






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		
Sound,6-17HCP; RESP: cue=F1, Jump Raise=PRE, Jump cue=Limit	SUIT	3/5	3/5		
Raise, Jump shift=CONST,1/1,2/2,3/2=F1	NT	4th	4th		
Reopening: Same	SUBSEQ	Same as above	Same as above		
	OTHERS: lead Hi from xxx if raised, lead 9/10=0 or 2 higher if raised				
		LEADS			SYSTEM SUMMARY GENERAL APPROACH AND STYLE Natural with 5-cards major opening, Multi 2D Opening Many ART Raises 1NT=14+-17HCP, BAL, Shape off OK 2 OVER 1 Responses FG except some special actions
INT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING)	LEAD	VS. SUIT	VS. NT		
	A	AKx,Ax	AKx		
2nd/4th LIVE: 16-18HCP, RESP: System on	K	AK,KQx,Kx	AKJTx,KQT9x,ASK UB/CT		
Reopening: 12-15 RESP: System on	Q	QJx,Qx	KQxx,QJx,ASK ATT		
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	J	KJTx,JTx,Jx	HJTx,JTx		
	10	K109x,109x,Jx	HT9x,T9x		
1-Suit WK;	9	9x	H98x,9xx		
2-Suit Unusual 2NT=Lowest 2 suit	HI-x	Sx	Sxx,xSxx		
	LO-x	xxS,xxSx,xxxxS	HxS,HxxS		
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE 2♣: ART, STR 2♦: WK 2M; WK 2♥ in 3rd seat 2M: 5Mm4+, WK; WK 2M in 3rd seat 3NT: PRE with a minor; To play in 3rd/4th seat 4m=NAMYATS; NAT PRE in 3rd seat
		PARTNER'S LEAD	DECLARER'S	DISCARDING	
Direct Cue=MICHAEL CUE	SUIT	1 Hi=ENCRG	SAME	SAME	
Jump cue=ask stopper to bid NT		2 Hi-Lo=E	SAME	SAME	
Reopening: Direct cue=any STR 2 suits		3 S/P	SAME	SAME	
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	NT	1 Hi=ENCRG	SAME	SAME	
		2 Hi-Lo=E	SAME	SAME	
		3 S/P	SAME	SAME	
DBL=values; 2♣=M's; 2♦=1 major; 2♥/♠=M5m4+; 2NT=m's;	SIGNALS(INCLUDING TRUMPS)				
3m=CONST vs WK NT; DBL by PH=M's,8-10HCP; C=M's, 0-8	Smith vs NT, Hi-Lo in trump=want to ruff				
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)		DOUBLES			
vs WK 2: LEB, 4m=m5+OM5	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)				
VS. ARTIFICIAL STRONG OPENGINGS	May be light (10+) with classic shape, emphases major				
vs 1♣: DBL=M's, 1NT=m's	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
	SUPP DBL THRU 2♥				
	RESP DBL, OPT DBL				
	3rd suit DBL up to 2♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENT'S TAKEOUT DOUBLE	G/T DBL up to 3♥				
	LIGHTNER DBL				
m:TRF RESP 8 2NT=PRE raise; 3m=limit raise	NEG DBL up to 3♠			PSYCHICS: RARE	
M:TRF, 2NT=limit raise, 3M=PRE Jump shift=PRE					
RBL=10+ pts, implies no fit					

