DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENIN	G LEADS STYLE					
1-level, 7-15HCP; 2-level, sound bid;		Lead		In Partner's Suit		Convention Card	
RESPONSE: CUE-BID=F1, INV+; New suit=NAT;	PONSE: CUE-BID=F1, INV+; New suit=NAT; Suit 3rd / 5th			3rd / 5th			
	NT	4th			4th		
	Subse	4th			4th	CATEGORY: Precision BLUE	
	Other:					NCBO: China EVENT:ALL EVENTS	
						PLAYERS: Rongqiang LIN-Jianhua TAO	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2nd=15(+)-18(+)HCP, Response: Stayman+Transfer	LEAD	Vs. Suit		Vs. NT			
4th=12(+)-15(-)HCP, Response: Stayman+NAT	Ace	AKx(+); Ax(+);		Ax(+); AKJ	10x(+);	GENERAL APPROACH AND STYLE	
	King	AK; KQ(+); Kx;		KQJ(+); K0	Qx(+); AKx(+);	PRECISION, Strong 1♣, 5-card M	
	Queen	QJx(+); Qx;		AQJ(+); KQ109(+); QJ(+); Qx		1NT: 13-15HCP	
JUMP OVERCALL (Style; Response; Unusual NT)	Jack	(H)J10(+); Jx;		(H)J10x(+); Jx;		2 over 1 F1 Rebid NF	
1-Suit: WEAK	10	(H)109x(+); 10x;		(H)109x(+); 10x;			
2-Suit: (1m)-2NT: ♥+om; (1M)-2NT: ♦+♣	9	9x; 98x(+)		98x(+);			
Reopening: 1-suit=Intermediate	Hi-x	Hi-x HxSx; Sxxx; Sx; xxSx		HxxSx(+);	Sx; Sxx; xSxx		
	Low-x	HxS; HxxxS; xxS; x	xxxS(+);	HxS; HxxS	(+)		
	SIGNAL	S IN ORDER OF PRI	ORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declai	rer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Michaels CUE:	1	Hi=ENCRG	Hi/Lo	ow=Even	Hi=ENCRG	1.: 16+HCP, any distribution	
(1m)-2m: ♠+♥;	Suit 2	Hi/Low= Even		S/P		2.4: 11-15HCP, 6+card or 5 card with a M suit;	
(1M)-2M: OM + m (55+);	3	S/P				2♦: 6-10HCP, ♥/♠ =6;	
	1	Hi=ENCRG			Lavinthal	2♥/2♠: weak ♥/♠+m	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Hi/Low= Even	S/P			3NT: Gambling, solid m.	
DBL=Points; 2♣=Majors; 2♦=♥/♠; 2♥/♠=♥/♠+m	3 S/P						
Reopening:	Signals	(including Trumps):	STD AT	T/CT, SMITH			
DBL=Points; 2♣=Majors; 2♦=♥/♠, constructive;							
2♥/2♠=NAT, competitive;							
		DOUBLES					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKE-OUT DOUBLES (Style; Responses; Reopening)						
DBL=T/O; Cue-Bid=2-suiter	Opening Values; May be light (10+HCP) with classic shape;						
	RESPONSE: CUE-BID=INV+;						
						SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES						
Vs Strong 1♣ (or 1♣-1♦):	Negative dbl lead-directing dbl					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
DBL=Majors; 1NT/2NT=Minors; OTHERS=NAT;	Resp dbl supp dbl / rdbl					Negative Free-Bid, like 1 ♦ -(Overcall)-1X/3X: F1, 2X:NF	
VS Strong 2*: DBL=*						1M-(1X/2X)-2Y: NF	
OVER OPPENENTS' TAKE-OUT DOUBLE						1NT-(DBL)-RDBL=PUP to 2.	
