


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 <h1>Convention Card</h1>		
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>				<b>CATEGORY: Precision</b> <b>NCBO: CHINA OPEN</b>   <b>EVENT: ALL</b> <b>PLAYERS: CHENJIEN-CAIYANG</b>	
Normally 6-15HCP; usually 5-card suit;			<b>Lead</b>	<b>In Partner's Suit</b>			
RESPONSE: cue-bid=F1, limited raise+ or any FG;		<b>Suit</b>	3rd / 5th	3rd / 5th			
New suit jump=FIT-SHOWING,INV;		<b>NT</b>	2nd/4th	2nd/4th			
Jump Raise=PRE;		<b>Subseq</b>	As above	As above	<b>SYSTEM SUMMARY</b> <b>GENERAL APPROACH AND STYLE</b> Bidding Style: Aggressive, frequent upgrading. Precision, Strong 1♠, 5-card M, Open light if UNBAL. 1♦ Opening: 0+ cards' 1NT Opening: 14-16HCP, BAL, Stiff/m6 OK, 5M seldom. 2 over 1 Response: FG except some special action.		
Jump cue bid=mixed raise;		<b>Other: 10 or 9= top or 1 higher cards above;</b>					
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>					
2nd=15(+)-18(+)-HCP		<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>			
4th=12(+)-16(-)-HCP		<b>Ace</b>	AKx(+); Ax(+); AKJ10(+)	AK; AKx(+); Ax(+); AQJ10(+)			
RESPONSE: Stayman; Transfer;		<b>King</b>	KQJ(+); KQx(+); Kx	AKJ10(+); KQ109(+)			
<b>JUMP OVERCALL (Style; Response; Unusual NT)</b>		<b>Queen</b>	QJx(+); Qx; AKQx	QJ; KQJ(+);KQx(+); Qx			
1-Suit: WEAK		<b>Jack</b>	J10; J10x(+);(A/K)J10x(+)	J10; J10x(+);(A/K)J10x(+)			
2-Suit: (1m)-2NT: ♥ + om; (1M)-2NT: ♦ + ♣		<b>10</b>	109x(+); (A/K/Q)109x(+);	10x; 109x; ;(A/K/Q)109x(+)			
Reopen: Jump Overcall is constructive		<b>9</b>	9x; H98(+);	9x; H98(+)			
		<b>Hi-x</b>	HxSx; Sxxx; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx			
		<b>Low-x</b>	HxS; HxxxS; xxS; xxxS(+)	HxS; HxxS(+)			
		<b>SIGNALS IN ORDER OF PRIORITY</b>					
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
Michaels Cue Bid:		<b>Suit</b>	1	Hi=ENC	Hi/Low=EVEN	Hi=ENC	1♠: 16+HCP, any distribution, except bad 16HCP
(1m)-2m: ♠+♥ (54+);			2	Hi/Low=EVEN	S/P	Low=S/P	2♣: 11-15HCP, 6+cards or 5cards with a M suit;
(1M)-2M: OM + ♠ (55+); (1M) -3♣: OM+♦ (55+)			3	S/P			2♦: weak MM, 4-10HCP;if Vul at least 5-5
Jump cue-bid asks stopper; Reopen: Cue-bid=any strong 1 or 2 suit(s)		<b>NT</b>	1	Low=ENC	As above	Low=ENC	
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>			2	Hi/Low=EVEN			3NT: m solid suit gambling
<b>VS. Weak and Strong NT:</b>			3				4♠/4♦: NAT PREEMPT
2♠=M's 54(+); 2♦=one M, 2♥/2♣=♥/♠+m, 54(+);		<b>Signals (including Trumps):</b>				Fit-Showing Jumps and Splinter;	
2NT=m's+M 64(+); X=Penalty; or Pass hand M4+m5		Trumps: Hi-Low shows interest in ruff; Smith Signal Vs. NT;				LEBENSÖHL;	
<b>Reopening and PH:</b>		<b>DOUBLES</b>				Drury;	
Reopening Vs. Weak NT: same as above						XYZ;	
Vs. Strong NT or PH: same as above;							
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		<b>TAKE-OUT DOUBLES (Style; Responses; Reopening)</b>					
Lebensohl after (Weak2x)-DBL-(P)-;		Opening Values; May be light (10+HCP) with classic shape;					
(Weak 2M): 4♠=OM+♠, 4♦=OM+♦;		RESPONSE: CUE-BID=F1;					
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>		
Vs. Precision 1♠		Negative Double to 4♥; Supporting Double to 2♥;					
DBL= ♠+♥ (44+)		Lead-Direct Double;			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>		
		Maximum Overcall Double;			3rd position opening maybe light		
		Responsive Double;					
<b>OVER OPPENENTS' TAKE-OUT DOUBLE</b>		Cooperative Double;					
New suit: 1x-(DBL)-1y=F; 1x-(DBL)-2y=NF; JUMPS=Fit Showing		Cue-bid Double;			<b>PSYCHICS:</b>		
1M-(DBL)-TRF Bid and 2NT=LIMITED Raise; Redouble=10+HCP;		Double any suit that has been bid by us shows LIKE leading that suit.			Seldom		

