


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div style="text-align: right;">  <h1 style="margin: 0;">Convention Card</h1> </div>		
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>				<b>CATEGORY: Precision Blue</b>	
Normally 6-18HCP; usually 5-card suit;			<b>Lead</b>	<b>In Partner's Suit</b>			
RESPONSE: Cue-bid=F1, Limited Raise+ or any GF;		<b>Suit</b>	3rd/5th	3rd/ 5th	<b>NCBO: China</b>		
New suit=F1 except 2/1; Jump cue bid=mixed raise;		<b>NT</b>	2nd/4th	3rd/5th			
Jump=FIT-SHOWING, INV+; Jump Raise=PRE;		<b>Subseq</b>	3rd/5th or 2nd/4th	As above	<b>EVENT: ALL</b>		
1X-(1M)-DBL/1Y/2Y-(2NT)=4+M, Limited Raise+;		<b>Other:</b> Rusinow lead, 0/1 in dummy/partner's suit;					
1m-(1M)-DBL-(?) TRF applied.		Shift 0/2; Discarding 0/1.			<b>PLAYERS: Li Jie – Liu Jing</b>		
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>		
2nd=15(+)-18(+)-HCP		<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>			
4th=11(+)-15(-)-HCP		<b>Ace</b>	AK(+); Ax(+)	AK(+); Ax(+); AQJ10(+)	<b>GENERAL APPROACH AND STYLE</b>		
RESPONSE: Stayman; Transfer; MSS; Texas.		<b>King</b>	KQ; Ask for CT	Ask for CT or UB			
		<b>Queen</b>	KQx(+); Qx;	KQ(+);	Precision, Strong 1♠, 5-card M, Open light if UNBAL;		
<b>JUMP OVERCALL (Style; Response; Unusual NT)</b>		<b>Jack</b>	QJ(+); AQJ(+); Jx	QJ(+); AQJ(+)	1♦: 3+♦(1/2 seat), 2+♦(3/4 seat);		
1-Suit: WEAK;		<b>10</b>	J10(+); (A/K)J10(+); 10x	J10(+); (A/K)J10(+); 10x	1NT: 13+-16-HCP, 11-14HCP(4 seat);		
2-Suit: (1m)-2NT=♥+Om; (1M)-2NT=♦+♣; (1M)-3♣=OM+♦;		<b>9</b>	109(+); H109(+); 9x	109(+); H109(+); 9x	2 over 1 Response: GF except some special action;		
Reopen: Suit=Constructive;		<b>Hi-x</b>	HxSx; Sxxx; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx	2♣ over 1M ART GF;		
2NT=19-21HCP, BAL.		<b>Low-x</b>	HxS; HxxxS; xxS; xxxS(+)	HxS; HxxS(+)	2NT Opening: 21-22HCP, BAL, Stiff/6m OK, 5M seldom.		
		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>		
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>			<b>Partner's Lead</b>	<b>Declarer's Lead</b>		1♠: 16+HCP, any distribution, except bad 16HCP and 21-22HCP BAL;	
Michaels Cue Bid and Ghestem Cue Bid:		<b>Suit</b>	<b>1</b>	Low=ENC	Hi/Low=ODD	Low Odd=ENC	2♦: ♥/♠ 44+, weak;
(1m)-2m: ♠+♥ (54+); RESP: 2NT=TRF, 3♣=♥ INV, 3♦=♠ INV;			<b>2</b>	Hi/Low=ODD	S/P	Even=S/P	2♥: ♥, weak;
(1M)-2M: OM+♣ (55+); RESP: 2NT=INV+;			<b>3</b>	S/P		High=ODD	2♠: ♠, weak;
Jump cue-bid asks stopper.		<b>NT</b>	<b>1</b>	Low=ENC	Hi/Low=ODD	Low Odd=ENC	3NT: To play;
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>			<b>2</b>	Hi/Low=ODD	S/P	Even=S/P	Lebensohl/Rubensohl; <b>(Note 13)</b>
<b>VS. Weak and Strong NT:</b>			<b>3</b>	S/P		High=ODD	Fit-Showing Jumps and Splinter
DBL=Strength; 2♣=♥+♠ 4-4(+) or ♠+♣; 2♦=♦+♥/♠; 2♥/2♠=NAT;		<b>Signals (including Trumps): UDCA(Note 19)</b>			Frequent TRF in competitive sequence;		
<b>Reopening:</b>		Trumps: S/P or Hi-Low shows interest in ruff; REV-Smith/Regular Smith;			Reverse Drury;		
DBL=Strength; 2♣=M's; 2♦=♥/♠, Constructive; 2♥/2♠=Weak;		<b>DOUBLES</b>			Good-bad 2NT;		
<b>PH(Include Reopening):</b>					Scrambling 2NT.		
DBL=♥+♠ 4-4(+); 2♣=♣+♥/♠; 2♦=♦+♥/♠; 2♥/2♠=NAT.							
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		<b>TAKE-OUT DOUBLES (Style; Responses; Reopening)</b>					
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;					
(MULT 2♦): 4♣=♣+one M, 4♦=♦+one M;		Scrambling 2NT.					
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>		
Vs. Precision 1♠ (or 1♠-1♦):		Negative Double to 4♥; Supporting Double to 3♥/3♠;			<b>(Note14)</b>		
DBL=M's; 1NT/2NT=m's; others=NAT;		Lead-Direct Double;			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>		
		Maximum Overcall Double;			<b>(Note9)</b>		
		Responsive Double to 3♥;					
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>		Cooperative Double;					
TRF; 2NT=Limited Raise; Jump shift=Fit Showing.		Double a suit that has been bid by us shows DISLIKE leading that suit.			<b>PSYCHICS:</b>		
		<b>(Note 14)</b>			Seldom		
		2011-02-28					

