


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			 <h1>Convention Card</h1>	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE				
Aggressive; Responses: new suit=NF CONST; cuebid(2♠/4♠)=INV+;		Lead	In Partner's Suit	CATEGORY: Red NCBO: China PLAYERS: Linlin HU / Yinghao LIU EVENT: 2023 BB	
jump cue=mixed raise; jump shift=natural GF; 3 over 2=F; 2NT=NAT;	Suit	3rd/5th	3rd/5th (ATT after raised)		
Overall 1M opp DBL: RDBL=2M and want to bid; 2NT=limited raise+;	NT	4th (1st/2nd weak suit)	3rd/5th (ATT after raised)		
transfers from 1NT; jump shift to a minor=fit-showing;	Subse	ATT combined with 3rd/5th	ATT combined with 3rd/5th		
when PD overcalls on 2 level=transfers from cuebid;	Other:	Rusinow vs NT when 4+card suit, from short suits 0/1,			
4-card overcall=when the other Major does not fit a T/O DBL;	PD's suit/raised suit: 0/2, when dummy has (A/K/x)xx through declarer 2/4				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
2nd hand 1NT=15-18; 4th hand 'live' 1NT=15-18;	LEAD	Vs. Suit	Vs. NT		
After 1NT overcall: 2NT=BAL INV; (1M) 1NT (P) 2♠=Transfer to 2♣;	Ace	AKx(AKQ)	AKx(+)	GENERAL APPROACH AND STYLE	
4th hand balancing 1NT=11-16; range asking Stayman;	King	KQx, AK	Unblock/STD Count		
	Queen	QJx(AKQ)	KQx(+), QJx	Moderation Bidding System	
JUMP OVERCALL (Style; Response; Unusual NT)	Jack	J10x, KJ10x	QJx(+), KQJx, J10x, KJ10	1st, 2nd, 3rd non-vulnerable and any 4th = Precision	
VS 1-level natural bids jump overcall(including precision 2♣): weak;	10	10x, 109x, H109x	J10x(+), HJ10x, 109x, A/K/Q109	1st, 2nd, 3rd vulnerable = Natural 2 over 1	
Jump 2NT=unusual; Reopen: jumps=intermediate; 2NT=19-21;	9	KJ9, 9x	109x(+), H109x, 9x, Q/J98x		
(1♣+2) 2♦=Majors; (1♦+2) 2♥=Majors limited/3♦=Majors strong;	Hi-x	HxSx, xxSx, Sx	xSx(+), Sxx	Precision: Light openings non-vulnerable (10 counts open very poss)	
	Low-x	HxS, xxxS, 109S	HxxS, HxxSx, xxxSx	1♦=1+(could be 4414), 2♠=5+♠4M or 6+♠	
	SIGNALS IN ORDER OF PRIORITY			Natural: 1♠=2+, transfer responses, 1♦=4+ can be balanced	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	
Cuebid a minor: Majors; Cuebid a Major: oM+1 minor;	Suit	1 Lo=Enc(NotTrick1)	Lo=Even	Odd=Enc(1st Discard)	All: 1NT=1st, 2nd NV 13-15, other seats=15-17
Strength: unlimited; depends on vulnerability;		2 Lo=Even	S/P	Remain Count	
Jump cue: ask for stopper;		3 S/P			NV 1/2 seats: 2♦=1M weak, 2♥=Majors weak, 2♠=♠+m, 2NT=minors
Reopen: cuebid = michaels or strong 1 suitor;	NT	1 Lo=Enc(NotTrick1)	Lo=Even	Odd=Enc(1st Discard)	V 1/2 seats: 2♦=Majors weak
VS. NT (vs. Strong/Weak; Reopening; PH)		2 Lo=Even	S/P	Remain Count	FAV 1/2 seats: Preemptive can be very light
DBL=Strong; 2♠=majors; 2♦=1M; 2M=M+m; 2NT=1 minor weak;		3 S/P			3rd seat NV: might open very light
3♠/♦=1 minor good hand;	Signals (including Trumps): Trick1 PD leads an honor (AKQJ10)=STD;			2NT opening 3rd seat could be light with long minor suit	
Passed hand DBL=majors; 2♠/♦=minor+1 Major; 2M=NAT;	PD leads spot card=upside down; regular Smith; K ask for count in 5+ level;				
Reopen: 2♠=majors; 2♦=1M bad hand; 2M=good hand;	singleton in dummy: S/P; 6+card suit: Hi or Lo=S/P mid=Enc;			After Precision 1♠ and most GF auctions: Relays	