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION CONVENTION  CARD 		
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)		OPENING LEADS STYLE			CATEGORX: Nature Green NEBO: China EVENT: All PLAYERS: Ruoyang Lian-Haojun Shi-Gao fei-wang xiangyang		
			LEAD	IN PARTNER'S SUIT			
8-17HCP, 4+Cards		SUIT	3 rd /5 th	3 rd /5 th			
Resp: 1/1,3/2=F1, 2/1,2/2=NatNF, Jump New Suit=NatInv, Cue=F1		NT	4 th	4 th			
		SUBSEQ	As Above; ATT	As Above; ATT	SYSTEM SUMMARY GENERAL APPROACH AND STYLE		
		OTHERS:					
		LEADS			GENERAL APPROACH AND STYLE Nature Bidding Style: aggressive 1NT=15+-18HCP, BAL, M5/m6/Siff OK 2/1= FG But Rebid 3m 1♦-2♠=FG		
INT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT	VS. NT			
2 nd : 15-18HCP, SYS ON		A	AKx(+); Ax(+); AKJ10(+)	AKJ10x(+); AQJ10(+)			
4 th : 12-16HCP, SYS ON		K	KQ; AK; KQJ(+); KQx(+)	AK (+); KQxx			
		Q	QJ; QJx(+); Qx	QJ; QJx(+); KQ109(+); Qx			
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		J	J10; J10x(+); Jx	J10; J10x(+); Jx	GENERAL APPROACH AND STYLE Nature Bidding Style: aggressive 1NT=15+-18HCP, BAL, M5/m6/Siff OK 2/1= FG But Rebid 3m 1♦-2♠=FG		
1 Suit Weak		10	109x(+);HJ10x(+); 10x	10x; 109x;HJ10x(+)			
2 Suit Unusual 2NT		9	9x; 98xx; H109(+)	98x(+); H109 (+)			
		HI-x	HxSx; xxS; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx			
		LO-x	HxS;HxxS; xxS; xxxxS(+)	HxS; HxxS(+)			
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE 2♦=Flannery 11-14hcp 2♥/♠=Week two 3NT=Gambling with Solid m7 4♠/♦=Namyats		
			PARTNER'S LEAD	DECLARER'S			DISCARDING
Michaels Cue		SUIT	1 Hi=E	SAME			HI-Low=E
Jump Cue=Western Cue			2 Hi/Lo=Even				
			3 S/P				
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		NT	1 Hi=E	SAME	HI-Low=E		
X=PEN			2 Hi/Lo=Even				
2♣=♥♠44+, 2♦=♥/♠5+, 2M=M5m4, 2NT=♣♦55			3 S/P				
4 th SAME		SIGNALS(INCLUDING TRUMPS)			SPECIAL FORCING PASS SEQUENCES 1X-(DBL) -XX-(2Y)-P=F1, (1NT)-DBL-(2X)-Pass=F1(X<>♠)		
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)		DOUBLES					
DBL=T/O, 2NT=15-18HCP, 3NT=To Play		TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)					
DBL 4M=Option, 4NT=2 Suits		MB light with Classic Shape					
VS. ARTIFICIAL STRONG OPENGINGS							
(1♣)-DBL=♥♠44+, (1♣)-1NT=♣♦54+		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE PSYCHICS: RARE		
(1♣)-P-(1♦)-DBL=♥♠44+, (1♣)-P-(1♦)-1NT=♣♦54+		Neg DBL THRU 4♥					
		Resp DBL THRU 3♠					
		Max DBL					
OVER OPPONENT'S TAKEOUT DOUBLE		Lightner DBL					
RD: 9+HCP, Pen Seeking, 1X-(DBL)-any=Nat, NF		Support DBL THRU 2♥			PSYCHICS: RARE		
		1x-(1Y)-2z= NAT free bid, NF					

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	3♠	11-21HCP, always 1♣ if 3-3 in m's	Walsh, 1NT=8-10,2NT=INV, 2♥/2♠/3♣/3♦/3♥/3♠=Weak 2♣=Limit Raise,	1♣-1M-1nt-2♦=new minor force	
1♦		3	3♠	11-21HCP, ♦4+, 3 Only if 4432	1NT=6-10,2NT=11-12,3♣=INV, 2♣=FG, 2♥/2♠/3♥/3♠=weak 3♦=weak	1♦-1M-1nt-2♣=new minor force	
1♥		5	3♠	11-21HCP, ♥5+, can be 4 cards in 3rd/4th seat	1NT=5-12,2NT=Strong Raise,2♥=CONST 2♠=Nat Weak 3♣=♥4,7-9 3♦=♥4,10-12, 3♥=weak raise 3♠/4♣/4♦=♠/♣/♦ SPL,14-16	1♥-2♥-any=help suit game try 1♥-1nt-2nt=GF	Reverse drury
1♠		5	3♥	11-21HCP, ♠5+, can be 4 cards in 3rd/4th seat	2nt=strong raise 3♣=♠4,7-9,3♦=♠4,10-12 3♠=weakraise 3♥/4♣/4♦=SPL 4♥=to play	1♠-1NT-2NT=GF 1♠-1NT;3♦/♥=55+,FG 1♠-2♠-3x=help suit game try	Reverse drury
1NT			3♠	15+-18HCP, BAL, shape off OK	STM, TRF, 2♠=minor stayman, 2NT=TRF to 3♣ 3♣/3♦=NAT INV 3M=♦suit, M short, 4♦/♥=Texas TRF	1NT-2♣-2x-3♣=asking	
2♣	*	0		23+ BAL or STR UNBAL,FG	2♦=NEU,2NT=8+,BAL;other is NAT		
2♦	*	0		Flannery 10-14	2NT=ASK 3m=NAT NF		
2♥		6		Weak ♥	2NT=ASK		
2♠		6		Weak ♠	2NT=ASK		
2NT				21-22HCP, BAL, M5/m6/SPL OK	3♣=puppet stayman; 3♦/3♥=TRF 3♠=m STM		
3♣/♦		6		PRE			
3♥/♠		6		PRE			
3NT	*			Gambling solid m suit	4♣=P/C,4♦=ASK S/S, 4M=to play		
4♣/♦	*			Namyats, NAT PRE in 4th seat	4X+1=Waiting		
4♥/♠		6		To Play			
HIGH LEVEL BIDDING							
							RKCB 1403,cue bid, GSF, special K ASK,