OPENING	TICK ✓ IF ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	0	4♦	16+HCP	1♦=0-7(bad 8)HCP; 1♥/1♠=8+HCP, 5+♥/♠; 1NT=8-13 or 16+HCP BAL, maybe 4441; 2♣/2♦=NAT, 8+HCP; 2♥=8-10HCP, 4♠+5m; 2♠=8-10HCP, 4♥+5m; 2NT=14-15HCP, BAL; 3♣/3♦/3♥/3♠=5-7HCP, NAT; 3NT=solid m; 4♠/4♦=4-7HCP, 8+♥/♠ with A/K; 4♥/4♠=4-7HCP, 8+♥/♠ w/o AK.	1♠-1♦-1♥=F1, 4+♥ or 19+HCP BAL; 1♠-1♦-1♠=F1, 4+♠; 1♠-1♦-1NT: 16-18HCP, BAL; 1♠-1♦-2NT: 23-24HCP, BAL 1♠-1♦-2♥/2♠/3♣/3♦= GF; 1♠-1NT-2♣=ask; 1♠-1NT-2♦/2♥/2♠/2NT=NAT, SUPP ask; 1♠-2♥-2♠/2NT=ask; 1♠-2♠-2NT=ask; 1♠-2NT-3♠=ask. <b>(Note 1-5)</b>	
1♦		3	7♥	9-15HCP, 3+♦ 2+♦ in 3/4 seat	1♥/1♠=4+♥/♠; 2♣=NAT, FG; 2♦=11+HCP, 4+♦, F1; 2♥=5♠4+♥, 6-9HCP; 2♠=5♠4♥, 10-12HCP, INV 2NT=INV; 3♣=NAT, INV; 3♦=PRE; 3♥/3♠=NAT, mild INV. 3NT=to play; 4♥/4♠=to play.	1♦-1M-1♠/1NT-?: 2♣=PUP to 2♦, 2♦=ART, GF; 1♦-1M-2OM=NAT or 6♦+3M, MAX; 3rd/4th suit GF; 1♦-1♥-3♠=6♦+4♥, 4♠/4♦=♣/♠ SPL; 1♦-1♠-4♣=6♦+4♠, 4♦/4♥=♣/♥ SPL. <b>(Note 6-7)</b>	Fit-showing; 2♦ NAT, NF
1♥		5	7♦	9-15HCP, 5+♥ or 4414	1NT=Semi-F; 2♣=ART; 2♠=4+♥, GF; 2NT=3♥, INV; 3♣=NAT, INV; 3♦=4+♥, 9-12HCP, INV; 3♥=PRE; 3♠/4♠/4♦=SPL; 4♠=To play.	1♥-1♠-1NT-?: 2♣=PUP to 2♦, 2♦=ART, GF 1♥-2♥-2♠=ask value, 2NT/3♣/3♦=INV in suit ♠/♠/♦. <b>(Note 8)</b>	Reverse Drury; Fit-showing; 2NT=NAT, INV;
1♠		5	7♥	9-15HCP, 5+♠ or 4414	1NT=Semi-F; 2♣=ART; 2NT=4+♠, GF; 3♣=NAT, INV; 3♦=3♠, INV; 3♥=4+♠, 9-12HCP, INV; 3♠=PRE; 3NT/4♠/4♦=SPL; 4♥=To play.	1♠-2♠-2NT=ask value, 3♣/3♦/3♥=INV in suit ♠/♠/♥ 1♠-2NT-3♠=MIN with short, 3♦=MAX no short. <b>(Note 8)</b>	Reverse Drury; Fit-showing; 2NT=NAT, INV