If 1NT opener less than 14 or 13-15 in their FAV then:	K from AK then switch indicates singleton: ruff tend/SP in trump;			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DBL Stayman=strong no trump; DBL transfers=T/O;	DOUBLES			Transfer responses after Natural 1♠ opening	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKE-OUT DOUBLES (Style; Responses; Reopening)			Precision 1♦ opening could be as short as 1 (4414)	
3 level cuebid=ask for stopper; jump overcall=good hand;	T/O DBL: opening values and support for unbid Majors or strong hand;			Opening 2♦=1M weak, 2♥/♥=Majors weak	
jump overcall (non-cuebid) 4♠/♦=♠/♦+1M (oM) , NF;	may be weaker with good shape; balancing DBL may be weaker;			2NT opening 1/2 seats NV=minors preemptive	
jump cuebid a Major=minors strong hand;	Responses: cuebid=F1; After cuebid=some auctions transfers;			3NT opening 1/2 seats=Good 4M opening, 7.5 tricks+	
VS. ARTIFICIAL STRONG OPENINGS				PSYCHICS:	
VS strong 1♠: DBL=Majors; 1♦/♥=♥/♠; 1♠/NT=4♠/♥+5m;	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Rarely, when favorable responses to Precision 1♦/M could be psycho	
VS strong 2♠ (also after 2♠-2♦): DBL=Majors; 2NT=minors;	Precision: support DBL/RDBL thru 2♥;			SPECIAL FORCING PASS SEQUENCES	
OVER OPPONENTS' TAKE-OUT DOUBLE	Natural: DBL=support or strong hand with 2 card M; RDBL=strong hand;			High level DBL/Pass inversion (DBL=want to bid, pass=force to DBL)	
Opps DBL a minor: transfers; After Natural 1♠ (DBL) RDBL=strong;	When no space to bid: DBL=invite;			Only use in the first time forcing pass auctions	
1♦ (DBL) RDBL=♥/Pass then DBL=T/O, original RDBL hand;	DBL a known self 5+ card suit on 3+ level: dont lead the suit;				
Opps DBL a Major: transfers from 1NT; 2NT=limited raise+;	DBL on direct SPL response = dont lead fragment suit or lead lower suit;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
jump-shift oM=mixed raise; new minor jump-shift=fit-showing;	Action DBL: in some high level situations DBL=want to bid Pass=NF;			Cuebids other than opp's suit don't promises controls, only slam interests	

OPENING	TICK ✓ IF ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	0		All NV and V 4th: 16+ any distribution	1♦=0-7(bad 8); 1♥=4+♠; 1♠=4+♥; 1NT=12+BAL; 2♣=minors; 2♦=8-11 BAL; 2♥=6+♦; 2♠=3 suitor short in M; 2NT+=6+♠;	1♣-1♦-1♥=19+; 1♣-1♦-other=16-18; Relay auctions after 1♣;	
1♣		2	4♠	V 1st/2nd/3rd: 11+ 2+♣ Any 18-19 BAL	1♦=♥/1♥=♠/1♠=♦ or BAL; 1NT=10-12 BAL INV; 2♣=GF raise; 2♥=Ms; 2♦=1M weak; 2♠=♣ constructive to invite raise; 2NT=16-18 BAL;	1♣-1♦/♥-1♥/♠=2-3M; 1♣-1♦/♥-1NT=18-19 BAL; 1♣-2♣-2♦=max/18-19 BAL; 2♥/NT=BAL; 2♠=UNBAL;	1♣-2♥/♠=fit-showing;
1♦		1	4♠	NV and V 4th: (9)10-15, 4414 possible	1♥/♠/NT=NAT; 2♣=GF; 2♦=F1 raise; 2♥=Majors weak; 2♠=minors at most invite; 2NT/3♠=INV;	Two way checkback; 1♦-2m-2♥/♠=BAL/UN+ support; 1♦-1M-2NT=3-4M good hand; 1♦-1M-3M=shape;	1♦-2♥/♠=fit-showing; Two way checkback=invite;
1♦		4	4♠	V 1st/2nd/3rd: 11+ 4+♦ Can be 11-14 BAL	Same as above except: 2♦=GF raise; 2♠=♦ constructive to invite raise;	Same as above;	
