


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 <h1>Convention Card</h1>		
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			
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.							
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			CATEGORY: Precision Blue		
2nd=15(+)-18(+)-HCP		LEAD	Vs. Suit	Vs. NT	NCBO: China		
4th=11(+)-15(-)-HCP		Ace	AK(+); Ax(+)	AK(+); Ax(+); AQJ10(+)	EVENT: ALL		
RESPONSE: Stayman; Transfer; MSS; Texas.		King	KQ; Ask for CT in raised	Ask for CT or UB	PLAYERS: Li Jie – Zhang Yongge		
		Queen	QJx(+); Qx;	QJ(+);AQJ(+);	SYSTEM SUMMARY		
		Jack	J10(+); HJ10(+); Jx	J10(+); KJ10(+)	GENERAL APPROACH AND STYLE		
JUMP OVERCALL (Style; Response; Unusual NT)		10	H109(+); 10x	109(+); H109(+); 10x	Precision, Strong 1♠, 5-card M, Open light if Favor;		
1-Suit: WEAK;		9	(QJ)98(+); 9x	(QJ)98(+); 9x	1♦: 2+♦		
2-Suit: (1m)-2NT=♥+Om; (1M)-2NT=♦+♣; (1M)-3♣=OM+♦;		Hi-x	HxSx; Sxxx; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx	1NT: 14-16HCP		
Reopen: Suit=Constructive;		Low-x	HxS; HxxxS; xxS; xxxS(+)	HxS; HxxS(+)	2 over 1 Response: GF except some special action;		
2NT=19-21HCP, BAL.		SIGNALS IN ORDER OF PRIORITY			2♣ over 1♦/1M ART GF;		
		DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			2NT Opening: 21-22HCP, BAL, Stiff/6m OK, 5M seldom.		
Michaels Cue Bid and Ghestem Cue Bid:					SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
(1m)-2m: ♠+♥ (55+); RESP:		Suit	Partner's Lead	Declarer's Lead	Discarding		
(1M)-2M: OM+♣ (55+); RESP: 2NT=INV+;			1	Hi=ENC	Hi/Low=Even	Hi=ENC	
Jump cue-bid asks stopper.			2	Hi/Low=Even	S/P	Hi=Even	
VS. NT (vs. Strong/Weak; Reopening; PH)		NT	3	S/P		1♠: 16+HCP, any distribution, except bad 16HCP and 20-21HCP BAL;	
VS. Weak / Strong NT:			1	Hi=ENC	Hi/Low=Even	Hi=ENC	2♦: ♥/♠ 4-4+, weak;
DBL=Strength/M+m; 2♣=♥+♠4-4(+); 2♦=one M; 2♥/2♠=with minor			2	Hi/Low=Even	S/P	Hi=Even	2♥: ♥, weak;
Reopening:					2♠: ♠, weak;		
DBL=Strength; 2♣=M's; 2♦=♥/♠, Constructive; 2♥/2♠=Competi;					3NT: Gambling, To play in 3 rd and 4 th ;		
PH(Include Reopening):					Rubensohl;		
DBL= M+m; 2♣=M's; 2♥/2♠=NAT.					Fit-Showing Jumps and Splinter		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLETS			Frequent TRF in competitive sequence;		
Lebensohl after (Weak2x)-DBL-(P);					Reverse Drury;		
(Weak 2M): 4♣=OM+♣, 4♦=OM+♦;					Good-bad 2NT;		
(MULT 2♦): 4♠=♠+one M, 4♦=♦+one M;					Scrambling 2NT.		
VS. ARTIFICIAL STRONG OPENINGS		TAKE-OUT DOUBLETS (Style; Responses; Reopening)					
Vs. Precision 1♠ (or 1♠-1♦):		Opening Values; May be light (10+HCP) with classic shape;					
DBL=M's; 1NT/2NT=m's; others=NAT;		Response: Cue-bid=F1;					
		Scrambling 2NT.					
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLETS/REDOUBLETS			SPECIAL FORCING PASS SEQUENCES		
		Negative Double to 4♥; Supporting Double to 3♥/3♠;					
		Lead-Direct Double;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
		Maximum Overcall Double;					
		Responsive Double to 3♥;					
OVER OPPONENTS' 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:		
		2024-08-28			Seldom		

