

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Convention Card 		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE					
1 st OVERCALL: Normally 6+HCP; usually 5+card suit;			Lead	In Partner's Suit			
2 nd OVERCALL: 5+cards, 9HCP+, NAT		Suit	3rd / 5th	3rd / 5th			
RESPONSE: 1/1,3/2=F1; 2/1,2/2=NF,NAT; Jump Raise=PRE;		NT	4th /2nd	4th /2nd			
Jump cue bid=mixed raise; cue-bid=F1, limited raise+ or any FG;		Subseq	As above	As above			
After1 st Overcall, 2NT=4 card SUPP INV;	Other: top or 1 higher cards above; Hi/Low=EVEN				CATEGORY: Precision		
New suit jump=FIT-SHOWING,INV;					NCBO: China EVENT: ALL		
					PLAYERS: LI YA – WANG YAN		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS: Vs SUIT A FOR ATT,K FOR CONT.			SYSTEM SUMMARY		
2nd=15(+)-18(+)-HCP		LEAD	Vs. Suit	Vs. NT			
4th=11(+)-15(-)-HCP		Ace	AKx(+); Ax(+); AKJ10(+)	AK; AKx(+); Ax(+); AQJ10(+)			
RESPONSE: Same as after 1NT opening		King	KQJ(+); KQx(+); Kx	AKJ10(+); KQJ(+);KQx(+)			
		Queen	QJx(+); Qx; AKQx	QJ; QJx(+);KQ109(+); Qx	GENERAL APPROACH AND STYLE		
JUMP OVERCALL (Style; Response; Reopening)		Jack	J10; J10x(+)	J10; J10x(+);(A/K)J10x(+)	Bidding Style: Aggressive, frequent upgrading.		
1-Suit: WEAK,6-10HCP		10	109x(+); (A/K)J10x(+); 10x	10x; 109x; ;(A/K/Q)109x(+)	Precision, Strong 1♣, 5-card M, Open light if UNBAL		
		9	9x; 98x(+); H109(+)	98x(+); H109(+)	1♦ Opening: usually 2+ cards, if 0/1, 4414/4405 shape short in ♦.		
Responses: cue-bid=F1; Other=NAT		Hi-x	HxSx; Sxxx; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx	1♥/1♠ Opening: usually 5+ cards		
		Low-x	HxS; HxxxS; xxS; xxxS(+)	HxS; HxxS(+)	1NT Opening: 13-15HCP, BAL		
	SIGNALS IN ORDER OF PRIORITY				2♦ Opening: 2M's, 54(+), Preempts;		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	2NT Opening: 20-21, BAL;	
Michaels Cue Bid: (1m)-2m: ♠+♥ (55+); (1M)-2M: OM + m (55+);	Suit	1	Attitude	Hi/Low=EVEN	O/E	2 over 1 Response: FG; 1M-2C=Multiple meanings; 1M-1NT:NF	
3 rd Jump cue-bid asks stopper;		2	Hi/Low=EVEN	Attitude	O/E	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
4 th M Jump cue: 2m's, slam interest.		3	S/P			1♣: 16+HCP, any distribution, except 20-21HCP BAL;	
	NT	1	Attitude	Hi/Low=EVEN	O/E	2♣: 11-15HCP, 6+cards or 5 cards with a M suit;	
VS. NT (vs. Strong/Weak; Reopening; PH)		2	Hi/Low=EVEN	Attitude	O/E	2♦: weak MM; 2♥/2♠: preempts, usually 6 cards;	
