


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<h1 style="text-align: center;">Convention Card</h1> 		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				CATEGORY: Precision BLUE NCBO: China EVENT: ALL EVENTS PLAYERS: Rongqiang LIN-Jianhua TAO	
1-level, 7-15HCP; 2-level, sound bid;			Lead	In Partner's Suit			
RESPONSE: CUE-BID=F1, INV+; New suit=NAT;		Suit	3rd / 5th	3rd / 5th			
		NT	4th	4th			
		Subse	4th	4th			
		Other:					
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(+); AKJ10x(+);			
		King	AK; KQ(+); Kx;	KQJ(+); KQx(+); AKx(+);			
		Queen	QJx(+); Qx;	AQJ(+); KQ109(+); QJ(+); Qx;			
JUMP OVERCALL (Style; Response; Unusual NT)		Jack	(H)J10(+); Jx;	(H)J10x(+); Jx;	GENERAL APPROACH AND STYLE		
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	HxSx; Sxxx; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx			
		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:		Suit	1	Hi=ENCRG	Hi/Low=Even	Hi=ENCRG	
(1m)-2m: ♠+♥;			2	Hi/Low= Even	S/P		
(1M)-2M: OM + m (55+);			3	S/P			
		NT	1	Hi=ENCRG	Hi/Low= Even	Lavinthal	
VS. NT (vs. Strong/Weak; Reopening; PH)			2	Hi/Low= Even	S/P		
DBL=Points; 2♠=Majors; 2♦=♥/♠; 2♥/♠=♥/♠+m			3	S/P			
Reopening:		Signals (including Trumps): STD ATT/CT, SMITH					
DBL=Points; 2♠=Majors; 2♦=♥/♠, constructive;		DOUBLES					
2♥/2♠=NAT, competitive;							
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					
VS Strong 2♠: DBL=♠							
OVER OPPONENTS' TAKE-OUT DOUBLE							
New suit: 1x-(DBL)-1y=4+, F1; 1x-(DBL)-2y=NF;						PSYCHICS:	
Redouble=10+HCP; Weak Jump Shift;						Seldom	