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			
1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP;		SUIT	3rd/5th	3rd/5th			
RESP: New suit=F1 after 2/1 overcall; Jump shift=NAT, INV;		NT	4th	4th			
Jump raise=PRE;		SUBSEQ	Same as above	Same as above	CATEGORX: Precision- BLUE		
		OTHERS: vs NT: K ask UB/CT; A ask ATT;			NEBO: CHINA EVENT: ALL EVENTS		
		LEADS			PLAYERS: JU CHUANCHENG SHI ZHENGJUN		
INT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT	VS. NT	SYSTEM SUMMARY		
		A	AKx (+); Ax (+)	AK (+)			
2nd/4th LIVE: good 15-18 HCP; RESP: system on;		K	KQ (+); AK	AKJ10 (+); KQ109(+);	GENERAL APPROACH AND STYLE		
Reopening: good 11-15HCP; RESP: system on		Q	QJ (+); Qx	QJ (+); KQ (+);			
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		J	HJ10 (+); J10 (+); Jx	HJ10 (+); J10 (+); Jx	STR ♣ aggressive		
		10	H109(+); 109 (+); 10x	H109(+); 109 (+); 10x	Bidding Style: 5-card M (RESP:1NT=F1); catch all 1♦; 2♦=Ms,weak;		
1-suit: WK, 5+cards		9	9x; 9xx	H98x; 9xx; 9x	2♥/2♠=5+, PRE,WHEN NV COULD 5M+5m;		
2-suits: Unbid lower 2-suits		HI-x	Sx; xxS; xxSx; xxxS	Sx; Sxx; xSxS; xSxSx (+)	1NT=14-16HCP, BAL, 5M/6m OK, SPL H OK		
Reopening 2NT=18-20HCP, BAL		LO-x	HxS; HxSx; HxxxS (+);	HxS; HxxS(+)	2/1= FG except direct rebid		
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
			PARTNER'S LEAD	DECLARER'S		DISCARDING	
Michaels CUE: (1m)-2m=55+ M's, (1M)-2M=55+ OM+m, 8+HCP		SUIT	1	HI=ENCRG	Hi/low =Even	Odd/Even	2♦=WK Ms; Many Relay-bidding
Jump CUE=STOP asking;			2	Hi/Lo=even	S/P	Hi/low =Even	
			3	S/P		S/P	
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		NT	1	HI=ENCRG	Lo/ Hi=odd	Odd/Even	Light open 3 rd seat(1M could be 4-card & weak)
			2	Hi/Lo=even	S/P	Lo/ Hi =odd	3NT=Gambling (SEMI-solid 7-8m, no A in side suit)
vs WK 1NT: DBL=PEN; vs STR 1NT: DBL=6m+4M			3	S/P		S/P	
vs WK/STR 1NT: 2♣=44+ M's; 2♦=one M,inv; 2M=nat,weak;		SIGNALS(INCLUDING TRUMPS) vs NT/suit: Smith Signal;					
2NT=STR any 2-suits;		Trumps: Hi/lo interested in ruff					
		DOUBLES					
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)							
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			SPECIAL FORCING PASS SEQUENCES		
VS 2♣:DBL=ms;2D=Ms		Neg DBL THRU 4♥			1X-(DBL)-(REDBL)-(1/2X)- P= NF X=T/O		
		Resp DBL THRU 3♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
		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;					PSYCHICS: seldom(when fit found)		
Raise=PRE; Jump shift=NAT PRE; RDBL=PEN							

