


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div>Convention Card</div> <div></div>		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE					
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	CATEGORY: Precision NCBO: China EVENT: ALL PLAYERS: SUNGANG-CAIYANG		
Jump Raise=PRE;		Subseq	As above	As above			
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		
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	Bidding Style: Aggressive, frequent upgrading.		
JUMP OVERCALL (Style; Response; Unusual NT)		Jack	J10; J10x(+);(A/K)J10x(+)	J10; J10x(+);(A/K)J10x(+)	Precision, Strong 1♠, 5-card M, Open light if UNBAL.		
1-Suit: WEAK		10	109x(+); (A/K/Q)109x(+);	10x; 109x; ;(A/K/Q)109x(+)	1♦ Opening: 0+ cards`		
2-Suit: (1m)-2NT: ♥ + om; (1M)-2NT: ♦+♣		9	9x; H98(+);	9x; H98(+)	1NT Opening: 14-16HCP, BAL, Stiff/m6 OK, 5M seldom.		
Reopen: Jump Overcall is constructive		Hi-x	HxSx; Sxxx; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx	2 over 1 Response: FG except some special action.		
		Low-x	HxS; HxxxS; xxS; xxxxS(+)	HxS; HxxS(+)	2♣ over 1M ART.		
		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	
Michaels Cue Bid:		Suit	1	Hi=ENC	Hi/Low=EVEN	O/E O=ENC	1♠: 16+HCP, any distribution, except bad 16HCP
(1m)-2m: ♠+♥ (54+);			2	Hi/Low=EVEN	S/P	E= S/P	2♣: 11-15HCP, 6+cards or 5cards with a M suit;
(1M)-2M: OM + m (55+);			3	S/P			2♦: weak MM, 4-10HCP;if Vul at least 5-5
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			3NT: m solid suit gambling
VS. Weak and Strong NT:			3				4♣/4♦: NAT PREEMPT
2♣=M's 54(+); 2♦=one M, 2♥/2♠=♥/♠+m, 54(+);		Signals (including Trumps):				Fit-Showing Jumps and Splinter;	
2NT=2m's, 55(+); X=Penalty; orM4+m5 for Strong NT		Trump: Hi-Low shows interest in ruff; Smith Signal Vs. NT;				LEBENSÖHL;	
Reopening and PH:		DOUBLES				Drury;	
Reopening Vs. Weak NT: same as above						XYZ;	
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 OPPENENTS' 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	

OPENING	TICK ✓ IF ARTIFICIAL	MIN. NO. OF CARDS	NEG-DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	0	4♥	16+HCP, any shape	1♦=0-7HCP; 1S=8-13 or 16+,BAL, 1NT=S, 8+	1♣-1♦-2♥2♠/3♣/3♦=FG; 1♣-1♦-2♥=Kokish Relay;	
					1♥/2♠/2♦= 8HCP+	1♣-2♠-2NT=ask feature;	
					2♥=ANY4441 , 2S=14-15 , BAL , 2NT/3C/3D/3H =4-7HCP ,	1C-2H-2SASK 3C/3D/3H/3S =C/D/H/S 1, 8-10, 2NT=11+ ANY1	
					TRANS C/D/H/S	1♣-1♦-1nt=16-18 HCP ; 1♣-1♦-1h-1s-1nt/2nt=19-20/23-24 ; 1c-1d-2nt=21-22; 1c-1d-2h-2s-2nt=25+HCP	
1♦		0	4♥	11-15HCP, NORMALLY	2♣=Nat, FG; 2♦=11+HCP, 5+♦, Fto3♦; 3♦=PRE	1♦-1M-/1NT-? :2♣=PUP to 2♦, 2♦=ART, FG	2D NAT, NF
					2NT=INV; 3NT=to play; 4♥/4♠=to play	1♦-2♦-2NT=11-13HCP.BAL;2♥/♠=feature;UNBAL, 44+;	
					3♣/3♥/3♠=NAT, INV; 4NT=RKCB	1♦-1♠- 2m-2♥= FG	
1♥		4	4♦	11-15HCP, NORMALLY	1NT=NF; 2NT=4+♥, INV+; 2♣=ART; 3♠=SPL; 4♣/4♦=SPL;	1♥-1♠-3H 13-15HCP, 36(XX); 1♥-1♠-1NT-?check back	2NT: limit raise, with singleton
				5+CARDS;	3NT/4C=TR SPL ;2♠/3♣/3♦=NAT, INV;	1♥-2♥-3♠/3♦=INV in suit /♠/♦ , 2s=wait	Fit-showing;
1♠		4	4♥	11-15HCP, NORMALLY	1NT=NF; 2NT=4+♠, INV+; 2♣=ART; 3NT/4m=TR SPL;	1♠-2♠-3♠/3♦/3♥=INV in suit ♠/♦/♥	Same as above
				5+CARDS;	3♣/3♦/3♥=NAT, INV		
1NT			4♥	14-16HCP, balance	2♣=Stayman;2♦/2h transfer ; 2s=ask H/L or c various ; 2NT=ask	1NT-2NT=askM5 , FG	
					3♣=transfer d : 3♦=inv,3♥/3♠=3cards♥/♠, (54)m's, FG	1nt-2nt-3c no M5, 1nt-2nt-3c-3h/3s=s4/h4	
2♣		5	4♥	11-15HCP, 6+♣ OR	2♦=ask; 2♥/2♠=NF; 3♦/3♥/ 3♠=NAT INV ,2nt=PUP to 3c	2♣-2D-2M-2NT=ask,FG;	
				5♣ with 4M;	3♣=8-10HCP, 3+♠; 4♣=PRE	2c-2nt-3c 3d=h5+s5 inv;2c-2nt-3c-3h=h5+d5 fg;2c-2nt-3c-3s=s5+d5 fg	
2♦	✓	0		6-10HCP, weak MM	2♥/2♠/3♥=P/C; 2NT=ask; 3♣/3♦=NAT,NF		NAT, constructive in 4rd Pos
2♥	✓	5		5-10HCP, ♥6	2♠/3c/3d=NAT, F; 2NT=ask;		
2♠	✓	5		5-10HCP, s6	2NT=ask; 3♣/ 3♦/3♥= NAT F		
2NT		5		5-10HCP, c5d5, PREE,	3H=ask, 3s=NAT		
3♣		6		6-10HCP, PREEMPT;	New suit F1, 4♦=RKCB for ♣	Response for RKCB after PRE:, D=1OR4;P=0OR3.+1=2,+2=2+Q	
3♦		6		6-10HCP, PREEMPT;	New suit F1, 4♣=RKCB for ♦		
3♥		6		6-10HCP, PREEMPT;	New suit F; 4D=cue-bid; 4♠=to play; 4C=RKCB		
3♠		6		6-10HCP, PREEMPT;	4♥=to play; 4D=cue-bid; 4C=RKCB		
3NT	✓			solid m,Gambling	4♣/4♦=P/C; 4♥/4♠=To play;4nt=strength ask		To play
4♣	✓	7		NAT PREEMPT			NAT, Preempt
4♦	✓	7		NAT PREEMPT			NAT, Preempt
4♥		6		wildly			
4♠		6		wildly			
						HIGH LEVEL BIDDING	
						RKCB/GERBER 1403; Splinter; Cue Bid; DOPI; ROPI; DEPO;	
						Serious 3NT	