1NT			7♥	13(+)-16(-)HCP, BAL; 11-14HCP, 4 seat	2♣=Stayman; 2♦/2♥=Transfer; 2♠=range ask; 2NT=PUP to 3♣; 3♣/3♦=NAT, INV; 3♥/3♠=NAT, GF; 4♣=Quantity, slam INV; 4♦/4♥=Texas; 4♠=m's; 4NT=♣; 5♣=♦.	1NT-2♣-2♦-3♥/3♠=Smolen; 1NT-2♦-2♥-2♠=5♥+5♠/4m, INV; 1NT-2♠-2NT/3♣/3♦-3M=OM short, m's; <b>(Note 10) (Note 15)</b> 1NT-2NT-3♣-3♦/3♥/3♠/3NT=4441 short in ♦/♥/♠/♠, GF.	
2♣		5	7♥	9-15HCP, 6+♣ or 5♣ with 4M;	2♦=ask; 2♥/2♠=NF; 2NT/3♣=INV; 3♦/3♥/3♠=NAT, INV; 4♣=PRE; 4♦=♣ RKCB.	2♣-2♦-2♥/2♠-2NT=ask; 2♣-2♦-3♣-3♦=ask. <b>(Note 11)</b>	
2♦	✓	0		3-10HCP, ♥♠ 44+;	2NT=ask.	<b>(Note 12)</b>	4 seat: 9-12HCP, 5+♦
2♥		5		3-10HCP, weak 2;	2NT=ask; 2♠/3♣/3♦=NAT, F1.		4 seat: 9-12HCP, 5+♥
2♠		5		3-10HCP, weak 2;	2NT=ask; 3♣/3♦/3♥=NAT, F1; 4♥=To play,		4 seat: 9-12HCP, 5+♠
2NT				21-22HCP, BAL;	3♣=Stayman; 3♦/3♥=Transfer; 3♠=MSS; 4♣= quantity, slam INV; 4♦/4♥=Texas; 4♠=m's; 4NT=♣; 5♣=♦.		
3♣		6		2-9HCP, PREEMPT;	3♦=ask; New suit F1; 4♦=RKCB for ♣.	Response for RKCB after PRE: 0/1/1+Q/2/2+Q	
3♦		6		2-9HCP, PREEMPT;	New suit F1; 4♠=RKCB for ♦.	Response for RKCB after PRE: 0/1/1+Q/2/2+Q	
3♥		6		2-9HCP, PREEMPT;	New suit F1; 4♣=RKCB for ♥; 4♠=to play.	Response for RKCB after PRE: 0/1/1+Q/2/2+Q	
3♠		6		2-9HCP, PREEMPT;	4♥=to play; 4♣=RKCB for ♠.	Response for RKCB after PRE: 0/1/1+Q/2/2+Q	
3NT				To play, wild range;			
4♣		7		2-9HCP, PREEMPT;	4♥/4♠=to play; 4NT=RKCB.	Response for RKCB after PRE: 0/1/1+Q/2/2+Q	
4♦		7		2-9HCP, PREEMPT;	4♥/4♠=to play; 4NT=RKCB.	Response for RKCB after PRE: 0/1/1+Q/2/2+Q	
4♥		6		6+♥, wild range;	4♠=cue-bid; 4NT=RKCB	Response for RKCB: 14/03/2/2+Q	
4♠		6		6+♠, wild range;	4NT=RKCB; 5m/5♥=cue-bid	Response for RKCB: 14/03/2/2+Q	
						<b>HIGH LEVEL BIDDING</b>	
						RKCB/GERBER 1403; Splinter; Cue Bid; DIPO; RIPO; DEPO;	
						Serious 3NT	

