

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

Responses: new suit=NF CONST; cuebid=INV+;  
jump cue=mixed raise; jump shift=natural GF; 3 over 2=F; 2NT=NAT;  
Overcall 1M opp DBL: RDBL=2M and want to bid; 2NT=limited raise+;  
transfers from 1NT; jump shift to a minor=fit-showing;

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd hand 1NT=15-18; 4th hand 'live' 1NT=15-18;  
4th hand balancing 1NT=12-16; System on;

JUMP OVERCALL (Style; Response; Unusual NT)

VS 1-level natural bids jump overcall(including precision 2♣): weak;  
Jump 2NT=unusual; Reopen: jumps=intermediate; 2NT=19-21;  
VS preemptive: Jump=14-16, 6+cards;

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

Cue-bid a minor: Majors; Cue-bid a Major: oM+1 minor;  
Strength: unlimited; depends on vulnerability;  
Jump cue: ask for stopper; Reopen: cue-bid = Michaels;

VS. NT (vs. Strong/Weak; Reopening; PH)

DBL=Strong; 2♣=majors; 2♦=1M; 2M=M+m; 2NT=minors;  
Passed hand DBL=4M5m;  
Reopen: 2♣=majors; 2♦=1M bad hand; 2M=good hand;  
Opp 1m - 1NT then 2♣/♦ as reopen vs 1NT;

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

3 level cuebid=ask for stopper; jump overcall=good hand;  
jump overcall (non-cuebid) 4♣/♦=♣/♦+1M (oM) , NF;  
jump cuebid a Major=minors strong hand;

VS. ARTIFICIAL STRONG OPENINGS

VS strong 1♠: DBL=Majors; 1NT and 2NT=minors (also after 1♠-1♦);  
VS strong 2♠: DBL=Majors; 2NT=minors; 2♣-2♦: DBL=Majors;

OVER OPPONENTS' TAKE-OUT DOUBLE

Opps DBL a major: transfers from 1NT; 2NT=limited raise+;  
new minor jump-shift=fit-showing;

LEADS AND SIGNALS

OPENING LEADS STYLE

Suit

NT

Subse

Other: Honor leads 0/1, subseq 0/2, PD's suit/raised suit: 0/2

Lead

3rd/5th

2nd/4th (1st/2nd weak suit)

ATT/same as leads

In Partner's Suit

3rd/5th (ATT after raised)

3rd/5th (ATT after raised)

ATT combined with 3rd/5th

LEADS

LEAD

Ace

King

Queen

Jack

10

9

Hi-x

Low-x

Vs. Suit

AKx(AKQ)

KQx, AK

QJx(AKQ)

J10x, KJ10x

10x, 109x, H109x

KJ9, 9x

HxSx, xxSx, Sx

HxS, xxxxS, 109S

Vs. NT

AKx(+)

Unblock/count

KQx(+), QJx(+)

J10x(+), KJ10x(+)

10x, 109x(+), H109x(+)

H98x, 9xx, 9x

xSx(+), Sxx

HxxS, HxxSx, xxxSx

SIGNALS IN ORDER OF PRIORITY

Partner's Lead

Declarer's Lead

Discarding

Suit

NT

1

2

3

1

2

3

Hi=Enc

Hi=Even

S/P

Hi=Enc

Hi=Even

S/P

Hi=Even

S/P

Odd=Enc(1st discard)

Remain Count

Odd=Enc(1st discard)

Remain Count

Signals (including Trumps): K ask for count in 5+ level; regular Smith;  
ruff tend/SP in trump; singleton in dummy/declarer: S/P;  
6+card suit: Hi or Lo=S/P mid=Enc;  
K from AK then switch indicates singleton;

DOUBLES

TAKE-OUT DOUBLES (Style; Responses; Reopening)

T/O DBL: opening values and support for unbid majors or strong hand;  
may be weaker with good shape; balancing DBL may be weaker;  
Responses: Cuebid=F1;

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Support DBL/RDBL thru 2♥; When no space to bid: DBL=invitation;  
When open 1♣, some 1NT rebid in competitive bidding shows support;

Convention Card

CATEGORY: Blue  
NCBO: China Mixed  
PLAYERS: LU Yan - LIU Yinghao

EVENT: 2025 WH Cup

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

M-S Precision

Aggressive, upgrade frequently

1♠=16+ any hand (BAL 17+)

1♦=2+, 10-15, might have longer ♣

1NT=14-16, 5M/6m singleton possible

2♣=6+♣, 10-15

2♦=4415 minus one card, 10-15

2♥/♠=NV 1st/2nd seat open with 6+ or 5M4m, V open with 6+

2NT=NV 1st/2nd seat 55+ minors weak, other position 19-21 BAL

might open any hand 3rd non-vulnerable

2NT opening 3rd could be light with long minor suit

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Open 2♦=4415 minus one card

Open 2NT= NV 1st/2nd seat, both minors weak

Open 3NT 1st/2nd seat=solid 7-8 cards Major suit

Transfer auctions in some competitive bidding

PSYCHICS:

Rarely, when favorable responses to Precision 1♦/M could be psycho

SPECIAL FORCING PASS SEQUENCES

High level DBL/Pass inversion (DBL=want to bid, pass=force to DBL)

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Cuebids other than opps suit don't promise the control

CCBA

[illegible]