



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 <h1 style="text-align: center;">Convention Card</h1>	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				CATEGORY: Precision Blue NCBO: China P D Times EVENT: ALL PLAYERS: Fu Zhong – Li Jie
Normally 6-18HCP; usually 5-card suit;			Lead	In Partner's Suit		
RESPONSE: Cue-bid=F1, Limited Raise+ or any GF;		Suit	3rd/5th	3rd/ 5th		
New suit=F1 except 2/1; Jump cue bid=mixed raise;		NT	2nd/4th	3rd/5th		
Jump=FIT-SHOWING, INV+; Jump Raise=PRE;		Subseq	ATT	As above		
1X-(1M)-DBL/1Y/2Y-(2NT)=4+M, Limited Raise+;		Other: 0/2 in raised			SYSTEM SUMMARY	
1m-(1M)-DBL-(?) TRF applied.						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			GENERAL APPROACH AND STYLE Precision, Strong 1♣, 5-card M, Open light if UNBAL; 1♦: 3+♦(1/2 seat), 2+♦(3/4 seat); 1NT: 13-15HCP 2 over 1 Response: GF except some special action; 2♣ over 1M ART GF; 2NT Opening: 21-22HCP, BAL, Stiff/6m OK, 5M seldom.	
2nd=15(+)-18(+)-HCP		LEAD	Vs. Suit	Vs. NT		
4th=11(+)-15(-)-HCP		Ace	AK(+); Ax(+)	AK(+); Ax(+); AQJ10(+)		
RESPONSE: Stayman; Transfer; MSS; Texas.		King	KQ; Ask for CT in raised	Ask for CT or UB		
		Queen	QJx(+); Qx;	QJ(+);AQJ(+);		
JUMP OVERCALL (Style; Response; Unusual NT)		Jack	J10(+); HJ10(+); Jx	J10(+); KJ10(+)		
1-Suit: WEAK;		10	109(+); H109(+); 10x	109(+); H109(+); 10x		
2-Suit: (1m)-2NT=♥+Om; (1M)-2NT=♦+♣; (1M)-3♣=OM+♦;		9	98(+); H198(+); 9x	98(+); H98(+); 9x		
Reopen: Suit=Constructive;		Hi-x	HxSx; Sxxx; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx		
2NT=19-21HCP, BAL.		Low-x	HxS; HxxxS; xxS; xxxS(+)	HxS; HxxS(+)		
		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE 1♣: 16+HCP, any distribution, except bad 16HCP and 21-22HCP BAL; 2♦: ♥/♠ 44+, weak; 2♥: ♥, weak; 2♠: ♠, weak; 3NT: To play; Lebensohl/Rubensohl; (Note 13) Fit-Showing Jumps and Splinter Frequent TRF in competitive sequence; Reverse Drury; Good-bad 2NT; Scrambling 2NT.	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead		Discarding
Michaels Cue Bid and Ghestem Cue Bid:		Suit	1 Low=ENC	Hi/Low=ODD		Odd=ENC
(1m)-2m: ♠+♥ (55+); RESP: 2NT=TRF, 3♣=♥ INV, 3♦=♠ INV;			2 Hi/Low=ODD	S/P		Even=S/P
(1M)-2M: OM+♣ (55+); RESP: 2NT=INV+;			3 S/P			High=ODD
Jump cue-bid asks stopper.		NT	1 Low=ENC	Hi/Low=ODD		Odd=ENC
VS. NT (vs. Strong/Weak; Reopening; PH)			2 Hi/Low=ODD	S/P		Even=S/P
VS. Weak and Strong NT:			3 S/P			High=ODD
DBL=Strength; 2♣=♥+♠ 4-4(+) or ♠+♣; 2♦=♦+♥/♠; 2♥/2♠=NAT;		Signals (including Trumps): UDCA(Note 19)				
Reopening:		Trumps: S/P or Hi-Low shows interest in ruff; REV-Smith/Regular Smith;				
DBL=Strength; 2♣=M's; 2♦=♥/♠, Constructive; 2♥/2♠=Weak;		DOUBLES				
PH(Include Reopening):						
DBL=♥+♠ 4-4(+); 2♣=♣+♥/♠; 2♦=♦+♥/♠; 2♥/2♠=NAT.						