Supplementary Notes for Li Jie and Liu Jing  
(Last update @23th March 2011)

**Note1:**

1♣ 1♦

1♥ ?

1♠: Relay

1NT: 5-7HCP, 5+♣

2♣: 5-7HCP, 5+♦

2♦: 5-7HCP, 5+♠

2♥: 5-7HCP, 3♥

2♠: 5-7HCP, 4+♥

3♣: 5-7HCP, 4♠+5♥

3♦: 5-7HCP, 5♠+4♥

3♥: 5-7HCP, 5♠+5♥

1♣ 1♦

1♥ 1♠

?

1NT: 19-20HCP, BAL

2♣: 5+♥, then 2♦=Rubin Advanced

2♦: 4♥+5♦, UNBAL

2♥: 4♥+5♣, UNBAL

2♠: 4♠+5♥, MAX or 4♥+5m MAX

2NT: 25-27HCP, BAL

3m: 5-5, MAX

1♣ 1♦

1♠ ?

1NT: 0-4HCP

2♣: 5-7HCP, without extra feature

2♦: 5-7HCP, 5+♥

2♥: 5-7HCP, 3♠

2♠: 2-4HCP, 3♠

2NT: 5-7HCP, 4+♠

3♣/3♦/3♥: NAT

3♠: with many ♠

1♣ 1♦

1♠ 1NT

?

2♣: 5+♠, then 2♦=Rubin Advanced

2♦: 4♠+5♦, UNBAL

2♥: 5♠+4♥

## Supplementary Notes

---

2♠: 4♠+5♣, UNBAL

1♣ 1♦

1♠ 2♣

?

2♦: 5+♠, then 2♥=4♥, 2♠=xxx in ♠ or 2♠

2♥: 4♠+5♣, UNBAL

2♠: 4♠+5♦, UNBAL

### Note2:

1♣ 1♦

2NT?

3♣: puppet Stayman

3♦/3♥: TRF

3♠: Minor Stayman

3NT: To play

4♦/4♥: TRF

1♣ 1♦

2NT 3♣

?

3♦: without 5♠ nor 4♥

3♥: 4♥, then 3♠=TRF to 3NT, 3NT=4♠, 4♣/4♦=NAT

3♠: 5♠

3NT: 5♥, then 4♣=♥ fit, slam interest, 4♦=TRF to 4♥, 4♥/4♠=♣/♦ slam interest

1♣ 1♦

2NT 3♣

3♦ ?

3♥: ask, then 3♠=with 4♠ and 3NT=without 4♠

3♠: Smolen, 4♠+5♥

3NT: Smolen, 5♠+4♥

For any 2NT with 5M, puppet Stayman response is similar to above.

### Note3:

1♣ 1NT

?

2♣: ask shape and range

2♦/2♥/2♠/2NT: ♦/♥/♠/♣, ask support and range

3♣/3♦: Solid suit

3♥/3♠: 4♥/♠, OM short

1♣ 1NT

## Supplementary Notes

---

2♣ ?

2♦: 8-10HCP, 4♥ may have 4♠

2♥: 8-10HCP, 4♠

2♠: 8-10HCP, no M

2NT: 11-13HCP or 16+HCP, any 4333 then 3♣ Relay, 3♦/3♥/3♠/3NT=4 ♦/♥/♠/♣

3♣: 11-13HCP or 16+HCP, 4-4 with 4♣ then 3♦ Relay, 3♥/3♠/3NT=4 ♥/♠/♦

3♦: 11-13HCP or 16+HCP, 4♦ and 4♥

3♥: 11-13HCP or 16+HCP, 4♥ and 4♠

3♠: 11-13HCP or 16+HCP, 4♠ and 4♦

1♣ 1NT

2♦/2♥/2♠/2NT ask

+1: 8-10HCP, no support

+2: 8-10HCP, with support (at least Qxx or xxxx)

+3: 11-13HCP, no support

+4: 11-13HCP, with support

+5: 11-13HCP, 4 cards support

### Note4:

1♣ 2♥

2♠/2NT ?