VS.1NT: 2♣=M's 54(+); 2NT=ask		3	S/P			3♣/3♦:NAT preempts, usually 6+ cards; 3♥/3♠: preempts, usually 7 cards;	
2♦=one M, 6+, weaker hand; 2NT=ask	Signals (including Trumps):					3NT: GAMBLING, to play in 3rd/4th position;	
2/2♠=NAT, 6+, opening values;	Trumps: Hi-Low shows interest in ruff; Smith Signal Vs. NT;					4♣/4♦: NAT preempts; 4♥/4♠: usually 8+ cards, NF;	
Cue 2NT=2m's, Normally 55(+); X=equivalent to 1NT in strength	DOUBLES					Fit-Showing Jumps and Splinter;	
Reopening and PH: 2♣=2M's; Other=NAT;							
						LEBENSÖHL;	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKE-OUT DOUBLES (Style; Responses; Reopening)				Drury;	
Lebensöhl after (Weak2x)-DBL-(P)-;	Opening Values,11+; Reopening may be lower					The 3rd/4th suit FG	
NT over call=15-18HCP; 3 rd cue-bid=ask stopper	RESPONSE: suit=0-7P, jump suit=8-11p, CUE-BID=12+P;						
Suit over call and cue-bid: Note 27							
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				SPECIAL FORCING PASS SEQUENCES	
Vs. Precision 1♣ (or 1♠-1♦):	Negative Double to 4♥; Supporting Double to 2♥;						
DBL=2M's, 44(+); 1NT=2m's,54(+); others=NAT;	Supporting Redouble;				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
	Lead-Direct Double;				3rd position opening maybe light		
	Double any suit that has been bid by us shows DISLIKE leading that suit.						
OVER OPPENENTS' TAKE-OUT DOUBLE							
1M-(DBL)-: Note 16					PSYCHICS:		
					Rarely used		

OPENING	TICK ✓ IF ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	0	4♥	16+HCP, except 20-21HCP BAL	1♦=0-7HCP;	1NT=16-19HCP, BAL, Transfer; 2NT=20-21HCP, BAL, Same 2NT opening;	
						2H=Kokish Relay(note 2); 1♣-1♦-1M-2♣=M3+ card, 5-7HCP(note 1)	
				OPP double: 1♦=5-7HCP	1♥/1♠/2♣/2♦: NAT, 5+ card, 8+HCP, GF	Jump suit=SPL; 1♣-2♣-2♦=relay; (note 3)	
				OPP suit call: X=5-8HCP	1NT=8-13HCP, or 16+HCP, BAL, GF	2♣=Stayman, Transfer; 2NT=C suit; (note 4)	
					2H=any 4441, 8-10HCP	2♠=asking; (note 5)	
					2♠=14-15HCP, BAL;	2NT=relay; (note 6)	
					2NT/3♣/3♦/3♥=11+HCP, C/D/H/S SPL, 4441	Relay ask control	
					3♠/4♣/4♦/4♥/4♠=4-7HCP, 7+ card		
1♦		2	4♥	11-15HCP, normally 3+card, maybe 2	1♥/1♠=NAT, 4+ card, 5+HCP, F1	1♦-1M-1♠/1NT-?: 2♣=PUP to 2♦, 2♦=ART, FG (note 7); 1♦-1M: (note 8)	2D=NAT, NF
					1NT=NF, 2NT=INV, 3NT=to play	1♦-1M-2♣/2♦: (note 9)	
				OPP overcall 1H: (note 10)	2♣=Nat, FG; 2♦=INV+ 4+♦, F;	1♦-2♣: 2♦=NAT, 2M=NAT UNBAL; 2NT=BAL, 11-13HCP	
