

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 <h1>Convention Card</h1>		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				CATEGORY: Precision NCBO: China EVENT: ALL PLAYERS: SUNGANG-CAIYANG	
Normally 6-15HCP; usually 5-card suit;			Lead	In Partner's Suit			
RESPONSE: cue-bid=F1, limited raise+ or any FG;		Suit	3rd / 5th	3rd / 5th			
New suit jump=FIT-SHOWING,INV;		NT	2nd/4th	2nd/4th			
Jump Raise=PRE;		Subseq	As above	As above	SYSTEM SUMMARY GENERAL APPROACH AND STYLE Bidding Style: Aggressive, frequent upgrading. Precision, Strong 1♣, 5-card M, Open light if UNBAL. 1♦ Opening: 0+ cards' 1NT Opening: 14-16HCP, BAL, Stiff/m6 OK, 5M seldom. 2 over 1 Response: FG except some special action. 2♣ over 1M ART.		
Jump cue bid=mixed raise;		Other: 10 or 9= top or 1 higher cards above;					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY GENERAL APPROACH AND STYLE Bidding Style: Aggressive, frequent upgrading. Precision, Strong 1♣, 5-card M, Open light if UNBAL. 1♦ Opening: 0+ cards' 1NT Opening: 14-16HCP, BAL, Stiff/m6 OK, 5M seldom. 2 over 1 Response: FG except some special action. 2♣ over 1M ART.		
2nd=15(+)-18(+)-HCP		LEAD	Vs. Suit	Vs. NT			
4th=12(+)-16(-)-HCP		Ace	AKx(+); Ax(+); AKJ10(+)	AK; AKx(+); Ax(+); AQJ10(+)			
RESPONSE: Stayman; Transfer;		King	KQJ(+); KQx(+); Kx	AKJ10(+); KQ109(+)			
		Queen	QJx(+); Qx; AKQx	QJ; KQJ(+);KQx(+); Qx			
JUMP OVERCALL (Style; Response; Unusual NT)		Jack	J10; J10x(+);(A/K)J10x(+)	J10; J10x(+);(A/K)J10x(+)			
1-Suit: WEAK		10	109x(+); (A/K/Q)109x(+);	10x; 109x; ;(A/K/Q)109x(+)			
2-Suit: (1m)-2NT: ♥ + om; (1M)-2NT: ♦+♣		9	9x; H98(+);	9x; H98(+)			
Reopen: Jump Overcall is constructive		Hi-x	HxSx; Sxxx; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx			
		Low-x	HxS; HxxxS; xxS; xxxS(+)	HxS; HxxS(+)			
		SIGNALS IN ORDER OF PRIORITY					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE 1♣: 16+HCP, any distribution, except bad 16HCP 2♣: 11-15HCP, 6+cards or 5cards with a M suit; 2♦: weak MM, 4-10HCP;if Vul at least 5-5 3NT: m solid suit gambling 4♣/4♦: NAT PREEMPT Fit-Showing Jumps and Splinter; LEBENSOHL; Drury; XYZ;	
Michaels Cue Bid:		Suit	1	Hi=ENC	Hi/Low=EVEN		O/E O=ENC
(1m)-2m: ♠+♥ (54+);			2	Hi/Low=EVEN	S/P		E= S/P
(1M)-2M: OM + m (55+);			3	S/P			
Jump cue-bid asks stopper; Reopen: Cue-bid=any strong 1 or 2 suit(s)		NT	1	Low=ENC	As above		As above
VS. NT (vs. Strong/Weak; Reopening; PH)			2	Hi/Low=EVEN			
VS. Weak and Strong NT:			3				
2♣=M's 54(+); 2♦=one M, 2♥/2♠=♥/♠+m, 54(+);		Signals (including Trumps):					
2NT=2m's, 55(+); X=Penalty; orM4+m5 for Strong NT		Trumps: Hi-Low shows interest in ruff; Smith Signal Vs. NT;					
Reopening and PH:		DOUBLES					
Reopening Vs. Weak NT: same as above							
Vs. Strong NT or PH: same as above;							
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): 4♠=OM+♣, 4♦=OM+♦;		RESPONSE: CUE-BID=F1;					
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
Vs. Precision 1♣		Negative Double to 4♥; Supporting Double to 2♥;					
DBL= ♠+♥ (44+)		Lead-Direct Double;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
		Maximum Overcall Double;			3rd position opening maybe light		
		Responsive Double;					
OVER OPPONENTS' TAKE-OUT DOUBLE		Cooperative Double;					
New suit: 1x-(DBL)-1y=F; 1x-(DBL)-2y=NF; JUMPS=Fit Showing		Cue-bid Double;			PSYCHICS:		
1M-(DBL)-TRF Bid and 2NT=LIMITED Raise; Redouble=10+HCP;		Double any suit that has been bid by us shows LIKE leading that suit.			Seldom		

