

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Convention Card 	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				
Normally 6-18HCP; usually 5-card suit;			Lead	In Partner's Suit		
RESPONSE: Cue-bid=F1, Limited Raise+ or any GF;	Suit		3rd/5th	3rd/ 5th		
New suit=F1 except 2/1; Jump cue bid=mixed raise;	NT		2nd/4th	3rd/5th	CATEGORY: Strong Club system Blue	
Jump=FIT-SHOWING, INV+; Jump Raise=PRE;	Subseq		ATT	As above		
1X-(1M)-DBL/1Y/2Y-(2NT)=4+M, Limited Raise+;	Other: 0/2 or 2/4 in raised					
1m-(1M)-DBL-(?) TRF applied.				NCBO: China Mixed Team EVENT: ALL		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			PLAYERS: AnMei- Zhang Yongge	
2nd= 15(+)-18(+)-HCP	LEAD	Vs. Suit		Vs. NT	SYSTEM SUMMARY	
4th= 11(+)-15(-)-HCP	Ace	AK(+); Ax(+)		AK(+); Ax(+); AQJ10(+)		
RESPONSE: Stayman; Transfer; MSS; Texas.	King	KQ; Ask for CT in raised		Ask for CT or UB		
JUMP OVERCALL (Style; Response; Unusual NT)	Queen	QJx(+); Qx;		QJ(+);AQJ(+);	GENERAL APPROACH AND STYLE	
	Jack	J10(+); HJ10(+); Jx		J10(+); KJ10(+)	Precision, Strong 1C, 5-card M, Open light if Favor;	
	10	H109(+); 10x		109(+); H109(+); 10x	1D: 0+D	
	9	(QJ)98(+); 9x		(QJ)98(+); 9x	1NT: 14-16HCP	
	Hi-x	HxSx; Sxxx; Sx; xxSx		HxxSx(+); Sx; Sxx; xSxx	2 over 1 Response: GF except some special action;	
2NT=19-21HCP, BAL.	Low-x	HxS; HxxxS; xxS; xxxS(+)		HxS; HxxS(+)	2C over 1D/1M ART GF;	
SIGNALS IN ORDER OF PRIORITY					2NT Opening: 20-21HCP, BAL, Stiff/6m OK, 5M seldom.	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)					SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Michaels Cue Bid and Ghestem Cue Bid:	Suit	1	Hi=ENC	Hi/Low=Even	Odd/Even	1C: 16+HCP, any distribution, except bad 16HCP and 20-21HCP BAL;
(1m)-2m: S+H (55+); RESP: 2NT=INV+;		2	Hi/Low=Even	S/P		2D: H / S4-4+, weak;
(1M)-2M: OM+m (55+); RESP: 2NT=INV+;		3	S/P			2H: H, weak;
Jump cue-bid asks stopper.	NT	1	Low=ENC	Hi/Low=Even	Odd/Even	2S: S, weak;
VS. NT (vs. Strong/Weak; Reopening; PH)		2	Hi/Low=Even	S/P		3NT: Gambling, To play in 3 rd and 4 th ;
VS. Weak / Strong NT:		3	S/P			Two way Drury;
DBL=Strength/4M5m;2C=H+S4-4(+);2D=one M;2H/2S=with minor	Signals (including Trumps):					Fit-Showing Jumps and Splinter
Reopening:	Trump: S/P or Hi-Low shows interest in ruff; Regular Smith;					
Same	DOUBLES					
PH(Include Reopening):						
DBL= 4M+5+minor; others=NAT.						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKE-OUT DOUBLES (Style; Responses; Reopening)					
Lebensohl after (Weak2x)-DBL-(P);	Opening Values; May be light (10+HCP) with classic shape;					
(Weak 2M): 4C=OM+C, 4D=OM+D;	Response: Cue-bid=F1;					
(MULT 2D): 4C= C+one M, 4D= D+one M;						
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					SPECIAL FORCING PASS SEQUENCES
Vs. Precision 1C (or 1C-1D):	Negative Double to 4H; Supporting Double to 3H/3S;					
DBL=M's; 1NT/2NT=m's; others=NAT;	Lead-Direct Double;					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Vs. 2C DBL=C	Maximum Overcall Double;					
