DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIG	NALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LE				1		
Overcall: 5+, 1/1 8-16, 2/1 11-16 Never 5-3-3-2	Lead			In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:		
Responses: Cuebid = F1, New Suit = Constructive, NF	Suit	3rd/5th		3rd / 5th	NCBO:		
1NT = 8-11, Jump 2NT = 12-14, 2NT = 9 - 11	NT	2nd / 4th		2nd / 4th	PLAYERS: Justin Liu – Yuhao Li		
New Suit at cheapest level = Nat NF	Subseq	Same		Same	EVENT (Open/Women/Senior/Transnational)		
Jump = 6+, Inv	Other: 0/1 Honour Leads, MUD				· · · · · · · · · · · · · · · · ·		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY		
2 nd 15-18; Same as opening	Lead	Vs. Suit		Vs. NT			
4 th 12-15; Same as opening	Ace	AKx(+)		AKx(+)	GENERAL APPROACH AND STYLE		
Reopening 18-19	King	AK; KQ(+);	KQT9(+)	AKJ(+); KQT9(+); KQJ(+)	5 Card Major		
	Queen	QJ(+); Qx		AQJx; QJT(+)	2/1 Game Forcing		
	Jack	HJT(+); JT(HJT(+); Jx; JT9(+)	15-17 NT		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HT9(+); T9((+); Tx	HT9x; T9(+)	Better Minors		
Jump = PRE	9	H98(+); 9x		H98(+); 9xx; 9x	2D = Both Majors, 44+, PRE		
Jump 2NT = Lowest 2 Suit; Jump 3NT = To Play	Hi-X	Xx;		$\mathbf{X}\mathbf{x}; \mathbf{x}\mathbf{X}\mathbf{x}; \mathbf{x}\mathbf{X}\mathbf{x}\mathbf{X}(+)$	2M = Single Suited PRE		
Balancing 2NT = 19-20; Same as opening	Lo-X	xXx(+); HxX(x); HxxxX(+) HxX; HxxX(+)	Semi-Forcing 1NT		
Reopen:	SIGNALS IN	SIGNALS IN ORDER OF PRIORITY					
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partn	er's Lead	Declarer's Le	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Direct: Michaels	1 Hi-L	o=Encourage	Hi-Lo=Even	Suit Preference	Unusual 2NT		
1C - 2C = Nat; $1C - 2D = Michaels$			Suit Preferen	ce Hi-Lo=Honour	Bergen Raises		
Jump: Asking for stopper		Preference		Hi-Lo=Even	Lebensohl		
	1 Lo-H	i=Encourage	Hi-Lo=Even	Suit Preference			
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Hi-L		Suit Preferen	ce Hi-Lo=Honour			
Strong NT: Dbl = 5 m4M / 15 +, tricks / 18 +; 2 C = Both Majors		Preference		Hi-Lo=Even			
2D = 1 Major; 2H/S = 5M4+m; 2NT = mm55+; 3x = PRE	Signals (includi	ing Trumps):					
Weak NT: Dbl = Equal Strength+; 2C = Both Majors							
2D = 1 Major, Proper Pre-emptive Quality; 2H/S = Proper overcall							
2NT = mm55+; 3x = PRE			DOUBLES				
		OTTO TO (G)					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DO			1 0/	4		
Takeout				lub/diamonds / 16+	<u> </u>		
ebensohl 1NT = (5)6-9; 2NT = 10-11; 3NT = 12+-15 Lowest of a suit = 7-; Single Jump = 8-10					1		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	Double Jump =				SPECIAL FORCING PASS SEQUENCES		
X = MM; 1/2NT = mm			COMPETITI	VE DBLS/RDLS	<u> </u>		
Others = Nat	Negative Doub						
	Responsive Do				<u> </u>		
OVER OPPONENTS' TAKEOUT DOUBLE	Support Double				IMPORTANT NOTES		
2NT = Limit Raise+; Raise = PRE	Game-Try Dou	ble			IT'S A BORING CONVENTION CARD ☺		
Jump = PRE; 1x = F1; 2x = NF							
RDbl = 10+, Forcing to 2x, Looking for PEN					PSYCHICS: Rare		

Ŋ	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.		3	4♥	12-21, with 3-3 opens 1C	Walsh; Inverted Minors	1x-1y-1NT = 2-way checkback	Jumps = PRE		
					Double jump new suit = SPL	1m-1M-2M-2NT = Query			
1 ♦		3	4♥	12-21, with 4-4 opens 1D		Cheaper of 4^{th} suit / $2NT$ = weak after reverse			
				3D only if 4=4=3=2		4 th suit GF			
1♥		5	4♥	12-21, Nat	1S = 4+; $1NT = Semi-Forcing$; $2/1 = GF$; $2M = 7-9$		2C = Reverse Drury		
				9+ in 3 rd seat	2S = PRE; 2NT = Jacoby; 3C = 6-9, 4+		3x = Fit showing		
1 🛦		5	4♥		3D = 10-11, 4+; 3oM = Mini-SPL; 3NT = oM SPL				
INT			4♥	15-17, Semi-Bal	2C = Stayman; 2D/H = Xfer; 2S = Xfer to minors;	1NT - 2C - 2x - 3m = GF			
					2NT = Nat; 3C/D = Nat Inv; 3H/3S = mm, M SPL	$1NT - 2R - not \ 2M = 4 \ card \ support$			
					4D/H = Texas				
	1			22 (12 2 11					
2.	V	0		22+/18+, 9+tricks	2D=Waiting; Others = NAT	Cheapest minor / 3H = Double Negative			
	1	_							
2♦	V	0		HS44+, 5-9	2/3M = To Play; 2NT = Query; 3C = To Play	3C = Min; 3D = 55; 3H/S = 54 Max			
					3D = INV with HS33	3NT = 44 Max			
2♥		5		5-9, Usually 6+	Ogust 2NT; New Suit Forcing	3C = Low bad; 3D = Low Good			
						3H = High bad; 3S = High good			
2 🏟		5		5-9, Usually 6+		3NT = High AKQxxx			
2NT				20-21, Semi-Bal	3C = Puppet; 3D/H = Xfer; 3S= Minor Stayman	Super-Accepts: 3NT = 3 card, good support			
				,	4D/H = Xfer	Others = 4 card support; 4R = re-transfer			
3 .		6		PRE		1			
3♦		6		PRE					
3♥		6		PRE					
3♠		6		PRE					
3NT	$\sqrt{}$			Gambling, No A/K outside	4C/5m = P/C; $4D = Shortage Query$				
4 ♣		7		PRE					
4♦		7		PRE					
4♥		7		PRE					
4 ♠	,	7		PRE					
4NT	$\sqrt{}$			9-10 tricks in a minor		HIGH LEVEL BI			
5 . 5♦		8		PRE		Non-serious 3M+1; RKCB; Forcing Pass; DOP	I; ROPI		
		8		PRE					
5♥		7		Missing Exactly AK					
5♠		7							