3♣: 5♦, then 3♦ ask short, response 3♥=short in ♥, 3♠=short in ♠, 3NT=4252

3♦: 6m, then 3♥ ask, response 3♠=6♣, 3NT=6♦

3♥: 5♣, short in ♥

3♠: 5♣, short in ♦

3NT: 5♣, 4225

1♣ 2♠

2NT ?

3♣: 5♦, then 3♦ ask short, response 3♥=short in ♠, 3♠=short in ♣, 3NT=2452

3♦: 6m, then 3♥ ask, response 3♠=6♣, 3NT=6♦

3♥: 5♣, short in ♠

3♠: 5♣, short in ♦

3NT: 5♣, 2425

### Note5:

1♣ (X) ?

Pass: 0-4HCP

1♦: 5-7HCP

XX: 8+HCP without 5 cards suit

1♥/1♠/2♣/2♦: NAT, GF

1NT: 8+HCP, GF

1♣ (X=♣/1♦/1♥/1♠) ?

## Supplementary Notes

---

Pass: 0-4HCP  
X/XX: usually 5-7HCP  
Cue-bid: 8+HCP, BAL with OM  
Suit: with lower suit  
1NT: 8+HCP, GF

### Note6:

1♦ 1♥

1♠ ?

2♣: PUP to 2♦

2♦: ART GF

2♥/2♠: NAT, NF

2NT: GF

3m: NAT, INV

1♦ 1♥

2♥ 2♠: Ask

2NT: 1-3-5-4 or 1-3-4-5 or 1-3-6-3

3♣: 4-3-5-1

3♦: 4♥, decent hand

3♥: 4♥, MIN

1♦ 1♠

2♠ 2NT: Ask

3♣: 3-1-5-4 or 3-1-4-5 or 3-1-6-3

3♦: 3-4-5-1

3♥: 4♠, decent hand

3♠: 4♠, MIN

1♦ 1♥

2♠ ?

2NT: ask

3♣: interested in ♥, then bid 3♦ if with ♠

1♦ 1♥

2♠ 2NT

?

3♣: 6♦+3♥, short in ♠

3♦: 6♦+4♠

3♥: 6♦+3♥, short in ♣

3♠: 6♦+5♠

1♦ 1♠

2♥ 2NT

## Supplementary Notes

---

3♣: 6♦+3♠, short in ♥

3♦: 6♦+4♥

3♥: 6♦+5♥

3♠: 6♦+3♠, short in ♣

1♦ 2♣

2♦: UnBAL

2♥: BAL

2♠: 6+♦

2NT: 4-4-4-1, MIN

3♣: 4+♣

3♦: 6+♦, MAX, BAL

3♥: 6+♦, MAX, short in ♥

3♠: 6+♦, MAX, short in ♠

3NT: 4-4-4-1, MAX

### Note7:

1♦ (DBL) ?

XX: 4+♥

1♥: 4+♠

1♠: 5+♣

1NT: NAT

2♣: ♦ raise

2♦: ♥ PRE

2♥: ♠ PRE

2♠: ♦ limited raise or better

2NT: ♣+♦

3X: NAT, PRE

1♦ (1♥) ?

DBL: 4+♠

1♠: t/o without 4♠

1NT: NAT

2♣: ♦ raise

2♦: 5+♣

2♥: 5+♠, GF

2♠: ♦ limited raise or better

1♦ (1♠) ?

DBL: usually 4♥

1NT: NAT

2♣: ♦ raise

2♦: 5+♥

2♥: 5+♣

## Supplementary Notes

---

2♠: ♦ limited raise or better

1♦ (1NT) ?

DBL: strength

2♣: ♦ raise/♥/♠

2♦: ♠+♥

2♥: ♥+♣

2♠: ♠+♣

1♦ (2♣) ?

2♦: 5+♥

2♥: 5+♠

2♠: ♦ limited raise or better

3♣: 55+ ♠-♥, INV

3♦: ♦ PRE

3♥/3♠: ♥/♠ PRE

### Note8:

1M 2♣

?

