Convention Card

CATEGORY: Precision BLUE

NCBO: China | **EVENT:ALL EVENTS**

PLAYERS: Rongqiang LIN-Jianhua TAO

DEFENSIVE AND COMPETITIVE BIDDING

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

1-level, 7-15HCP; 2-level, sound bid;

RESPONSE: CUE-BID=F1, INV+; New suit=NAT;

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

2nd=15(+)-18(+)HCP, Response: Stayman+Transfer

4th=12(+)-15(-)HCP, Response: Stayman+NAT

JUMP OVERCALL (Style; Response; Unusual NT)

1-Suit: WEAK

2-Suit: (1m)-2NT: ♥+om; (1M)-2NT: ♦+♣

Reopening: 1-suit=Intermediate

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

Michaels CUE:

(1m)-2m: ♠+♥;

(1M)-2M: OM + m (55+);

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

DBL=Points; 2♣=Majors; 2♦=♥/♠; 2♥/♠=♥/♠+m

Reopening:

DBL=Points; 2♣=Majors; 2♦=♥/♠, constructive;

2♥/2♠=NAT, competitive;

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

DBL=T/O; Cue-Bid=2-suiter

VS. ARTIFICIAL STRONG OPENINGS

Vs Strong 1♣ (or 1♣-1♦):

DBL=Majors; 1NT/2NT=Minors; OTHERS=NAT;

VS Strong 2♣: DBL=♣

OVER OPPENENTS' TAKE-OUT DOUBLE

New suit: 1x-(DBL)-1y=4+, F1; 1x-(DBL)-2y=NF;

Redouble=10+HCP; Weak Jump Shift;

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd / 5th	3rd / 5th
NT	4th	4th
Subse	4th	4th

Other:

LEADS

LEAD	Vs. Suit	Vs. NT
Ace	AKx(+); Ax(+);	Ax(+); AKJ10x(+);
King	AK; KQ(+); Kx;	KQJ(+); KQx(+); AKx(+);
Queen	QJx(+); Qx;	AQJ(+); KQ109(+); QJ(+); Qx;
Jack	(H)J10(+); Jx;	(H)J10x(+); Jx;
10	(H)109x(+); 10x;	(H)109x(+); 10x;
9	9x; 98x(+)	98x(+);
Hi-x	HxSx; Sxxx; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx
Low-x	HxS; HxxxS; xxS; xxxxS(+);	HxS; HxxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Hi=ENCRG	Hi/Low=Even	Hi=ENCRG
	2	Hi/Low = Even	S/P	
	3	S/P		
NT	1	Hi=ENCRG	Hi/Low = Even	Lavinthal
	2	Hi/Low = Even	S/P	
	3	S/P		

Signals (including Trumps): STD ATT/CT, SMITH

DOUBLES

TAKE-OUT DOUBLES (Style; Responses; Reopening)

Opening Values; May be light (10+HCP) with classic shape;

RESPONSE: CUE-BID=INV+;

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Negative dbl lead- directing dbl

Resp dbl supp dbl / rdbl

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

PRECISION, Strong 1♣, 5-card M

1NT: 13-15HCP

2 over 1 F1 Rebid NF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣: 16+HCP, any distribution

2♣: 11-15HCP, 6+card or 5 card with a M suit;

2♦: 6-10HCP, ♥/♠ =6;

2♥/2♠: weak ♥/♠+m

3NT: Gambling, solid m.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Negative Free-Bid, like 1♦-(Overcall)-1X/3X: F1, 2X:NF

1M-(1X/2X)-2Y: NF

1NT-(DBL)-RDBL=PUP to 2♣

PSYCHICS:

Seldom

OPENING	TICK√ IF ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	√	0	4S	16+HCP	1♦=0-7HCP; 1♥/1♠/2♣/2♦=5+suit, 8+HCP;	1♣-1♦-1NT=16-18HCP, BAL, Response:Stayman+Transfer;	
					1NT=8-13HCP or16+ BAL; 2NT=14-15HCP, BAL;	1♣-1NT-2♣=Ask, Response: 2♦/2♥/2♠=8-10HCP, no M/4♥/4♠, 2NT=	
					2♥/2♠=5-7HCP, 6+suit;	11-13HCP any4333, 3♣=11-13HCP, ♣+any 4-4, 3♦=11-13HCP, 4♦+4♥	
					3♣/3♦/3♥/3♠=5-7HCP, 7+suit;	3♥=11-13HCP, 4♥+4♠, 3♠=11-13HCP, 4♠+4♦	
						1C-1D 2NT 3C 3D=1or2M 3H/S=5 M 3NT=no M	
1♦		2+	4S	11-15HCP	1♥/1♠=4+, F1; 2♣/2♦=4+, F 1 ;2H/2S3/C 3♦=PRE	1♦-1M-1NT-?: 2♣=Check-back INV 2D=check-back GF	
				3+♦ in 1/2 seat	1NT=7-11HCP; 2NT=INV; 3NT=13-15HCP, BAL		
				2+♦ in 3/4 seat			
1♥		4	4S	11-15HCP, 4+♥	1NT=semiF2NT=GF BAL 3♣/3♦=9-12，7-9. INV; 4H+,3♥=PRE,	1♥-1♠-1NT-?: 2♣=Check-Back INV 2D=check -back GF	Drury
					1♠=4+ F1 2♠=NATWeak 3♠/4♣/4♦=Splinter; 4NT=RKCB		
1♠		5	4H	11-15HCP, 5+♠	1NT=semiF2NT=GF, BAL;3♣/3♦=,9-12,6-9 INV4S+; 3♠=PRE		Drury
					4♣/4♦/4♥=Splinter; 4NT=RKCB; 5♣/5♦/5♥=E-RKCB;		
1NT			4S	13-15HCP, (semi)BAL;	2♣=N/F/2♦=GF realy; 2♥/2♠=To play;3H/S= short GF		
					2NT=PUP to 3♣; 3♣/3♦=INV; 4♦/4♥=TRF ♥/♠; 4NT=Quant		
2♣		5	4S	11-15HCP, 6+♣ OR	2♦=Ask; 2♥/2♠=NF;	2♣-2♦-2♥/2♠-2NT=GF Relay, 3♣=MIN, 3♦=MAX;	
				5♣ with 4M;	2NT/3♣/3♦/3♥/3♠=NAT, INV	2♣-2♦-2♥/2♠-3♣=To play, New Suit=GF, 3♥/3♠=INV;	
2♦	√	0		H/S，6+; 6-10HCP	2NT=Ask;	2♦-2NT-3♣/3♦= MIN H/S, 3♥/3♠=MAX S/H	
2♥		5		6-10HCP;H+D/C	2NT=Ask;		
2♠		5		6-10HCP;S+D/C	2NT=Ask;		
2NT				19-21HCP, (semi)BAL;mb 5M,6m	3♣=Stayman; 3♦/3♥=TRF; 4♦/4♥= TRF ♥/♠; 4NT=Quant	2 NT -3C 3D=1or 2M 3H/S=5M 3NT=N0 M	
3♣		6		PREEMPT;	New suit=F; 4D=RKCB; 3NT=To play		
3♦		6		PREEMPT;	New suit=F; 4C=RKCB; 3NT=To play		
3♥		6		PREEMPT;	New suit=F; 4C=RKCB; 3NT=To play		
3♠		6		PREEMPT;	New suit=F; 4C=RKCB; 3NT=To play		
3NT	√			Solid m, Gambling;	4♣=pass or correct; 4♦=ART F	3NT-4D 4H/S=short 4NT=minor short	
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)	