DEFENSIVE AND COMPETITIVE BIDDING		LEADS	SAND	SIGNAL	_S		
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENIN	IG 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;		Suit 3rd / 5th		3rd / 5th		CCBA	
	NT	4th			4th		
	Subse	Same as abov	е	Same as abo		CATEGORY: Precision BLUE	
	Other:		•			NCBO: China EVENT:ALL EVENTS	
						PLAYERS: Xiaonong Shen-Yixiong L	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2nd=15(+)-18(+)HCP, Response: Stayman+Transfer	LEAD	Vs. Suit Vs. NT		Vs. NT	3131 LIN 30 MINAKT		
4th=12(+)-15(-)HCP, Response: Stayman+Transfer	Ace	AKx(+); Ax(+);		Att		GENERAL APPROACH AND STYLE	
	King	AK; KQ(+); Kx;		KQ(+);AKJ1(	O(+)	PRECISION, Strong 1C, 5-card M	
	Queen	QJx(+); Qx;		QJx(+);KQ10	)9(+)	1NT:14-16HCP	
JUMP OVERCALL (Style; Response; Unusual NT)	Jack	(H)J10(+); Jx;	(H)J10(+); Jx; (H)J10x(+); Jx;		Jx;	2 over 1 Response F1	
1-Suit: WEAK	10	(H)109x(+); 10x;		(H)109x(+);	10x;		
2-Suit: (1m)-2NT: H+om; (1M)-2NT: D+C	9	9x; 98x(+)		98x(+);			
Reopening: 1-suit=Intermediate		-x HxSx; Sxxx; Sx; xxSx		HxxSx(+); Sx; Sxx; xSxx			
		Low-x HxS; HxxxS; xxS; xxxxS		; HxS; HxxS(+)			
		S IN ORDER OF PRIOF	RITY	•			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declar	er's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Michaels CUE:		1 Hi=ENCRG			Hi=ENCRG	1C: 16+HCP, any distribution	
(1m)-2m: H+S(55+)	Suit :	2 Hi/Low= Even				2C: 11-15HCP, 6+card or 5 card with a M suit;	
(1M)-2M: oM + m (55+);	1 :	S/P				2D: 11-15,4-4-1-4,or 4-4-0-5	
		1 Hi=ENCRG	Hi/Lo	w= Even	Lavinthal	2H/2S: weak, H/S	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT :	2 Hi/Low= Even	,	S/P		3NT: Gambling, solid m.	
Weak NT: DBL=Points; 2C=Majors; 2D=H/S; 2H/S=H/S+m		S/P					
Strong NT: DBL=5m+4M,or Strong	Signals	(including Trumps): S	TD ATT/C1	r, SMITH			
Reopening:							
Weak NT: DBL=Points; 2C=Majors; 2D/H/S=NAT							
Strong NT: DBL=5m+4M,or Strong; 2C=Majors; 2D/H/S=NAT	DOUBLES						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKE-OUT DOUBLES (Style; Responses; Reopening)						
DBL=T/O; Cue-Bid=2-suiter		y Values; May be light (1	0+HCP) w	ith classic sh	ape;		
		ISE: CUE-BID=INV+;					
						SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES						
Vs Strong 1C (or 1C-1D):	NEGATIVE DBL; LEAD-DIRECTING DBL(L/D);					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
DBL=Majors; 1NT/2NT=Minors; OTHERS=NAT;	RESP DE	BL; SUPP DBL/RDBL;				Negative Free-Bid, like 1D-(Overcall)-1X/3X: F1, 2X:NF	
VS Strong 2C: DBL=2M						1M-(1X/2X)-2Y: NF	