2♦: ♦/♠/BAL, then 2♥ relay

2♥: 4+OM

2♠: 6+M

2NT: MAX, BAL

3♣: MAX, 5M+5♣

3♦: MAX, 5M+5♦

3♥: NAT, MAX

3♠: NAT, MAX

1M 2♣

2♦ 2♥

?

2♠: 4+♣, then 2NT ask, 3♣=MIN 4♣, 3♦=MIN 5♣, 3♥/3♠/3NT=MAX 4♣, OM/♦ short/no short

2NT: MIN, BAL

3♣: MIN, 4♦, then 3♦ ask short, 3♥=OM short, 3♠=♣ short, 3NT=no short

3♦: MIN, 5M+5♦

3♥: MAX, 4♦, short in OM

3♠: MAX, 4♦, short in ♣

3NT: MAX, 4♦, no short

### Note9:

1♥ (DBL) ?

1♠: 4+♠, F1

1NT: TRF to ♣



## Supplementary Notes

---

- 2♣: TRF to ♦  
2♦: normal raise  
2♥: light raise  
2♠/3♠: NAT, PRE  
2NT: 4+♥, limited raise or better  
3♣/3♦/4♣/4♦: fit showing
- 1♥ (1♠) ?  
2♣: 5+♦  
2♦: 5+♣  
2♠: 3♥, limited raise or better  
2NT: 4+♥, limited raise or better  
3♣/3♦/4♣/4♦: fit showing
- 1♥ (2♣) ?  
2♦: 5+♠  
2♠: 5+♦  
2NT: 4+♥, limited raise or better  
3♣: 3♥, limited raise or better  
3♦/4♦: fit showing
- 1♥ (2♦) ?  
2♠: 5+♠, F1  
2NT: 4+♥, limited raise or better  
3♣: 5+♣, GF  
3♦: 3♥, limited raise or better  
4♣: fit showing
- 1♥ (2♠) ?  
2NT: NAT, INV
- 1♠ (DBL) ?  
1NT: TRF to ♣  
2♣: TRF to ♦  
2♦: TRF to ♥  
2♥: normal raise  
2♠: light raise  
2NT: 4+♠, limited raise or better  
3♣/3♦/4♣/4♦: fit showing  
3♥/4♥: NAT
- 1♠ (2♣) ?  
2♦: 5+♥  
2♥: 5+♦

## Supplementary Notes

---

2NT: 4+♠, limited raise or better

3♣: 3♠, limited raise or better

3♦/4♦: fit showing

3♥/4♥: NAT

1♠ (2♦) ?

2♥: 5+♥, F1

2NT: 4+♠, limited raise or better

3♣: 5+♣, GF

3♦: 3♠, limited raise or better

4♣: fit showing

3♥/4♥: NAT

1♠ (2♥) ?

2NT: NAT, INV

3♣/3♦: NAT, GF

3♥: 3+♠, limited raise or better

4♣/4♦: fit showing

1M (1NT) ?

DBL: strength

2♣: ♣+OM

2♦: ♦+OM

### Note10:

1NT 2♣

2M 3OM: M fit with short

4♣: M fit, BAL, slam interest

4♦: RKCB in M

1NT 2♦

2♥ 2♠: PUP to 2NT, shows INV with 4+m and 3♥=5♥+5♠, INV

1NT 4♣

?

4♥/4♠: 5 cards in ♥/♠

4NT: MIN, without 5M

5♣/5♦: MAX, 5+

5NT: MAX, usually 4333

6X: Baron, 4 cards in X

### Note11:

2♣ 2♦

?

## Supplementary Notes

---

2M: 4M

2NT: 6+ ♣, MAX, BAL

3♣: 6+ ♣, MIN

3♦: 6+ ♣, MAX, ♦ short or 4 cards, then 3♥ Relay, 3♠=4 cards in ♦, 3NT= short

3♥/3♠: 6+ ♣, MAX, short in ♥/♠

3NT: solid suit, MAX

2♣ 2♦

2M 2NT

?

3♣: any MIN, then 3♦ Relay, 3♥=short in OM, 3♠=short in ♦, 3NT=BAL

3♦: MAX with a short, then 3♥ Relay, 3♠=short in OM, 3NT=short in ♦

3♥: 4M+6♣, MIN

3♠: 4M+6♣, MAX

3NT: BAL, MAX

2♣ 2♦

3♣ 3♦

?

