

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				W B F CONVENTION CARD W B F CONVENTION CARD	
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		
		NT	4th		4th		
		Subseq	3rd / 5th		3rd / 5th		
		Other: J/10/9= 0/1 higher card above					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS				CATEGORY: Precision Blue NCBO: China Senior EVENT: all PLAYERS: Zhengyixin Liangyixiong	
2nd=15(+)-18(+)-HCP		LEAD	Vs. Suit		Vs. NT		
4th=12(+)-15(-)-HCP		A	AKx(+);Ax(+)		AK(+)		
RESPONSE: Stayman; Transfer;		K	KQ;AK;KQ109(+)		Ask for CT or UB		
		Q	QJ;QJx(+);Qx		QJ;QJx(+);Qx; AQJxx		
		J	J10;J10X(+);HJ10(+)		J10;J10X(+);(A/K)J10X(+)		
JUMP OVERCALL (Style; Response; Unusual NT)		10	109X(+); H109 (+)		10x;109X; ;H109(+)		
1-Suit: WEAK		9	9x;98x(+)		98x(+)		
2-Suit: (1m)-2NT: ♥+om; (1M)-2NT: ♦+♣		Hi-x	HxSx;Hx;Sxxx;Sx;xxSx		HxxSx(+);Sx;Sxx;xSxx		
Reopen: Jump Overcall is constructive		Low-x	HxS;HxxxS;xxS;xxxxS(+)		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
Michaels Cue Bid.:		Suit	1	Hi=EVEN	Hi/Low=EVEN	Hi=ENC	1♣: 16+HCP, any distribution, except bad 16HCP
(1m)-2m: ♠+♥ (54+);			2	Hi/Low=ENC	S/P	Hi/Low=EVEN	2♣: 11-15HCP, 6+cards or 5 cards with a M suit
(1M)-2M: OM+m (55+);			3	S/P			2♦: weak M, 3-10HCP 5+
Jump cue-bid asks stopper		NT	1	Low=ENC	Hi/Low=EVEN	Levin	
VS. NT (vs. Strong/Weak; Reopening; PH)			2	Hi/Low=EVEN	S/P		
VS. Weak and Strong NT.:			3	S/P			Fit-Showing Jumps and Splinter
2♣=M's 54(+); 2♦=one M 8+HCP		Signals (including Trumps):					LEBENSÖHL;
2♥/2♠=H/S +m		.smith VS NT					Reverse Drury;
Reopening and PH:		DOUBLES					
		TAKE-OUT DOUBLES (Style; Responses; Reopening					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)							
Lebensohl after (Weak2x)-DBL-(P)-;		RESPONSE: CUE-BID=F1;					
(Weak 2M): 4♣=OM+♠, 4♦=OM+♥;							
(MULT 2♦): 4♠=♠+one M, 4♥=♥+one M;							SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					1♣-(4M or higher)-Pass=Forcing
Vs. Precision 1♣		Negative Double to 4♥; Supporting Double to 2♥					
DBL=M's; 1NT=(54)+ m's; others=NAT;		Lead-Direct Double;					
		Responsive Double;					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPENENTS' TAKE-OUT DOUBLE							3rd position opening maybe light
New suit: 1x-(DBL)-1y=F; 1x-(DBL)-2y=NF; JUMPS=Fit Showing							
1M-(DBL) Transfer Responsive							PSYCHICS:
							Seldom

OPENING	TICKET ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	√		4♥	16+HCP	1♦=0-7HCP;1NT=8-13 or 16+HCP; 2♥=14-15HCP BAL 1M/2m=8+HCP,2♠/2N/3♣/3♦=8+HCP ,4441	1♣-1♦-1NT:17-19HCP, BAL; 1♣-1♦-2NT:22-23HCP, BAL 1♣-1NT-2♣: ask feature; 2D=4H 2H=4S 2S=no 4M 8-10HCP	
1♦		0	4♥	11-15HCP, No 5M	2♦=F to 2NT/3♦; 3♦=PRE 2♥=54+M 7-9P;2♠=m's,10-12p	1♦-1M-1NT: 11-13HCP, BAL 1♦-2♦-2NT=11-13HCP, BAL;	
1♥		5	4♦	11-15HCP Normally 5+Cards	1NT=NF ; 2N=jacob FG ;2C=3fit inv/FG,bal/C suit inv+; 3♣/♦=7-9p 4+fit/10-12p 4+fit;	1♥-2♥: 2♠/3♣/3♦=INV in suit ♠/♣/♦ 1♠-2♠: 3♣/3♦/3♥=INV in suit♠/♦/♥	Drury
1♠		5	4♥	11-15HCP Normally 5+Cards	1NT=NF ; 2N=Jacob FG; 2C=3fit inv/FG,bal/C suit inv+; 3♣/♦=7-9p 4+fit/10-12p 4+fit;		Drury
1NT			4♥	14-16HCP, BAL	2♣=Stayman; 2D/H=transfer 2S=ask range or m's 2N/3♣=Trans♣ /♦;3♦=ask 5M; 4C/D= Transfer to H/S	1N-2S ; 2N=min 3C=Max 1N-2N=ask better m	
2♣		5	4♥	11-15HCP ; 6+♣ OR 5♣ with 4M;	2♦=ask; 2♥/2♠=NF; 2NT=trans to 3♣; 3♦/3♥/3♠=6+,INV; 4♣=PRE		
2♦	√			3-10HCP, weak M; 5+	2N=ask ;2H/3H=P/C;3C/D=Nat F1;2S=H fit or S inv	2D-4C=ask trans ;2D-4D=pls Bid M	
2♥				Weak M's 3-10P	2NT=ask New suit NF;3H/S=pre	2H-2N -3C/D/H/S/N=54min/55min/5S4H Max/4S5H Max/55 Max	
2♠				Weak S+m 3-10P	2NT=ask;3H=NF; 3C=P/C;3D=S fit inv+;	2S-2N-3C/D/H/S=min C/Min D/Max C/Max D	
2NT	√			20-21	3C=stayman;3D/H=trans H/S;3S=ask m;		
3♣		6		6-10HCP, PREEMPT	New suit F1;3D=ask control; 4♦=Keycard ask		
3♦		6		6-10HCP, PREEMPT	New suit F1; 4♣=Keycard ask	3D-4C-4D/H/S/N=0/1/1+Q/2	
3♥		7		6-10HCP, PREEMPT	3S=F1; 4♣/♦=cue-bid		
3♠		7		6-10HCP, PREEMPT	4♥=to play; 4m=cue-bid;		
3NT	√			Gambling with solid 7+m;	4♣/5♣/6♣=p/c;4♦=C fit;4♥/4♠=to play;		To play
4♣				PREEMPT			
4♦				PREEMPT			
4♥				PREEMPT			Might be a strong hand
4♠				PREEMPT			Might be a strong hand
						HIGH LEVEL BIDDING	
						RKCB-1403;Splinter; Cue Bid;; DOPI; DEPO;	