


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div style="text-align: center;"> <h1>Convention Card</h1>  </div>	
OVERCALLS(Style;Responses;1/2 Level;Reopening)		OPENING LEADS STYLE				<div style="text-align: center;"> <b>Category: Natural 2/1 FG</b>  <b>PLAYERS: WU BOTING / KONG XIAOHAN</b> </div>
			Lead	In Partner's suit		
8+HCP, usually 5 or more;	Suit	0/1, 3rd/5th	Count			
Response: 1NT: 9-12 HCP; 2NT: 13-15 HCP	NT	0/1, 2nd/4th	Count			
New Suit Forcing; cue bid + new suit forcing	Subseq	The same	The same			
Jump cue-bid: 4+ support, both preempt and inviting	Other : The same as lead					
1NT OVERCALL(2 <sup>nd</sup> /4 <sup>th</sup> live; Responses; Reopening)		LEADS			<div style="text-align: center;"> <h2>SYSTEM SUMMARY</h2> </div>	
		Lead	Vs.Suit	Vs.NT		
15-18 HCP, Response as 1NT opening	Ace	AK (+); Ax (+)	AK (+)	GENERAL APPROACH AND STYLE		
Balance: 12-15 HCP, Response as 1NT opening	King	KQ (+); AK(+); Kx(+)	AK(+); KQ(+)	Opening: 1M = 5+; 1m = 3+		
	Queen	QJ (+); Qx	QJ (+); AQJ(+)	1♥/♠ - 1NT: semi forcing		
	Jack	HJ10 (+); J10 (+); Jx	HJ10 (+); Jx; J10 (+)	1NT: 15-17 HCP, balanced; 2NT: 20-21 HCP, balanced		
JUMP OVERCALLS(Style;Responses;Unusual NT)	10	H109(+); 109 (+); 10x	H109x; 109 (+)	2♣: Strong; 2♦/2♥/2♠: weak two opening		
Jump Overcalls: Preempt	9	98(+); 9x	H98(+); 98(+)	3NT = Gambling		
Jump NT: the other two minors (5-4)	Hi-x	Xx; xXx; xXxx; xXxXx	Xx; xXx; xXxX; xXxXx (+)	2 over 1 responses: Game Forcing		
4 <sup>th</sup> live 2NT: 19-21 HCP, same response as 2NT opening	Lo-x	HxX; HxXx; HxxxX (+);	HXx; HxxX(+)			
		SIGNALS IN ORDER OF PRIORITY				
DIRECT AND JUMP CUE BIDS(Style;Response;Reopening)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Michaels cue bid	Suit	1 Hi=En	Hi-Lo=even	S/p	Fourth suit Forcing	
1m-2m=Both M(5-5) , 6+HCP		2 Hi-Lo=even	S/p	Hi-Lo=even	Inverted Minor Suit Raises	
1M-2M=OM+m(5-5) , 10+HCP		3 S/p	Hi=En	Lo=disEn	Stayman	
1X-3X: try 3NT	NT	1 Lo=En	Hi-Lo=even	S/p	Drury	
VS.NT(vs.Strong/Weak;Reopening;PH)		2 Hi-Lo=even	S/p	Hi-Lo=even		
Double: 12p+		3 S/p	Hi=En	Lo=disEn		
Cappelletti: 2♣: any long suit; 2♦: majors 5-4;	Signals(including Trumps)= Big encourage vs. Suit ;					
2♥=H+m 5-4; 2♠=S+m 5-4	Small encourage vs. NT ; Hi-Lo=even ;					
2NT=majors 5-5 ; Double=penalty	<h2>DOUBLES</h2>					
VS.weak=natural ; Double=penalty						
VS.PREEMPTS(DoubleCue-bids;PH)	TAKEOUT DOUBLES(Style;Response;Reopening)					
Takeout Double ; Michael ; Lebensol; Leaping Michaels	11+ HCP, Response natural ; Response 1NT: 8-10 HCP					
Overcalls=natural 5+ , usually 12+HCP	Balance=9+HCP; Cue-bid response = Game Forcing or Two Majors inv.					
VS.ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				SPECIAL FORCING PASS SEQUENCES	
Vs. 2C: Special NT , Natural Preemptive	Supportive Double to 2♥				Michaels Cue-bid	
Vs. 1C: Double=Majors 4-4 ; 1NT= minors 4-4; 2NT=minors 5-5	Responsive Double to 3♠				Unusual Notrump	
	SOS Redouble					
	Lead Directing Double					
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Redouble: 10+ HCP						
1M X 1NT = 3 support 8+HCP	SPECIAL FORCING PASS SEQUENCES					
	Available				PSYCHICS= Rare	