	Responsive Double to 3H;					
OVER OPPENENTS' TAKE-OUT DOUBLE	Cooperative Double;					
TRF; 2NT=Limited Raise; Jump shift=Fit Showing.	Double a suit that has been bid by us shows DISLIKE leading that suit.					PSYCHICS:
	2026-02-19					Rare

OPENING	TICK ✓ IF ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C	✓	0	4H	16+HCP	1D=0-7(bad 8)HCP; 1H/1S=8+HCP, 5+H/S; 1NT=8-13 or 16+HCP BAL, 2C/2D=NAT, 8+HCP; 2H= 14-15HCP BAL, 2S=8+HCP 1444 2NT/3C/3D=8+4441/4414/4144;3 H/3S=5-7HCP,NAT; 4C/4D=H/S to play; 4H/4S=H/S void 6-6m`s	1C-1D-1H=NF, 4+H; 1C-1D-1S=, 4+S; 1C-1D-1NT: 17-19HCP, BAL; 1C-1D-2NT: 22-24HCP, BAL 1C-1D-2H/2S/3C/3D= GF; 1C-1NT-2C=ask; 1C-1NT-2D/2H/2S/2NT=NAT, SUPP ask; 1C-2H-2S=ask;	
1D		0	4H	10-15HCP, 0+D	1H/1S=4+H/S; 2C=ART FG; 2D=11+HCP, 5+D, F1; 2NT=INV; 3C/3D=NAT, INV; 3H/3S=NAT, mild INV. 3NT=to play;	1D-1M-1S/1NT-?: 2C=PUP to 2D, 2D=ART, GF; 1D-1M-2OM=NAT MAX; 1D-1H-3S=6D+4H, 4C=C SPL 1D-1S-4C=6D+4S, 4H=H SPL.	Fit-showing; 2D NAT, NF
1H		5	4D	10-15HCP, 5+H	1NT=Semi-F; 2C=ART; 2NT=4+H, INV+; 3C/3D=10-12/7-10 SUPP; 3H=Weak; 4C/4D=C/D SPL;	1H-1S-1NT-?: 2C=PUP to 2D, 2D=ART, GF 1H-2H-2S=General GT, 2NT/3C/3D=INV in suit S/C/D.	Twoway Drury; Fit-showing; 2NT=NAT, INV;
1S		5	4H	10-15HCP, 5+S	1NT=Semi-F; 2C=ART; 2NT=4+H, INV+; 3C/3D=10-12/7-10 SUPP; 3S=Weak; 4C/4D=C/D SPL;	1S-2S-2NT=General GT, 3C/3D/3H=INV in suit C/D/H 1S-2NT-3C=MIN with short, 3D=MAX no short.	Reverse Drury; Fit-showing; 2NT=NAT, INV
1NT			4H	14-16HCP, BAL;	2C/2D=Stayman; /2H/2S=NAT NF; 2NT=to 3C; 3C/3D=INV; 4D/4H=H/S; NT=INV.	1NT-2C-2D-3H/3S=5H+5S, INV/GF; 1NT-2NT-3C-3H/3S=5C+5D, H/S1, GF 1NT-2NT-3C-Pass/3D=C/D	
2C		5	4H	10-15HCP, 6+C or 5C with 4M;	2D=ask; 2H/2S=NF; 2NT/3C=INV; 3D/3H/3S=NAT, INV; 4C=PRE; 4D=C RKCB.	2C-2D-2H/2S-2NT=ask; 2C-2D-3C-3D=ask.	
2D	✓	0		3-10HCP, HS 44+;	2NT=ask.		4 seat: 9-12HCP, 5+D
2H		5		3-10HCP, weak 2;	2NT=ask; 2S/3C/3D=NAT, NF		4 seat: 9-12HCP, 5+H
2S		5		3-10HCP, weak 2;	2NT=ask; 3C/3D/3H=NAT, NF; 4H=To play,		4 seat: 9-12HCP, 5+S
2NT				20-21HCP, BAL;	3C=Stayman; 3D/3H=Transfer; 3S=ms; 4C/4D=H/S; 4H/4S=C/D; 4NT=INV.		
3C		6		2-9HCP, PREEMPT;	3D=ask; New suit F1; 4D=RKCB for C.	Response for RKCB after PRE: 0/1/1+Q/2/2+Q	
3D		6		2-9HCP, PREEMPT;	New suit NF; 4C=RKCB for D.	Response for RKCB after PRE: 0/1/1+Q/2/2+Q	
3H		6		2-9HCP, PREEMPT;	New suit NF; 4C=RKCB for H; 4S=to play.	Response for RKCB after PRE: 0/1/1+Q/2/2+Q	
3S		6		2-9HCP, PREEMPT;	4H=to play; 4C=RKCB for S.	Response for RKCB after PRE: 0/1/1+Q/2/2+Q	
3NT				Gambling,3/4wild range;			
4C		7		2-9HCP, PREEMPT;	4H/4S=to play; 4NT=RKCB.	Response for RKCB after PRE: 0/1/1+Q/2/2+Q	
4D		7		2-9HCP, PREEMPT;	4H/4S=to play; 4NT=RKCB.	Response for RKCB after PRE: 0/1/1+Q/2/2+Q	
4H		6		6+H, wild range;	4S=cue-bid; 4NT=RKCB	Response for RKCB: 14/03/2/2+Q	
4S		6		6+S, wild range;	4NT=RKCB; 5m/5H=cue-bid	Response for RKCB: 14/03/2/2+Q	
						HIGH LEVEL BIDDING	
						RKCB/GERBER 1403 (03/14 when fit in C) ; Splinter; Cue Bid; DIPO; DEPO;	