New suit: 1x-(DBL)-1y=4+, F1; 1x-(DBL)-2y=NF;						PSYCHICS:	
Redouble=10+HCP; Weak Jump Shift;						Seldom	

OPENING	TICK√ IF ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1.*	$\sqrt{}$	0	4S	16+HCP	1 ♦=0-7HCP; OR 4441 8Hcp+ 1 ♥/1 ♠/2 ♣/2 ♦=5+suit, 8+HCP;	1.4-1.4-1NT=16-18HCP, BAL, Response:Stayman+Transfer;	
					1NT=8-13HCP or16+ BAL;	1 - 1NT-2 - Ask, Response: 2 • /2 • /2 • =8-10HCP, no M/4 • /4 • , 2NT=	
					2♥=14-15 BAL 2♠=5-7HCP, 6+suit;	11-13HCP any4333, 3♣=11-13HCP, ♣+any 4-4, 3♦=11-13HCP, 4♦+4♥	
					3♣/3♦/3♥/3♠=5-7HCP, 7+suit;	3♥=11-13HCP, 4♥+4♠, 3♠=11-13HCP, 4♠+4♦	
						1C-1D 2NT 3C 3D=1or2M 3H/S=5 M 3NT=no M	
1 ♦		2+	48	11-15HCP	1♥/1♠=4+, F1; 2♣/2♦=4+, F 1 ;2H/2S3/C 3♦=PRE	1 ◆-1M-1NT-?: 2 ♣= Check-back INV 2D= check-back GF	
				3+♦ in 1/2 seat	1NT=7-11HCP; 2NT=INV; 3NT=13-15HCP, BAL		
				2+♦ in 3/4 seat			
1♥		4	4S	11-15HCP, 4+♥	1NT=semiF2NT=GF BAL 3♣/3♦=9-12, 7-9. INV; 4H+,3♥=PRE,	1 ♥-1 ♦-1NT-?: 2♣=Check-Back INV 2D=check -back GF	Drury
1.4		4	40	11-131101 , 4+ •	1♠=4+ F1 2♠=NATWeak 3♠/4♣/4♦=Splinter; 4NT=RKCB	T♥-T#-TIVITE:: 2#-Offeck-Dack TIVV 2D-Clieck -Dack Of	Didiy
1♠		5	4H	11-15HCP, 5+♠	1NT=semiF2NT=GF, BAL;3♣/3♦=,9-12,6-9 INV4S+; 3♠=PRE		Drury
1 470			711		44		Didiy
1NT			4S		2♣=N/F/2♦=GF realy; 2♥/2♠=To play;3H/S= short GF		
			.0		2NT=PUP to 3♣; 3♣/3♦=INV; 4♦/4♥=TRF ♥/♠; 4NT=Quant		
2*		5	4S		2♦=Ask; 2♥/2♠=NF;	2♣-2♦-2♥/2♠-2NT=GF Relay, 3♣=MIN, 3♦=MAX;	
				5♣ with 4M:	2NT/3♣/3♦/3♥/3♠=NAT. INV	2♣-2♦-2♥/2♠-3♣=To play, New Suit=GF, 3♥/3♠=INV;	
2♦	√	0		H/S, 6+; 6-10HCP	2NT=Ask:	2♦-2NT-3♣/3♦= MIN H/S, 3♥/3♠=MAX S/H	
2♥	·	5		6-10HCP:H+D/C	2NT=Ask:		
2♠		5		· · · · · · · · · · · · · · · · · · ·	2NT=Ask;		
2NT				19-21HCP, (semi)BAL;mb 5M,6m	3♣=Stayman; 3♦/3♥=TRF; 4♦/4♥= TRF ♥/♠; 4NT=Quant	2 NT -3C 3D=1or 2M 3H/S=5M 3NT=N0 M	
3♣		6		, ,	New suit=F; 4D=RKCB; 3NT=To play		
3♦		6		PREEMPT;	New suit=F; 4C=RKCB; 3NT=To play		
3♥		6		PREEMPT;	New suit=F; 4C=RKCB; 3NT=To play		
3♠		6		PREEMPT;	New suit=F; 4C=RKCB; 3NT=To play		
3NT	√			Solid m, Gambling;	4. = pass or correct; 4. = ART F	3NT-4D 4H/S=short 4NT=minor short	
4*		7		PREEMPT;	4 ♦ =NAT, GF; 4 ♥ /4 ♦ =To play; 4NT=RKCB;		
4♦		7		PREEMPT;	4♥/4♠=To play; 4NT=RKCB;		
4♥		7		To play, wild range;	4.eTo play; 4NT=RKCB;		
4 🛦		7		To play, wild range;	4NT=RKCB;		
						HIGH LEVEL BIDDING	
						RKCB(14/30/2 w/o Q/2 w Q);	
						E-EKCB(14/30/2)	
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