

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Convention Card 
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			
6-17HCP, good 4 cards possible at 1 level			Lead	In Partner's Suit	
Response: F1 when 1/1,3/2 2/1 and 2/2 are free bids	Suit		3rd/5th	3rd/5th	
Cue-Bid=F1	NT		2nd/4th	4th	
Jump 2NT over DBL=4+fit, LR+	Subseq		2nd/4th through declarer		
Jump Shift =NAT, if Pass hand=Fit-Showing	Other: K for count at 5+level if AK(xx).				
Jump cue-bid=Mixed Raise	K ask for unblocking or CT; A ask for ATT				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			CATEGORY: Precision BLUE
2nd=15(+)-18(+)-HCP	LEAD	Vs. Suit		Vs. NT	NCBO: China EVENT:
4th=11(+)-16(-)-HCP	Ace	AK(+); Ax		AK(+); Ax(+);AKJx,AK10x	PLAYERS: Yao Huang – Yan Huang
Response: Stayman; Transfer	King	KQ(+); Kx;AK		Count or Unblock	SYSTEM SUMMARY
	Queen	QJ(+); Qx		KQ(+);QJ(+);AQJx; Qx	
	Jack	J10(+); KJ10(+); Jx		J10(+);HJ10x(+); Jx(+)	
JUMP OVERCALL (Style; Response; Unusual NT)	10	109(+); K/Q109(+); 10x		H109x(+); 109x(+); 10x	GENERAL APPROACH AND STYLE
1 suit: Weak	9	9x; 98(+)		Q/J98x(+); 98x; 9x	Aggressive bidding style, opening and responsive bid can be light
2 suits: Unusual 2NT;	Hi-x	HxSx; Sxxx; Sx; xxSx		HxxSx(+);xSxx; Sxx; Sx	1♣=16+HCP, 1♦=Nebulous, o+♦
4th seat: 2NT=19-21HCP, BAL; 2X=6+, 9-13HCP; 3X=Intermediate	Low-x	HxS; HxxxS; xxSx;xxxxS(+)		HxS; HxxS(+)	1NT=13-15HCP (vs.null) 14-16 HCP (vs.Vul)
Response: Cue-Bid=F1, 2NT=Ask	SIGNALS IN ORDER OF PRIORITY				5-cards Major opening
	DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)				2♣=10-15HCP, 6+♣ or 5♣+4M
Michaels Cuebid: (1M) 2M=55+OM+minor; (1m) 2m=55+♥+♠	Suit	1	Hi=Erg	CT	2♦=4-4+ in Majors, weak at 1st/2nd/3rd pos.
(1♣) 2♣=NAT if 1♣ only promise 2+ cards, 2♦=55+♥+♠		2	Hi-Lo=E	S/P	2♥/2♠=weak 2 at 1st/2nd/3rd pos.
(1m) 3m =Ask stopper; (1M) 3M=Ask stopper		3	S/P		
	NT	1	Lo=Erg	CT	
VS. NT (vs. Strong/Weak; Reopening; PH)		2	Hi-Lo=E	S/P	
2 nd pos: 2♣=Majors54+; 2♦=any M; 2♥/♠=♥/♠+minor 54+		3	S/P		
4 th pos: 2♣=Majors44+; 2♥/♠=NAT,opening value; 2♦=wk,any Major against NT:DBL=PEN	Signals (including Trumps): STD ATT				
	Trumps: Hi-Low shows interest in ruff or S/P, Smith against NT				
	DOUBLES				
PH: DBL=5+♣/♦+4M					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKE-OUT DOUBLES (Style; Responses; Reopening)			
Lebensohl after (2M=weak two) DBL P ?	Opening Values; May be light (10+HCP) with classic shape;				
(Weak 2M): 4♣=OM+♣, 4♦=OM+♦;	Response: Cue-Bid=F1;				
(Multi 2♦): 4♣=♣+M, 4♦=♦+M;					
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
Vs Strong 1♠ (or 1♠-1♦):	SUPP DBL/RDBL				1♠-(4M+)-Pass=Forcing except NV-V /Both
DBL=Majors; NT=Minors; Others=NAT;	RES DBL; Negative DBL				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Competitive DBL; Cooperative DBL; Lightner DBL				3rd seat opening may be light.
