DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS							
OVERCALLS (Style; Responses; 1/2 level; Reopening)		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;	Suit 3rd / 5th		3rd / 5th			CCRA		
	NT	4th			4th			
	Subse	Subse Same as above Other:		Same as above		CATEGORY: Precision BLUE		
	Other:						ENT:ALL EVENTS	
						PLAYERS: Xiaonong Shen-M	ingkun Shen	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
2nd=15(+)-18(+)HCP, Response: Stayman+Transfer	LEAD	LEAD Vs. Suit		Vs. NT		STOTEN SONINAL I		
4th=12(+)-15(-)HCP, Response: Stayman+Transfer	-)HCP, Response: Stayman+Transfer Ace AKx(+); Ax(+); Att			GENERAL APPROACH AND STYLE				
	King	AK; KQ(+); Kx;		UB or Cour	nt	PRECISION, Strong 1 ., 5-card M		
	Queen	QJx(+); Qx;	; Att;			1NT: 13-15HCP		
JUMP OVERCALL (Style; Response; Unusual NT)	Jack	(H)J10(+); Jx;		(H)J10x(+); Jx;		2 over 1 Response F1		
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; x	xSx	HxxSx(+); Sx; Sxx; xSxx				
	Low-x HxS; HxxxS; xxS; xxxxS(+); HxS; HxxS(+)		(+)					
	SIGNAL	S IN ORDER OF PRIC	DRITY					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead Declar		er's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE I	DEFENCE	
Michaels CUE:	1	Hi=ENCRG	Hi/Lo\	w=Even Hi=ENCRG		1 : 16+HCP, any distribution		
(1m)-2m: ♠ +♥;	Suit 2	Hi/Low = Even		S/P		2.: 11-15HCP, 6+card or 5 card with a M suit;		
(1M)-2M: OM + m (55+);	3	S/P				2•: 11-15, 4-4-1-4, or 4-4-0-5		
	1	Hi=ENCRG	Hi/Lov	v = Even	Lavinthal	2♥/2♠: w eak, ♥/♠		
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Hi/Low = Even	(S/P		3NT: Gambling, solid m.		
Weak NT: DBL=Points; 2♣=Majors; 2♦=♥/♠; 2♥/♠=♥/♠+m	3	S/P						
Strong NT: DBL=5m+4M; 2♣=Majors; 2♦=♥/♠; 2♥/♠=♥/♠+m	Signals	(including Trumps	s): STD A	TT/CT, SMI	TH			
Reopening:								
Weak NT: DBL=Points; 2♣=Majors; 2◆/♥/♠=NAT								
Strong NT: DBL=5m+4M; 2♣=Majors; 2♦/♥/♠=NAT	DOUBLES							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKE-OUT DOUBLES (Style; Responses; Reopening)							
DBL=T/O; Cue-Bid=2-suiter		Values; May be light	(10+HCP)	with classi	c shape;			
	RESPONSE: CUE-BID=INV+;							
						SPECIAL FORCING PASS SEQUENCE	S	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				LES/REDOUBLES			