1♥		5(4)	4♠	NV and V 4th: (9)10-15 Can be 4/bad in 3rd/4th Other V: 11-22, 5+	1♠=NAT; 1NT=Semi-F; 2♣=GF relay; 2♦=NAT GF; 3♣=NAT INV; 3♦=mixed raise; 2♠/3♠=NAT; 2NT=3-4♥ INV+; 3NT/4♠/♦=♥/♠/♦ SPL; Same as above except: 3♠=GF 4 card raise;	Two way checkback; 1♥-2♦-2NT=6♥; 1♥-2NT-3♠=GF ask; Same as above except: 1♥-1♠/NT-2♣=NAT or 16+;	2♣=Drury; 2NT=4 support with short; Fit-showing;
1♠		5(4)	4♥	Same as above	Same as above; 2♥=GF; 3♥=INV; 4♥=To play;	Same as above;	Same as above;
1NT			4♠	NV 1st/2nd: 13-15 BAL NV 3rd/4th/V all: 15-17 5M ok, singleton possible	2♣=Stayman; 2♦/♥=Transfers; 2♠=Range asking or ♣; 2NT=♦; 3♣=Puppet; 3♦=minors slamish; 3♥/♠=singleton, minors COG; 4♠=BAL slam INV better than 4NT; 4♦/♥=Transfers; 4NT=INV;	1NT-2♣-2♦-3♦=short in M; 1NT-2♣-2M-3♦=short in m; 1NT-2♦/♥-2♥/♠ then=second transfers; 1NT-3♣-3♦=no 5 card Major; 3♥/♠=5;	1NT-2♠=1 minor; 1NT-2NT=NAT INV;
2♣		5	4♠	NV and V 4th: (9)10-15, 5♣+4M or 6+♣	2♦=asking; 2♥/♠=NF; 2NT=6-9 ♣ raise or 55 other two suits GF; 3♣=trans to ♦, or 55M INV; 3♦/♥/♠=NAT INV;	2♣-2♦-2M-2NT=asking; 2♣-2NT-3♣-3♦/♥/♠=55GF; 2♣-3♣-3♦-3♥=55 Majors INV;	2♣-2NT/3♠=NAT
2♣	✓	0		V 1st/2nd/3rd: Any 22+ or near GF hand	2♦=negative; 2♥=GF no good suit; 2♠=4+♥ UNBAL; 2NT=4+♠ UNBAL; 3♣=♦; 3♦=♣; 3♥=minors better ♠; 3♠=minors better ♦;	2♣-2♦-2♥=NAT or 24-25/28+ BAL; 2♣-2♦-3♥/♠=4M+5+♦, GF;	
2♦	✓	6(5)		NV 1/2 1M weak, 3/4 NAT FAV 1/2 can be very bad	2♥/♠/3♥/4♥=P/C; 2NT=asking; 3♣/♦=NAT, NF if FAV; 4♠/♦=asking for PD's suit;	2♦-2NT-3♠=min ♥/3♦=min ♠/3♥=max ♠/3♠=max ♥; FAV 1st: 3♣=very bad/3♦/♥=mid/3♠/NT=max♥/♠;	
2♦/♥		4		NV 1/2 44+ both M weak V 1/2 5♥4+♠; 3/4 NAT; FAV 1/2 can be very bad	2NT=asking; 3♣/♦=NAT, NF if FAV;	2♥-2NT-3♠=min54/3♦=min55/3M=max54/3NT=max55	
2♥		6		V 1/2 all 3/4 weak NAT	2NT=asking; new suit=F1;	2♥-2NT-3♠=min/3♦/♥=max with short/side suit;	
2♠		5		NV 1/2 ♠+m; 3/4 NAT FAV 1/2 can be very bad	2NT=pick a minor or any GF hand; 3♣=INV in a minor; 3♦=INV+ in ♠; 3♥=INV NF;	2♠-3♠-Pass/3♦/3♥/♠=♣/♦ min/max	
2♠		6		V 1/2 all 3/4 weak NAT	2NT=asking; new suit=F1;	2♠-2NT-3♠=min/3♦/♥=max with short/side suit;	
2NT	✓			NV 1/2 minors weak	3♥=GF asking; 3♠=Transfer to 3NT; 3NT=To play;	2NT-3♥-3♠/NT=♥/♠ short; 4♠/♦=11(65);	
2NT				V 1/2 20-21 BAL 3/4 19-21 BAL light poss	3♣=Puppet; 3♦/♥=transfer; 3♠=minors; 4♠/♦/♥/♠=♥/♠/♣/♦ slam try;	2NT-3♠-3♦=4 card Major; 3♥=no Major; 3♠/NT=5♠/♥;	
3♣		6		FAV 1/2 can be very bad	3♦=ask 3 card Major; 4♦=RKC(FAV Optional); 3 new suit NF if NV vs V;	RKC answer=0/1/1+Q/2/2+Q (skip 4NT)	Wide range
3♦		6		FAV 1/2 can be very bad	4♠=Invite+ RKC; 3 new suit NF if NV vs V;	4♦=dont accept; 4♥+=0/1/1+Q/2+Q (skip 4NT)	Wide range
3♥/♠		6		FAV 1/2 can be very bad	4♠=RKC(FAV Optional); 3 new suit NF if NV vs V;	RKC answer=0/1/1+Q/2/2+Q (skip 4NT)	Wide range
3NT	✓			1/2 good 4M opener; 10-13, 7.5+ tricks; 3/4 NAT, long minor poss	4♠=mild or strong slam try; 4♦=serious slam try; 4♥=P/C; 4♠=To play;		
						HIGH LEVEL BIDDING	
4♠/♦		6		Weak	4♦ after 4♠/5♣ after 4♦=RKC	RKC1403, P1D2, P1R2, PODE, Last Train, mixed cue-bid, ERKC 0/1/1+Q/2/2+Q,	
4♥/♠		6		Wide-range	4♠ after 4♥=NAT	non-serious 3NT, 5♠ instead of 5NT to show grand slam try after 4NT RKC;	
4NT	✓			Good 5m open, 9.5 tricks		Cuebids other than opp's suit don't promises controls, only slam interests;	
						5NT pick a slam; Grand Slam Kickback Turbo;	