OVER OPPENENTS' TAKE-OUT DOUBLE		DBL To Splinter = Suggest leading higher rank suit			1♦-(1♥)-DBL=4+♠, 1♠=T/O with 0-3♠, 2♥=6+♠ weak or 5♠ GF
RDBL show power, F1 below 2 level of opening suit;					PSYCHICS:
1M (DBL) ,we use Transfer bid, 2NT=LR+; RDBL=10+HCP					Seldom

OPENING	TICK✓ IF ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	0	4♦	16+HCP	1♦=0-7HCP, 1♥/1♠/2♣/2♦=5+♥/♠/♦, 8+HCP 1NT=8-13/16+HCP, BAL; 2♥=BAL 14-15HCP; 2♠/NT/3♣/♦=8+HCP 4441 ♠/♣/♦/♥; 3♥/3♠=constructive; 4♣/4♦=8+♥/♠ with A or K, weak 4♥/4♠=8+♥/♠ without A or K, weak;	1♣-1♦-1M-2♣/2♦=TRF, 2M-1=5-7hcp,3Supp, 2M=3-5HCP, 3supp 1♣-1♦-2♥=Kokish Relay; 1♣-2♣/2♦-2♦/♥=asking; 1♣-2♣/2♦-2NT=♦/♥ suit	1♣-2♥=41♥44 1♣-2♣/2♦-any bids=NAT
1♦		1	4♥	11-15HCP, 1+♦	1♥/1♠=4+♥/♠; 2♣=4+♠ GF Relay; 2♦=4+♦ GF Relay 2♥=5♠+4-5♥, 6-9HCP; 2♠=minors 7-12HCP or 6+♦ Inv 2NT/3♣=INV; 3♦/3♥/3♠=To Play;	1♦-1M-1♠/1NT-2♣/2♦=Two-way checkback 1♦-1M-2NT=Max 6♦+3M	
1♥		5(4)	4♦	11-15HCP, 5+♥	1NT=NF;2♣=ART GF;2♦=NAT GF; 2♠/3♠=Nat NF; 2NT=3♥ Inv or 4+Supp,7-12HCP; 3♥=PRE; 3♠/♦=NAT INV; 3NT/4♣/4♦=♠/♣/♦ Spl	1♥-1♠-1NT-2♣/2♦=Two-way checkback 1♥-1♠-2♦/♥-2♠=ART GF;	Reverse Drury
1♠		5	4♥	11-15HCP, 5+♠	1NT=Semi-F; 2♣=ART GF; 2♦/♥=NAT GF 2NT=3♠ Inv or 4+Supp,7-12HCP; 3♠=PRE; 3♠/♦/♥=Nat Inv;4♥=To play; 3NT/4♣/4♦=♥/♠/♦ Splinter		Reverse Drury
1NT			4♥	13-15(null) /14-16~Hcp(vul) Bal/Semi-bal, permit 4441	2♣=ST; 2♦/♥=Trf; 2♠=Bal Inv or m's WK/ST or ♦suit WK 2NT=Pup 3♠; 3♠=Pup3♦,3♦=Ask 5-card Major 3♥/3♠=4♥/4♠,pick game; 4♣/4♦=♥/♠; 4♥/4♠=NAT	Lebensohl; Smolen	
2♣		5	4♥	11-15HCP, 6+♣ or 5♣ with 4M;	2♦=ask; 2♥/♠=NF; 2nt=Pup 3♠; 4♣=Pree;4♦=Kickback 3♠=Construc, 3+♣supp; 3♦/3♥/3♠=NAT, INV	2♣-2NT(Pup 3♣)-3♣ -3♦=55+Majors Inv; -3NT=55Majors,GF -3♥/3♠=55+♥/♠+♦GF;	2♣-2NT=NAT
2♦	✓	0		3-10HCP, 54+ majors	2NT=Ask; 3♠=NAT NF; 3♦=F1; 4♣=Trans to longer M		10-13HCP, 6+♦ in 4th seat
2♥		6(5)		3-10HCP, 6(5)+♥	2NT=Ask; 4♣=RKCB; 2♠=NAT, NF;3♠=NAT,INV	2M-2NT-3X=revesed Ogust when nul,singleton when vul; 3NT=4OM	10-13HCP, 6+♥ in 4th seat
2♠		6(5)		3-10HCP, 6(5)+♠	2NT=Ask; 4♣=RKCB; 3♥= GF Except when null	As above	10-13HCP, 6+♠ in 4th seat
2NT				19-21HCP, BAL/Semi-BAL	3♠=Pup ST; 3♦/3♥=Transfer; 3♠=Minor Staymen; 4♣=Trf 4♦; 4♦/♥=Trf 4♥/♠; 4♠=6+♠,SI	Smolen	
3♣		6		PRE	New Suit=NAT, F; 4♦=RKCB;		
3♦		6		PRE	New suit=F; 4♠=RKCB		
3♥		6		PRE	New suit=F; 4♠=Slam try or ♣ suit		
3♠		6		PRE	4♠=Slam try or ♣ suit		
3NT	✓			Gambling, solid m	4♣=P/C; 4♦=ask short suit; 4♥/4♠=to play		To play at 3rd/4th seat
4♣		7		PRE	4♦=RKCB		
4♦		7		PRE	4NT=RKCB		
4♥		6		To play	5 Level new suit =asking control		
4♠		6		To play	5 Level new suit =asking control		
4NT	✓			Good ♣/or ♦, 10-11 tricks		HIGH LEVEL BIDDING	
						RKCB(1430); Splinter; Cue Bid; Gerber	
						Exclusive RKCB:0/1/1+Q/2/2+Q; PREE RKCB=0/1/1+Q/2/2+Q	
						IF OPP O/C or Dbl to RKCB, Dbl/RDB=14, P=03,plus one=2 no Q, plus 2=2 with Q	
						IF OPP O/C over 5-level trump, Dbl=ODD, P=EVEN, plus 1=Odd+Q, plus 2=Even+Q	