3♥: short in ♥ or BAL, then 3♠ Relay, 3NT=BAL, others=short in ♥

3♠: short in ♠

3NT: short in ♦

2♣ (2X) 2Y: NAT, NF

### Note12:

2♦ 2NT

?

3♣: any MIN, then 3♦ Relay

3♦: 5♠5♥

3♥: 4♠5♥, MAX

3♠: 5♠4♥, MAX

3NT: 4♠4♥, MAX (only when unVul Vs. Vul)

2♦ 2NT

3♣ 3♦

?

3♥: 4♠5♥, MIN

3♠: 5♠4♥, MIN

3NT: 4♠4♥, MIN

### Note13:

Rubensohl after our 1NT opening:

1NT (2X) ?

## Supplementary Notes

---

2Y: NAT, NF

2NT: TRF to 3♣, then any bid is weak, 3NT=NAT, with stopper in suit X

3Y: TRF, INV+

Cue-bid(X=M): 5♣+4OM, GF

3NT: NAT, but no stopper in suit X

4♦/4♥: Texas

Lebensohl after our double at 2 level:

2♥ (X) P (?)

2♠: NAT, NF

2NT: TRF to 3♣, weak hand or FG with 4♠

3♣/3♦: constructive, NF

3♥: FG, no 4♠ and no stopper in ♥

3♠: FG, 5+♠

3NT: FG, no 4♠ and with stopper in ♥

2♥ (X) P (2NT)

P (3♣) ? (?)

Pass/3♦: weak hand

3♥: FG, 4♠ and no stopper in ♥

3♠: constructive, 4+♠

3NT: FG, 4♠ and with stopper in ♥

2♠ (X) P (?)

2NT: TRF to 3♣, weak hand or FG with 4♥

3♣/3♦/3♥: constructive, NF

3♠: FG, no 4♥ and no stopper in ♠

3NT: FG, no 4♥ and with stopper in ♠

2♠ (X) P (2NT)

P (3♣) ? (?)

Pass/3♦/3♥: weak hand

3♠: FG, 4♥ and no stopper in ♠

3NT: FG, 4♥ and with stopper in ♠

1M (X) 2M (P)

P (X) P (?)

2NT: Scrambling

Others: NAT, constructive

Reverse Lebensohl after Multi 2♦ opening:

2♦ (X) 2M (?)

X: take-out

2NT: FG, 12+HCP, puppet 3♣ if double with 13-15 BAL

## Supplementary Notes

---

3♣/3♦: NF, competition

3♥/3♠: NAT, 5+ cards, INV

### Note14:

Penalty Double and Forcing Pass:

Double their suit that partner implied is penalty. Like:

1M (DBL) 2m (DBL)=Penalty

Opponents are escaping and we both have shown power.

A previous double/redouble show we want to punish them.

For Opponents' Michaels cue bid only 1S (2S) and 2C (3C) or unusual 2NT overcall, Double then Double any suit is penalty, Pass then Double is also penalty.

Establish forcing pass action:

1♣ (4♥ or higher) Pass: Forcing

3X (DBL) 5X (Pass): Forcing

Exception: NV-V.

A cue bid or new suit before bidding a game establish forcing pass.

Opponents' bidding is obvious sacrifice bidding, especially V-NV.

Other special double:

1♦ (1M) Pass (2♦)

DBL=T/O M

1M (1NT) Pass (2M)

DBL=Dislike M leading

Double a splinter:

1M (Pass) 4m (DBL)=Like leading m-1 suit (If m=♣, m-1=OM)

Double Bergen Raise:

1M (Pass) 3m=7-9HCP, 4+M (DBL)=T/O M

3m=10-12HCP, 4+M (DBL)=Leading direct

Double Drury: Leading direct

Double Texas TRF: Leading direct

### Note15:

1NT (DBL) ?

