DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE						
Normally 6-17HCP; Freq 4-card suit;		Lead		In Partner's Suit		Convention Card	
Response: Cue-Bid=F1; New suit=F1 except 2over1;	Suit	3rd / 5th		3rd / 5th			
New Minor Jump=Inv; Jump Raise=Pre;	NT	4th		3rd /5th			
Jump Cue-Bid=Mix Rsise	Subse	As above		As above		CATEGORY: Precision BLUE	
	Other:	0/1 for openinglead,	0/2 for	shift, attit	ude first	NCBO: PD Times EVENT:ALL	
May be light in balance seat						PLAYERS: Chen Ji Dong Li Dang	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2nd=15(+)-18(+)HCP	LEAD	Vs. Suit			Vs. NT	STSTEW SUMMART	
4th=11(+)-15(-)HCP	Ace	AKx(+); Ax(+).		AKx(+);		GENERAL APPROACH AND STYLE	
Response: System on	King	AKx(+);KQx(+);KQ		AKJ10(+);KQx(+)		Precision, Strong 1♣, 5-card M, Open light if Unbal	
	Queen	QJx(+).		QJx(+); A	QJ x(+); KQ109x(+).	1NT: 13-15HCP , 2♦: 4414/4405 ,11-15	
JUMP OVERCALL (Style; Response; Unusual NT)	Jack	J10x(+); A/KJ10x(+)	; Jx	J10x(+); A/KJ10x(+); Jx		2 over 1 Response: 11+HCP, GF except repeat	
1-Suit: Weak, new suit F1, 2NT=relay	10	109x(+); H109x(+);	10x	109x(+); H	109x(+); 10x	1♦ promises 3 in 1st and 2nd seat, 2 in 3rd and 4th seat	
2-Suit: (1m)-2NT: ♥+om; (1M)-2NT: ♦+♣, if (1m) ≥2, 2NT=♦+♣	9	9x; H109x(+)		9x; H109x(+)			
	Hi-x	HxSx; Sx; xxSx		HxxSx(+)	Sx; Sxx; xSxx		
4th live : 2NT=19-21; suit=middle str	Low-x	HxS; HxxxS; xxS; x	HxS; HxxxS; xxS; xxxxS(+); HxS; HxxS(+)		S(+)		
	SIGNAL	S IN ORDER OF PRI	ORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declar	rer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Michaels Cue:	1	Hi=ENCRG Hi/Low=E STD			2♦: 4414/4405, 11-15		
(1m)-2m: ♠+♥ (54+);if 1♣ ≥2, 2♦=♠+♥	Suit 2	Hi/Low=E		S/P		3NT:gambing except in 4 th seat:	
(1M)-2M: OM + m (55+);	3	S/P					
Jump Cue M asks stopper;	1	As above	As	above	As above		
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2						
VS. Weak NT:	3	3					
2♣=M's; 2♦=♥/♠, constructive;	Signals	(including Trumps):					
2♥/2♠=Nat; 2NT=2m's, 55(+); X=penalty;	Trumps:	Trumps: Hi-Low shows interest in ruff; regular Smith Signal VS NT;					
VS. Strong NT:same							
For passed hand: x=M's, 2m=m5+M4	DOUBLES						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKE-OUT DOUBLES (Style; Responses; Reopening)						
Lebensohl after (Weak2x)-Dbl-(P)-;	Opening Values; May be light (10+HCP) with classic shape;						
(Weak 2M): 4♣=OM+♣, 4♦=OM+♦;	Response: Cue-Bid=F1;						
(Multi 2♦): 4♣=♣+one M, 4♦=♦+one M;							
						SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				BLES/REDOUBLES		
Vs Strong 1♣ (or 1♣-1♦):	Negative Dbl to 4♥; Lead-Directing Dbl(L/D);					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Dbl=M's; 1NT=2m's; Others=Nat;	Response Dbl; Supporting Dbl to 2♠;					3rd position opening maybe light	
						Lebensohl	
OVER OPPENENTS' TAKE-OUT DOUBLE						Michaels cuebid; Special NT overcll	
Trf after 1♦-(x); 1M-(x)-1/2NT=Limite raise, jump new suit=FS						PSYCHICS:	
3♠ above new suit=splinter						Seldom	

OPENING	TICK√ IF ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1&	√	0	4♠	16+HCP	1♦=0-7HCP; 1♥/1♠/2♣/2♦=5+♥/♠/♣/♦,8+HCP;	1♣-1♦-1M=NF ,1NT=16-18,2NT=19-21	
					1NT=8-13 or 16+HCP, 2♠=14-15HCP,Bal;	1 - -1 - -2 V =Kokish	
					2♥/2NT/3♣/3♦=8+HCP, 4441 short in ♠/♣/♦/♥;	1&-1NT-2&=relay(6);2X=support asking (2NT=&)	
					3♥/3♠=NAT,; 3NT=one solid suit;	1♣-2♣/2♦-2NT=Relay ; 1♣-2♥/2NT/3♣/3♦-2NT=Relay	
					4♣/4♦=♥/♠ suit, with A or K, 4-7HCP		
					4♥/4♠=♥/♠ suit, no A or K, 4-7HCP		
1♦		3	4♥	11-12HCP, Bal or ♦ suit	2 ♣= Nat, F1; 2♦=11+HCP, 4+♦, F1; 3♦=Pre	1♦-1M-1NT-?: 2♣=Pup to 2♦, 2♦=Art, GF	
				Promise 2in 3rd/ 4th seat	2♥/2♠/3♣=Pre	1♦-1M-2NT/3♦=Max,6♦,0-2 M/3M	
1♥		4	4♦	11-15HCP, 5+♥	1NT=F1 when vulnerable; 2NT=GF,Raise;	1♥-1♠-1NT-?: 2♣=Pub to 2♦, 2♦=Art, GF	Reverse Drury
					3♣/3♦=7-9/10-12 Bergen Raise; 3♥=Pre; 3♠=Spl in any suit		Fit-showing
					3NT=4333,GF;=f4♣/4♦=SPL 14+,4♠=NAT		
1♠		5	4♥	11-15HCP, 5+♠	Same as above; 3♥=mini Spl in any suit; 4♣/4♦=spl		Reverse Drury , Fit-showing
1NT			4♥	13-15HCP, Bal;	2♣=Stayman;2♦=GF;2M=NF;2NT=Pub to 3♣		2 ♦ / ♥ =Trf
					3m=Inv; 3M=1M4OM, GF; 4♦/4♥=Texas; 4♠=m's, 8-11		
2.		5	4♥	11-15HCP, 6+ ♣ OR	2♦=Relay ; 2♥/2♠=NF; 3♦/♥/♠= Inv; 4♦=RKCB	2 ♣ -2♦,2♥/2 ♠ -2NT=Relay	
				5♣ with 4M;			
2♦	\checkmark	0		11-15,4414/4405	2NT=Ask		
2♥		5		weak ♥	2NT=Ask; 2♠=NF; 3m/♠=F		
2♠		5		weak ∧	2NT=Ask; 3m/♥=F		
2NT				22-24	3♣=5 cards M ask; 3♦/♥=Trf; 3♠=m ask		
3♣		6		Preempt;	New suit F1; 4♦=RKCB		
3♦		6		Preempt;			
3♥		6		Preempt;			
3♠		6		Preempt;			
3NT				Solid m, Gambling	4♣/4♦=Pass or correct; 4♥/4♠=To play; 4NT=strength ask		To play in 4th seat
4*		7		Pre			
4♦		7		Pre			
4♥		6		Wildly			
4♠		6		Wildly			
4NT				65+ in m's, 3-4 loser			
5m				Wildly			
						HIGH LEVEL BIDDING	
						RKCB(1430); GERBER(1430); Splinter; Cue Bid; D1P0; DOPE;	
						5NT=pick a slam; Grand slam INV when with fit	
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