OVER OPPENENTS' TAKE-OUT DOUBLE						1NT-(DBL)-RDBL=PUP to 2C	
New suit: 1x-(DBL)-1y=4+, F1; 1M-(DBL)-1NT=C/2y=TRF						PSYCHICS:	
Redouble=10+HCP; Weak Jump Shift;						Seldom	

OP ENI NG	TIC KV IF AR TIF ICI AL	M N. N O. OF CA RD	NE G. B L H RU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C	C 0 3S 16+HCP		16+HCP	1D=0-7HCP; 1H/1S/2C/2D=5+suit, 8+HCP;	1C-1D-1NT=17-19HCP, BAL, Response: Stayman+Transfer;		
					1NT=8-13HCP or 16+HCP, BAL; 2H=14-15HCP, BAL;	1C-1NT-2C=Ask, Response: 2D/2H/2S=8-10HCP, no M/4H/4S;" 2NT=	
					2S=8+HCP, 1-4-4-4.2NT=8+HCP,4-4-4-1.	11+HCP any 4333, 3C=11+HCP, C+any 4-4, 3D=11+HCP, 4D+4H	
					3C=8+HCP,4-4-1-4.3D=8+HCP,4-1-4-4	3H=11+HCP, 4H+4S, 3S=11+HCP, 4D+4S	
						1 C-1D 2NT-3C 3D=1or 2M 3H=no M; 3S=5S, 3NT=5H	
1D		2	4H	11-15HCP	1H/1S=4+, F1; 2C/2D=4+, F1; 3D=PRE; 3C=2m,5-4+ 1NT=7-11HCP; 2NT=INV; 3NT=to play	1D-1M-1NT-?: 2C=pup to 2;2D=GF	
					Title 7 Title 1, 2, title 1, title 2, t		
1H	H 5 4D 11-15HCP, 5+	2/1=GF;2NT=GF, BAL; 3C/3D=10-12/7-9,4+H INV; 3H=PRE;	1H-1S-1NT-?:2C=pup to 2D;2D=GF	Drury			
					1S=4+, F1; 2S=NAT, Weak; 3S/4C/4D=Splinter; 4NT=RKCB		
1S	5 4D 11-15HCP, 5+	11-15HCP, 5+	2/1=GF;2NT=GF, BAL; 3C/3D=10-12/7-9,4+S INV; 3S=PRE;		Drury		
					3H/4C/4D=Splinter; 4H=TP;4NT=RKCB; 5C/5D/5H=E-RKCB;		
1NT			4D	14-16iHCP, (semi)BAL;	2C=Stayman; 2D=GF Stayman; 2H/2S=To play; 4C=Gerber;		
					2NT=PUP to 3C; 3C/3D=INV; 4D/4H=TRF H/S; 4NT=INV		
2C		5	4D	11-15HCP, 6+C OR	2D=Ask; 2H/2S=NF;	2C-2D-2H/2S-2NT=GF Relay, response:3C=MIN, 3D=MAX,54(31)	
				5C with 4M;	2NT/3C/3H/3S=NAT, INV;3D=5-5M INV+	2C-2D-2H/2S-3C=To play, New Suit=GF, 3H/3S=INV;	
2D		0		11-15HCP,4-4-1-4 or 4-4-0-5	2NT=Ask;	2D-2NT-3C/3D=MIN/MAX D1, 3H/3S=MIN/MAX D0	
2H		5		weak;H	2NT=Ask;		
2S		5		weak;S	2NT=Ask;		
2NT				20-21HCP, (semi)BAL;	3C=Stayman; 3D/3H=TRF; 4D/H/S/5C= TRF H/S/C/D ; 4NT=INV	2NT-3C -3D=1or2M ,3H=no M;3S=5S, 3NT=5H	
3C		6		PREEMPT;	New suit=F; 4D=RKCB; 3NT=To play		
3D		6		PREEMPT;	New suit=F; 4C=RKCB; 3NT=To play		
3H		6		PREEMPT;	New suit=F; 4NT=RKCB; 3NT=To play		
3S		6		PREEMPT;	New suit=F; 4NT=RKCB; 3NT=To play	0-1//1-	
3NT		7		Solid m, Gambling;	4C=pass or correct; 4D=ART F	3 <sup>rd</sup> /4 <sup>th</sup> open: to play, wild range	
4C		/		PREEMPT;	4D=NAT, GF; 4H/4S=To play; 4NT=RKCB;		
4D 4H		7		PREEMPT;	4H/4S=To play; 4NT=RKCB;		
4H 4S		7		To play, wild range; To play, wild range;	4S=To play; 4NT=RKCB; 4NT=RKCB;		
2		,		To play, wild rainge,	4111-11100,		
						HIGH LEVEL BIDDING	
						RKCB(14/03/2 w/o Q/2 w Q); E-EKCB(14/03/2)	