

Defensive and Competitive Bidding		Leads and Signals			<h1 style="text-align: center;">Convention Card</h1> <p style="text-align: center;">(Based on World Bridge Federation)</p> 	
<b>Overcalls</b> (Style; Responses; 1/2Level; Reopening)		<b>Opening Leads Style</b>				<b>Category: Green</b> <b>Nebo: China</b> <span style="float: right;"><b>Event: All</b></span> <b>Players: WANG Zhongtian – MA Hanxi</b>
1/1 overcalls: 8-15		<b>Lead</b>	<b>In Partner's suit</b>			
2/1 overcalls: opening strength ,5+;	<b>Suit</b>	3 <sup>rd</sup> /5 <sup>th</sup> Best	3 <sup>rd</sup> /5 <sup>th</sup> Best			
1NT=8-11,NF;	<b>NT</b>	4 <sup>th</sup> Best	3 <sup>rd</sup> /5 <sup>th</sup> Best			
Jump shift= PRE; Jump Raise=PRE;	<b>Subseq</b>	3 <sup>rd</sup> /5 <sup>th</sup> Best	3 <sup>rd</sup> /5 <sup>th</sup> Best			
Michaels Cue-bids	<b>Others</b> : Subseq:0/2 Honors					
<b>1NT Overcall</b> (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		<b>Leads</b>			<b>System Summary</b>	
15-18HCP;	<b>Lead</b>		<b>VS. NT</b>			
Same of 1NT Opening	<b>A</b>	AKx(+); Ax(+); AKJ10(+)	Ax(+); AKxx(+); AQ(J/10)xx(+);		<b>General Approach and Style</b>	
Responses: Bid as 1NT opening	<b>K</b>	KQJ(+); KQx(+)	AKJ(+);KQx(+);Kx			
	<b>Q</b>	QJx(+); Qx	QJT(+);QJx(+);AQJx(+);Qx			
	<b>J</b>	J10; J10x(+); (A/K)J10x(+)	JT(+),JTx(+);(A/K)J10x(+)			
<b>Jump Overcalls</b> (Style; Responses; Unusual NT)		<b>10</b>	109x(+); 10x; H109(+)	10x; H109x	1NT=15-17; 2♦/2♥/2♠=Natural Weak;	
Jump Shifting=PRE;	<b>9</b>	9x; 98x(+);	9x;		2♣=ART, Strong.	
	<b>HI-x</b>	<u>xx</u>	<u>xx</u>		3NT Opening = Gambling	
	<b>LO-x</b>	<u>x</u> ; <u>xx</u> ; <u>xxx</u> ; <u>xxxx</u>	<u>x</u> ; <u>Hxx</u> ; <u>xxxx</u> (+);			
		<b>Signals in Order of Priority</b>				
<b>Direct and Jump Cuebids</b> (Style; Responses; Reopen)			<b>Partner's lead</b>	<b>Declarer's lead</b>	<b>Discarding</b>	<b>Special Bids they May Require Defence</b>
Michaels	<b>1</b>	Hi=Enc.	Hi=Even	Hi=Enc.	4 <sup>th</sup> suit GF without opening pass;	
	<b>Suit 2</b>	Hi=Even		Hi=Even	1X-1Y-1NT-2♣=Any INV; 2♦=Any GF	
	<b>3</b>					
	<b>1</b>	Hi=Enc.	Hi=Even	Hi=Enc.		
<b>Vs. NT</b> (vs. Strong/Weak; Reopening; PH)		<b>NT 2</b>	Hi=Even	Hi=Even		
X=Equal strength or above	<b>3</b>					
2♣=any Major; 2♦=♥+♠; 2♥/2♠=♥/♠+minor	<b>Signals(Including Trumps):</b> Hi in trumps = Ruff interest.					
Other: Natural						
<b>Vs. Preempts</b> (Doubles; Cuebids; Jumps; NT Bids)		<b>Doubles</b>				
Double=T/O						
NT Overcall=16-18, bal.						
		<b>Takeout Double</b> (Style; Responses; Reopening)				
		May be light with classic shape; then CUE=F;				
<b>Vs. Artificial Strong Opengings</b>		Cheapest New suit=0-8HCP; 1NT=8-10HCP; Cue=M's or any GF.				