Vs Strong 1♣ (or 1♣-1♦):	NEGATIVE DBL; LEAD-DIRECTING DBL(L/D);					IMPORTANT NOTES THAT DON'T FIT		
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	3♠	16+HCP	1 ♦=0-7HCP; 1 ♥/1 ♠ /2 ♣/2 ♦=5+suit, 8+HCP;	1.41.♦-1NT=16-18HCP, BAL, Response:Stayman+Transfer;	
					1NT=8-13HCP or 16+HCP, BAL; 2♠ =14-15HCP, BAL;	1	
					2♥=8+HCP, 1-4-4-4 .2NT=8+HCP,4-4-4-1.	11+HCP any4333, 3♣=11+HCP, ♣+any 4-4, 3♦=11+HCP, 4♦+4♥	
					3 . =8+HCP,4-4-1-4.3 •=8+HCP,4-1-4-4	3♥=11+HCP, 4♥+4♠, 3♠=11+HCP, 4♠+4♦	
						1 C-1D 2NT-3C 3D=1or 2M 3H/S=5M 3NT=no M	
1+		3	4♥	11-15HCP	1 ♥/1 ♠ =4+, F1; 2 ♣/2 ♦=4+, GF; 3 ♦=PRE	1 ♦-1M-1NT-?: 2♣=pup to 2♦;2♦=GF	
				3+♦ in 1/2 seat	1NT=7-11HCP; 2NT=INV; 3NT=to play	1 ♦ - 1 ♥ - 1 ♠ - ?: 2 ♣ = F1, INV+	1
				2+♦ in 3/4 seat			
1♥		5	4♦	11-15HCP, 5+♥	1NT=F1: 2NT=GF. BAL: 3♣/3♦=10-12/7-9.4+♥ INV: 3♥=PRE:	1♥-1♠ -1NT-?:2♣=pup to 2♦;2♦=GF	Drury
1.4		<u> </u>	- ▼▼	11 10HOI, 01 ¥	1♠ =4+, F1; 2♠ =NAT, Weak; 3♠ /4♣/4♦=Splinter; 4NT=RKCB	1 + 1 + 1 + 1 : .2 - μυρ το 2 + ,2 + - οι	Drury
1.		5	4♥	11-15HCP, 5+♠	1NT=F1; 2NT=GF, BAL; 3♣/3♦=10-12/7-9,4+♥ INV; 3♠ =PRE;		Drury
1 45			-1 •	11 101101, 014	3 ♥ /4 * /4 ♦ = Splinter; 4 ♥ = TP; 4NT = RKCB; 5 * /5 • /5 ♥ = E-RKCB;		Drary
1NT			4♥	13-15HCP, (semi)BAL;	2♣=Stayman; 2♦=GF Stayman; 2♥/2♠=To play; 4♣=Gerber;		†
			. ,	10 101.01 ; (001.1)27 (2;	2NT=PUP to 3♣; 3♣/3♦=INV; 4♦/4♥=TRF ♥/♠; 4NT=INV		
2*		5	4♥	11-15HCP, 6+♣ OR	2♦=Ask; 2♥/2♠=NF;	2♣-2♦-2♥/2♠ -2NT=GF Relay, response:3♣=MIN, 3♦=MAX,54(31)	
				5♣ with 4M:	2NT/3♣/3♦/3♥/3♠ =NAT, INV	2♣-2♦-2♥/2♠-3♣=To play, New Suit=GF, 3♥/3♠=INV;	
2♦	V	0		11-15HCP,4-4-1-4 or 4-4-0-5	2NT=Ask:	2 ♦ -2NT-3 ♣/3 ♦/3 ♥/3 ♠ =MIN ♥/MIN ♠ /MAX ♠ /MAX ♥	
2♥		5		w eak;H	2NT=Ask;		
2		5		w eak;S	2NT=Ask;		1
2NT				20-21HCP, (semi)BAL;	3.\$=Stayman; 3.\$\/3.\$=TRF; 4.\$\/\$\/\$.\$=TRF \$\/\$.\$\/\$, 4NT=INV	2NT-3C 3D=1or2M 3H/S=5M 3NT=no M	
3*		6		PREEMPT;	New suit=F; 4NT=RKCB; 3NT=To play		
3♦		6		PREEMPT;	New suit=F; 4NT=RKCB; 3NT=To play		
3♥		6		PREEMPT;	New suit=F; 4NT=RKCB; 3NT=To play		
3♠		6		PREEMPT;	New suit=F; 4NT=RKCB; 3NT=To play		
3NT	$\sqrt{}$			Solid m, Gambling;	4.4.=pass or correct; 4.4.=ART F	3 rd /4 th open: to play, w ild range	
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♠ =To 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)	