP | 2C=Stayman; 2D/2H=TRANSFER(2D-2H-2S. For Game 5S)  (Transfer M,than kickback RKCB) 2S=Minors Stayman /invite  2S =two adjacent suit5-5/one long minor NF  2NT=two separated suit5-5(S+C)  4C/D=transfer to 4H/4S  4H/4S C/Dstong slam interest(then 4NT=KCB) | 1NT-2C-2D-2H=Transfer; 1NT-2D-2H-2S=Transfer  1NT-2C-2D/H/S-3C=Check back;  Jacoby TRF : 3 Level New Suit=NAT; Game Raise=Slam Try; | The same |
| 2♣ | √ |  |  | Strong, forcing 18+HCP | 2D=weak or wait 2H/S=Natural 8+HCP | 2C-2D-2H/S=Transfer 2C-2D-2NT=Balance, with a suit(5) | The same |
|  |  |  |  | or 8.5+tricks | 2NT=Any long suit; 3C/D=Natural | 2C-2D-2H-2S-2NT=Balance,4-3-3-3,4-4-3-2 |  |
| 2♦ | √ |  |  | H/S 6 weak or  21-23HCP Balance | 2NT=Ask 2H=P/C 2S=H4+; | 2D-2H/S-2NT=Strong 2D-2NT answer: | The same |
| 2♥ | √ |  | 5-4 | Two Majors, weak | 2NT=Ask | 2H-2NT answer: | The same |
| 2♠ | √ |  | 5-4 | S + minor, weak | 2NT=Ask | 2S-2NT answer: | The same |
| 2NT | √ |  |  | 21-23Hcp | 3C=Ask,3D/H/S/NT=Transfer | 2NT-3C answer:3D=5m 3H/S=Natural 3NT=6m | The same |
|  |  |  |  | Except 4-4-3-2 or4-3-3-3 | 4C/D/H=Transfer 4S=Both minors |  |  |
|  |  |  |  | 5M/m,6m is OK |  |  |  |
| 3♣ |  |  | 6 | Weak | 3D= Ask for Major,F1; 3H/S=Natural, F1; 3NT=Natural | 3C-3D-3H/S=S/H3+ ; 3NT=No 3 Major | The same |
| 3♦ |  |  | 6 | Weak | 3H/S=Natural,F1 3NT=Natural |  | The same |
| 3♥ |  |  | 6 | Weak | 3NT=Natural |  | The same |
| 3♠ |  |  | 6 | Weak | 3NT=Natural |  | The same |
| 3NT | √ |  | 7 | Gambling | 4C=P/C 4D=Ask singleton or void 4H/S=Natural |  | The same |
|  |  |  |  | Running Minors |  |  |  |
| 4♣ | √ |  | 7 | H strong,8.5 tricks | 4D=Transfer 4H |  | The same |
| 4♦ | √ |  | 7 | S strong,8.5 tricks | 4H=Transfer 4S |  | The same |
| 4♥ |  |  | 7 | Natural | 4NT=RKCB |  | The same |
| 4♠ |  |  | 7 | Natural | 4NT=RKCB |  | The same  The same |
| 4NT | √ |  | 6-5 | Two Minors | Natural | **HIGH LEVEL BIDDING** |
| 5♣ |  |  | 7 | Natural |  | RKCB; Kickback RKCB; Cue Bid; Grand Slam Invite; Gerber; Small Slam Invite; Forcing Pass; | |
| 5♦ |  |  | 7 | Natural |  | Exclusion KCB; | |

Notes:

1.1C (1D) X = H

1H = S 1S = as Takeout Double 2D= H5S4 inv.

2H= S5H4 inv.

2S= Limit Raise or better

1C (1H) X=S (4-5)

1S= as Takeout Double 2C=Transfer to D, T/P or GameForcing 2D=D,inv.

2H=S 6+

2S=Limit Raise or better

1C (1S) X =Takeout

2C=D

2D=H, T/P or GameForcing 2H=H, inv.

2S=Limit Raise or better

1D (1S) X=Takeout

2C=Natural

2D=H,T/P or GameForcing

2H= H, inv

2S=Limit Raise or better

2.1C Pass Pass 2D/H/S = 12-16 ,D/H/S 6+

1. 1H/1S Pass 2C = Non-Promise C suit, FG

1H Pass 2C Pass

2D = Not promise D

2H = D suit

1S Pass 2C Pass : The same;

1. 2D Pass 2NT Pass

3C = H, Low

3D = S, Low

3H = S, High

3S = H, High

3NT = Strong

2H Pass 2NT Pass 3C =Any 5-4 Low

3D =Any 5-5 High

3H =Any 5-5 Low

3S =H5S4 High

3NT=S5H4 High

4C = H6S5

4D = S6H5

2S Pass 2NT Pass

3C = S+C

3D = S+D

5. 1C (2H) 2S = T/P

2NT = Transfer to 3C

3C = Trans. to D

3D = Trans to H, D+S=5-5+ 3H = S suit, GF 3S = S 6+, inv.

3NT = Natural

Others the same EXCEPT 1C (2D) ? : Natural;