Double=M's; NT=m's;	Jump Shift=9+HCP constr;					
Other: Natural					<b>Special overcalls</b>	
<b>Over Opponent's Takeout Double</b>		<b>Special, Artificial &amp; Competitive Doubles / Redoubles</b>				
XX=10+HCP and denies primary support, then Pen. DBL;						
					<b>Important Notes that Don't Fit Elsewhere</b>	
	<b>Special Forcing Pass:</b>			<b>PSYCHICS:</b> Rare		

Opening	Tick if Artificial	Min. No. of Cards	Neg. Dbl THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	12-21 HCP, 3+♣	1♦/♥/♠=6+HCP, F1; 1NT=6-10 Bal.; 2♣=4+♣ GF or 5+♣ INV; 2♦/♥/♠=PREE; 2NT=11-12 Bal.; 3X=PREE; 3NT=13-15 Bal.;	1♣-1♥/♠-1NT-2♣=Any INV, 2♦=Any GF; 4th Suit GF;	
1♦		4(3)	4♥	12-21 HCP, 4+♦ 4-4-3-2 Open 1♦ with 3	1♥/♠=6+HCP, F1; 1NT=6-10 Bal.; 2♣= 5+♣ GF; 2♦=4+♦ GF or 5+♦ INV; 2♥/♠=PREE; 2NT=11-12 Bal.; 3♣=6+♣ INV; 3NT=13-15 Bal.;	1♦-1♥/♠-1NT-2♣=Any INV, 2♦=Any GF; 4th Suit GF;	
1♥		5	4♦	12-21HCP, 5+♥.	1♠=4+♠, 6+HCP, F1; 1NT=6-12HCP; 2♥=8-10, Raise; 2♠/♦=4+ GF; 2NT=12HCP+, 4+♥, GF 2♠/3♠=PREE; 3♣=6-8, 4♥; 3♦=9-10, 4♥ 3NT/4♣/♦=♠/♣/♦ 12-14 Splinter;	1♥-1♠-1NT-2♣=Any INV, 2♦=Any GF; 4th Suit GF;	
1♠		5	4♥	12-21HCP, 5+♠	2♥=5+♥ GF; 3♥=PRE; 4♥=To play; 3NT=♥ Splinter;	1♠-2NT-3♣/♦/♥=Short	
1NT			4♥	15-17HCP Bal., May Contain 5M or 6m.	2♣=Stayman; 2♦/2♥/2♠/2NT=Transfer 3♠/♦=6+ INV; 4♦/♥=Texas;	1NT-2♣-2X-3m=NAT GF; 1NT-2♦/♥-2♥/♠-3m=NAT GF;	
2♣	√	0	4♥	ART. Strong, 22 HCP Any Or 18 HCP+ GF Hand	2♦=neutral 2♥/2♠/2NT/3♠/♦=8+, 5+ Suit, 2 Honor;		
2♦	√	6		♥ or ♠, 5-10HCP	2NT=Ask, New suit=F1	Answer of 2NT: 3♣=♥,max; 3♦=♠,max; 3♥=♥, min; 3♠=♠, min	11-13 6-card at 4th seat
2♥		5(4)		♥+m, 5-10HCP	2NT=Ask, New suit=F1		
2♠		5(4)		♠+m, 5-10HCP	2NT=Ask, New suit=F1		
2NT			4♥	20-21HCP Bal. May Contain 5M or 6m.	3♣=Puppet Stayman;3♦/3♥=Transfer;3♠=ask minor; 4♦/♥=Texas;	2NT-3♦-3♥-3♠=55M	
3♣		6		PREE , 5-10HCP	New Suit=NF, CONST;		
3♦		6		PREE , 5-10HCP	New Suit=NF, CONST;		
3♥		6		PREE , 5-10HCP	New Suit=NF, CONST;		
3♠		6		PREE , 5-10HCP	New Suit=NF, CONST;		
3NT	√	7		Gambling			
4♣		7		PREE			
4♦		7		PREE			
4♥		6		To Play			
4♠		6		To Play			
5♣		7		To Play			
5♦		7		To Play			
						<b>HIGH LEVEL BIDDING</b>	
						RKCB 1430 (4NT may be quant); Trump Queen Asking; Cues 1 <sup>st</sup> and 2 <sup>nd</sup> control	