XX: TRF to ♣, ♠ or ♦+M

2♣: TRF to ♦, ♠ or ♥+♠

2♦: TRF to ♥

2♥: TRF to ♠

## Supplementary Notes

---

1NT (Pass) Pass (DBL)  
Pass (Pass) ?  
XX: one suit  
2♣: ♣+any  
2♦: ♦+M  
2♥: ♥+♠

### Note16:

unUsual vs unUsual

1M (2NT) ?  
3♣: OM, FG  
3♦: at least limited raise  
3♥/3♠: NAT, NF  
4♣/4♦: SPL

1♦ (2♦: M's) ?  
Double: show strength  
2♥: ♣ suit, INV+  
2♠: at least limited raise ♦  
2NT: NAT, INV  
3♣: NAT, constructive, NF  
3♦: NAT, constructive, NF  
3M: SPL

VS.Michaels

1♥ (2♥) ?  
2♠: ♣  
2NT: 3♥, INV+  
3♣: ♦  
3♦: 4♥, INV+  
3NT: 4+♥, BAL, FG  
3♠/4X: Splinter

1♠ (2♠) ?  
2NT: ♣  
3♣: ♦  
3♦: 3♠, INV+  
3♥: 4♠, INV+  
3NT: 4+♠, BAL, FG  
4X: Splinter

### Note17:

Some transfer auction in competitive sequence:

1M (2NT) DBL ?

## Supplementary Notes

---

			Pass: pick a minor XX: TRF to 3♣ 3♣: TRF to 3♦ 3♥: OM 3♠: TRF to 4♣ 3NT: minors 4♣: TRF to 4♦
1♣	(2♣)	DBL	? Pass: pick a major XX: TRF to 2♦ 2♦: TRF to 2♥ 2♥: TRF to 2♠
1♦	(2♦)	DBL	? Pass: pick a major XX: TRF to 2♥ 2♥: TRF to 2♠
1♥	(2♥)	DBL	? Pass: usually same length in ♠ and ♣ XX: TRF to 2♠ 2♠: To play 2NT: TRF to 3♣ 3♣: To play 3♦: NAT
1♠	(2♠)	DBL	? Pass: usually same length in ♥ and ♣ XX: TRF to 3♥ 2NT: TRF to 3♣ 3♣: To play 3♦: NAT 3♥: To play
1M	(3♣)	DBL	? Pass: usually same length in OM and ♦ XX: TRF to 3♦ 3♦: TRF to OM
1♦	(1M)	DBL	? 1NT: TRF to ♣ 2♣: Cud-bid, limited raise+ or any GF 2♦: TRF to ♥

## Supplementary Notes

---

2♥: TRF to ♠

2M: light raise

### Note18:

Double 3NT:

1NT P 3NT X: Lead the worst or shortest major suit.

If partner has bid a suit, then double 3NT asks leading another suit.

If we have bid a suit each, double 3NT shows interest in leader's suit.

Double a Slam asks for an unusual lead.

### Note19:

Some carding summary:

Reverse Count/Attitude and regular Suit Preference.

Obvious shift principle if required.

We usually stop and think about 10-15 seconds at the first trick.

Random play when signal is unnecessary.

Rusinow Lead:

1. Unbid suit;
2. Leader's own suit;
3. 3+ cards suit;
4. Declarer's suit.

Standard Lead:

1. Partner's suit;
2. Dummy's suit;
3. Lead K from KQ doubleton VS. suit contract;
4. The length is indicated by dummy or partner (like take-out double);
5. Preempt and lead another suit;
6. Against suit, opening bid or overcall and lead another suit.

Smith Signals:

1. For opening leading hand, Hi-Low shows DISLIKE the leading suit;
2. For 3rd hand, Hi-low shows LIKE the leading suit;
3. If count is the most important, no Smith Signals here.

Trump Signals:

1. Hi-Low shows interest in RUFF;
2. Hi-Low shows a winner in trump (like Qxx);
3. Suit preference: Hi-Low shows no interest in lower suit, Low-Hi shows no interest in higher suit.

Discard:

1. At first time of discarding, low odd shows like the suit and even shows suit preference;
2. Discard later is count or suit preference;
3. Discard a higher card (at least 9) is top or one higher cards above
4. If count is important, Low shows Even and High shows Odd.

Odd/Even at the first trick only when:

1. The suit is bid by advancer;



## Supplementary Notes

---

2. Lead A/K and hold this trick;
3. Singleton in dummy.