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 17+ BAL	1♦=0-7HCP; 1H=c;1s=d;1NT=H;2C=S.(NOTE 1) 2D=8-10/14-15HCP BAL(NOTE 2) 2H=11-13HCP OR 16 BAL(NOTE 3) 2S/2NT/3♣/3♦=8+HCP, 4441♠/♣/♦/♥ (NOTE4)	1♣-1♦;1NT=17-19HCP, 2NT=22-23HCP, BAL 1C-1D;1H=F1(NOTE 5) 1C-1D;2H/2S=PUP TO NEXT STEP(NOTE 6)	NO RANGE RELAY
1♦		1	3♠	11-13HCP if BAL, 11-15HCP if UNBAL;	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, GF, no 4M; 2m=5+m, F1; 2♥=45 M's, 9-11; 2♠=55 m's, INV+; 3NT=to play; 3x+=NAT, PRE; 3C= INV IN C	2-way Checkback; 1♦-1♥; 2s & 1D-1S;2H(NOTE 7) 1d-1M;2c-2OM(relay)	
1♥		5	4♥	11-15HCP, 5+♥	1NT=7-12HCP, nf; 1♥-2m=FG except rebid 3m; 2NT=BAL, FG; 3♣=10-12HCP 4♥supp ;2s=inv in s 3♦=7-9HCP 4+♥ SUPP; 3♥/4♥=PRE 3♠/4♠/4♦=SPL 13+, 4+♥;3NT=H FIT,NO SLAM 4♠/5m=Exclusive RKCB vs ♥; 4NT=RKCB vs ♥	1♥-1♠; 1NT-?: 2-way checkback; 4SF=FG 1♥-1♠;2NT=6♥3♠, Max 1♥-1♠;3NT=6♥4♠, MAX; 1H-1S;2D/2H-2S=ART,GF	Drury Jump shift=Fit-showing
1♠		5	4♥	11-15HCP, 5+♠	3♥=inv; 4h=to play;3NT=H spl; 4m=SPL, 13+HCP; Others=same as 1♥ opening		
1NT			4♥	14-16HCP, BAL, 5M/6m OK, SPL H OK	2♣=STAY; 2♦=GF,STAY;2M=SIGN OFF; 2NT=PUP to 3C;3C=ms;3d=Ms,INV;3M=(13)(45)or(13)(63) 4♣=Gerber; 4♦/4♥=TRF; 4♠=m's;	1NT-2NT;3C-3D=WEAK IN D; 1NT-2NT;3C-3H/3S=4441/4414 1NT-2C;2D-3M=(4441),SHORT IN OM	
2♣		5	4♥	11-15HCP, 6+♣ or 5♣+4M	2♦=Relay(NOTE8); 2M=NAT NF; 2NT/3C=PUP TO 3C/3D (NOTE 9)3♦=Ms,INV;3M=NAT, INV; 3NT=to play; 4♦=RKCB vs ♣	2C-2D;2M-2NT=GF,RELAY 2C-2D;3C-3D=GF,RELAY	
2♦	*	0		WK IN Ms, 55 IN V;54 in NV	2NT=Relay(NOTE10); 3m=NF		
2♥		5		WEAK.WHEN NV,COULD BE 5 WITH	2NT=Relay(NOTE11); 2S=NF;3m=NF		
2♠		5		ANOTHER 5-CARD m;WHEN V,6+.			
2NT	*			20-21HCP, BAL	3♣=STAY; 3♦/3♥/4♦/4♥=TRF; 3♠=54+ m's; 4♣=Gerber; 4♠=55+ m's		
3m		6		PRE	3x=F1; 3♣-4♦=Ask SPL; 4M=To play	HIGH LEVEL BIDDING	
3M		6		PRE	4♣=Fit and slamish; 3♥-4♠=To play		
3NT	*			Gambling (7-8 solid m, no A in side suit)	4♣5♣=P/C, 4♦=Ask SPI; 4M=to play; 5NT=GSF	RKCB 14/03; Blackwood 14/03; Cue; 5NT GSF; SPL	
4x	*	7		PRE	4♦=Ask ; 4M=To play; New suit=CUE; 4NT=RKCB	D0PI; DOPE; EXCLUSION RKCB	
4NT				RPE INms	5♣/♦=TO PLAY; 5♥/♠=ASKING		