				OPP overcall 1NT: (note 11)	2♥=5♠4+♥, 6-10HCP; 2♠=NAT, 6+, constructive	1♦-2♦: 2NT=11-13HCP. BAL, 2♥/2♠=NAT UNBAL;	
					3♠=NAT, 9-12HCP, INV, with both majors;		
					3♦/4♦=PRE; 3♥/3♠=PRE;		
1♥		4	4♦	11-15HCP, normally 5+cards	1♠=6+HCP, 4+cards, F1; 1NT=4-12HCP, NF;	1♥-1♠-2NT: 13-15HCP, 36(XX); 1♥-1♠-1NT-?check back; 1♥-1♠-1NT-2NT=to 3C	Drury (note 14)
					2♣=M3 cards INV or C suit FG or BAL FG;	2D=minimum, other=non-minimum; (note 12)	
				OPP overcall: (note 15)	2NT=4+ cards SUPP INV+, no slam;	3H=minimum, 3♣/3♦/3♠=NAT, 3NT=S SPL, 4♣/4♦=SPL; (note 13)	
				OPP double: (note 16)	2♠=6+ cards, constructive; 3♣/3♦/3♠=NAT INV		
					3♥=PRE; 3NT/4♠/4♦=♠/♣/♦ SPL		
1♠		4	4♥	11-15HCP, normally 5+cards	Same above; 3H=NAT INV, 3NT=MINI SPL;		Drury
1NT			4♥	13-15HCP, BAL, 5M seldom	2♣=Stayman;	2 level rebid=INV NF; 3 level rebid=FG; SMOLEN; (note 17)	
					2♦/2♥=TRF to ♥/♠, 5+ card;	2 level rebid=INV NF; 3 level rebid=FG; 2NT=super TRF; (note 18)	
				OPP overcall: 2 level suit NF;	2♠=BAL INV or C weak or 2m's FG or C5D4 FG	(note 19)	
				X=T/O; LEBENSOHL	2NT=D weak or 2m's weak or D5C4 FG	(note 20)	
					3♣/3♦=NAT INV, 6+card, normally with both		
				OPP X: XX=have 5+suit; suit=4-4	3♥/3♠=♠/♦ suit slam; 4♣=NAT		
					4♦/4♥/=TRF to ♥/♠; 4♠=2m's 5-5	After TRF, 4NT=RKCB;	
2♣		5	4♥	11-15HCP, 6+♣ OR 5♣ with 4M;	2♦=ask; 2♥/2♠=NF, constructive;	2♣-2♦-?: 2♣-2♦-2♥/2♠-2NT=Relay, new suit=FG; (note 21)	
					2NT=TRF to 3C; 3♣=NAT, NF	2♣-2NT-3♣-?: 3♦=♥5+♠5, INV; 3♥=♥5+♠5, FG; 3NT=♣4+, BAL FG;	
					3♦/3♥/3♠=suit, INV; 4♦=Kickback RKCB		
2♦	✓	0		6-10HCP, weak MM;	2♠/2♥=fit-finding; 2NT=ask, INV+;	2♦-2NT-?: (note 22)	
					3♣/3♦=NAT NF; 3♥/3♠/4♥/4♠=to play		
2♥/2♠		6		6-10 HCP, ♥/♠6+card, weak;	2NT=ask; 3♥/3♠=PRF; 3NT/4♥/4♠=to play	2♥/2♠-2nt-?: (note 23)	
					3♣/3♦/2OM=NAT NF; 3OM=NAT F1.		
2NT				20-2HCP, BAL, 5m seldom	3♣=PUPPET STAYMAN	(note 24)	
					3♦/3♥/3♠/3NT/4♣/4♦/4♥=TRF	(note 25)	
3♣/3♦		6		6-10HCP, 6+card, PREEMPT;	New suit F1, 3NT=NAT; 4om=RKCB;	HIGH LEVEL BIDDING	
3♥/3♠		7		6-10HCP, 7+ card PREEMPT;	3♥-3♠=NAT FG; 3NT=NAT; 4♣=RKCB;	RKCB 14/03/2/2+Q; OPP interfere: X/XX=14, PASS=03, +1=2, +2=2+Q	
3NT				m PREEMPT, GAMBLING;	4♣/5♣=p/c; 4♦=ask; 4♥/4♠=to play; (note 26)	Remove key ask bid or RKCB after PRE: +1=0/Q, +2=1, +3=1+Q, +4=2, +5=2+Q	
4♣/4♦		7		7+card, PREEMPT			
4♥/4♠		8		8+card, PREEMPT			