(NOTE 1)

(NOTE 1)

1C - 1H/1S
1NT=RELAY
STEP 1=OTHER m
Step 2=H
Step 3=S

1C - 1H
1S/2m - STEP 1=8-10
Step 2+=transfer bid,11+

1C - 1H
1S - 1NT(8-10)
2C=RELAY, followed with transfer bid

1C - 1NT/2C
STEP 1=RELAY. Then step 1=8-10,step2+= transfer bid
STEP 2=C
STEP 3=D
STEP4=OTHER M

1C - 2C
2NT - 3C=11+.BAL OR 5H+4m. THEN 3D RELAY : 3H=4C ; 3S=4D. 3NT=BAL.
3D=H RAISE OR 8-10 5H+4D. 3H RELAY : (3S=5D/3NT=4D.OTHER=H RAISE)
3H=6+S
3S=BAL, 8-10
3NT=4C, 8-10
4C/4D=SPL
4H=3H+6 GOOD S,MIN
4S= 7S(SEMI-SOLID),MIN

(NOTE 2)

1C - 2D
2H/2S=NAT,SUPP. ASKING
2NT=RELAY
3C/3D=NAT,SUPP.ASKING
3H/3S=3-CARD & 0M singleton

(NOTE3)

1C - 2H
2S=RELAY
2NT=C
3C=D
3D=H
3H=S

(NOTE 4)

1C -2S/2NT/3C/3D
STEP 1=RANGE ASKING
STEP 2+=SET TRUMP & RANGE ASKING

(NOTE 5) 1C - 1D
1H - ?

1S=ART.
1NT=5-7HCP, 4+S, NO 3H
2C/2D=5-7HCP, 6+, NO 3H
2H=5-7HCP, 3H

1C - 1D	1C -1D
1H - 1S	1H -1S
1NT=5H+4X	2S -2NT(WAIT)
2C/2D=5C/5D+4+H	3C/3D/3H/3S=NAT
2H=6H	
2S=ART. GAME F(5+H)	
2NT=24-25 OR 28+, BAL	
3C/3D/3H=NAT, INV	

(NOTE 6)

1C - 1D
2H PUP. TO 2S
2S

2NT=GF, 3-SUITER HAND, then 3C asking(answer:3D/3H/3S/3NT=
singleton in H/s/c/d)

3C=6C+4d
3d=6d+4c
3h=6d+4h
3s=1255
3nt=2155

(NOTE 7)

1D -1H	1D -1S
2S -2NT(ASK)	2H -2NT(ASK)
3C=1363	3C=3163
3D=6D+4S	3D=6D+4H
3H=3361	3H=6D+5H
3S=6D+5S	3S=3361
3NT=2362	3NT=3262

(NOTE 8)

2C -2D
2H/2S=4H/4S
2NT=MAX, 6C
3C=MIN, 6+C
3D=6C+4D OR 6C+SHORT D
3H/3S=6C+SHORT H/D

(NOTE 9)

2C - 2NT(PUP TO 3C)

3C - 3D/3H/3S=6+CARD GF

2C - 3C(PUP TO 3D)

3D - 3H/3S/3NT=H+D/S+D/H+D, 55+, GF

(NOTE 10)

2D - 2NT

3C=44 OR VERY BAD 54

3D=55, MIN

3H=5H+4S

3S=5S+4H

3NT=55, MAX

(NOTE 11)

(NV) 2M -2NT

3C/3D=5C/5D+5M

3M=usually 6M, could be 5M when NV VS V, min

30M=6M, MAX

(V) 2M -2NT

3C/3D=NAT, 4CARD

30M=3 CARD

3M=MIN

3NT=MAX