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;				
(MULT 2♦): 4♣=♣+one M, 4♦=♦+one M;		Scrambling 2NT.				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
Vs. Precision 1♣ (or 1♠-1♦):		Negative Double to 4♥; Supporting Double to 3♥/3♠;			(Note14)	
DBL=M's; 1NT/2NT=m's; others=NAT;		Lead-Direct Double;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
		Maximum Overcall Double;			(Note9)	
		Responsive Double to 3♥;				
OVER OPPONENTS' TAKE-OUT DOUBLE		Cooperative Double;				
TRF; 2NT=Limited Raise; Jump shift=Fit Showing.		Double a suit that has been bid by us shows DISLIKE leading that suit.			PSYCHICS:	
		(Note 14) 2013-03-17			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♦=0-7(bad 8)HCP; 1♥/1♠=8+HCP, 5+♥/♠; 1NT=8-13 or 16+HCP BAL, 2♣/2♦=NAT, 8+HCP; 2♥=8+HCP, 1444; 2NT=8+HCP,4441;3♣/3♦=8+,4414/4144 2♠=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♠=, 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♠-2NT=ask; (Note 1-5)	
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. (Note 6-7)	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; 3NT/4♣=TRA 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 ♠/♣/♦. (Note 8)	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♦=TRA SPL; 4♥=To	1♠-2♠-2NT=ask value, 3♣/3♦/3♥=INV in suit ♠/♣/♥ 1♠-2NT-3♣=MIN with short, 3♦=MAX no short. (Note 8)	Reverse Drury; Fit-showing; 2NT=NAT, INV
1NT			7♥	13(+)-16(-)HCP, BAL;	2♣=Stayman; 2♦/2♥=Transfer; 2♠=range ask; 2NT=♦ or minors; 3♣=Pup STM;3♦=5-5 ms GF; 3♥/3♠=1345/3145 4♣/4♦=♥/♠;NT=INV.	1NT-2♣-2♦-3♥/3♠=Smolen; 1NT-2♦-2♥-2♠=5♥+5♠/4m, INV; 1NT-2♠-2NT/3♣/3♦-3M=OM short, m's; (Note 10) (Note 15) 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. (Note 11)	
2♦	✓	0		3-10HCP, ♥♠ 44+;	2NT=ask.	(Note 12)	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♠=ms; 4♣/4♦=♥/♠;4♥/4♠=♣/♦;4NT=INV.		
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	
						HIGH LEVEL BIDDING	
						RKCB/GERBER 1403; Splinter; Cue Bid; DIPO; RIPO; DEPO;	
						Serious 3NT	

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION CONVENTION  CARD		
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)		OPENING LEADS STYLE				CATEGORX: Precision Blue NEBO: China EVENT: All PLAYERS: Dai Jianming-Zhuang Zejun	
			LEAD	IN PARTNER'S SUIT			
8-17HCP, 4+Cards		SUIT	3 rd /5 th	3 rd /5 th			
Resp: 1/1,3/2=F1, 2/1,2/2=NatNF, Jump New Suit=NatInv, Cue=F1		NT	4 th	4 th			
		SUBSEQ	As Above; ATT	As Above; ATT			
		OTHERS:					
		LEADS					
INT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT	VS. NT	SYSTEM SUMMARY		
2 nd : 16-18HCP, SYS ON(1♠-1♦-1NT-?)		A	AKx(+); Ax(+); AKJ10(+)	Ax(+); AQJ10(+)/AKJ10(+)			
4 th : 13-16HCP, SYS ON		K	KQ; AK; KQJ(+); KQx(+)	AK(+); KQJ(+); KQx(+)	GENERAL APPROACH AND STYLE		
		Q	QJ; QJx(+); Qx	QJ; QJx(+); KQ109(+); Qx			
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		J	J10; J10x(+)	J10; J10x(+); AQJx(+)	Precision		
1 Suit Weak		10	109x(+);(A/K)J10x(+); 10x	10x; 109x; (A/K)J10x(+)	Bidding Style: aggressive		
2 Suit Unusual 2NT		9	9x; 98x(+); H109(+)	98x(+); H109(+)	1NT=13-15HCP, BAL, M5/m6/Siff OK		
		HI-x	HxSx; xxS; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx	2/1= FG But Rebid 3m		
		LO-x	HxS;HxxxS; xxS; xxxS(+)	HxS; HxxS(+)	1♦-2♣-2x-3♠=FG		
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Michaels Cue			PARTNER'S LEAD	DECLARER'S		DISCARDING 2♦=weak 2 one major 2♥=5-10HCP, ♥♠44+ 2♠=5♠+4+m 2NT=5-10HCP, ♣♦55+ 3NT=Gambling with Solid m7 Unusual 2NT=9+HCP, ♣♦55+ Michaels Cue=9+HCP, ♥♠54+ Western Cue	
Jump Cue=Western Cue		SUIT	1 Hi=E	SAME			SAME
			2 Hi/Lo=E				
			3 S/P				
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		NT	1 Hi=E	SAME	SAME		
X=PD			2 Hi/Lo=E				
2♣=♥♠44+, 2♦=♥/♠5+, 2M=M5m4, 2NT=♣♦55			3 S/P				
4 th SAME		SIGNALS(INCLUDING TRUMPS)					
		Trumps: Hi-Low=Interesting in Ruff, Smith Caring vs NT					
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)		DOUBLES					
DBL=T/O, 2NT=16-18HCP, 3NT=To Play							
DBL 4M=Option, 4NT=2 Suits		TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)					
VS. ARTIFICIAL STRONG OPENGINGS		MB light with Classic Shape					
(1♠)-DBL=♥♠44+, (1♣)-1NT=♣♦54+		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
(1♠)-P-(1♦)-DBL=♥♠44+, (1♠)-P-(1♦)-1NT=♣♦54+		Neg DBL THRU 4♥			1X-(DBL) -XX-(2Y)-P=F1, (1NT)-DBL-(2X)-Pass=F1(X<>♠)		
		Resp DBL THRU 3♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
		Max DBL					
		Lightner DBL					
OVER OPPONENT'S TAKEOUT DOUBLE		Support DBL THRU 2♥			PSYCHICS: RARE		
RD: 9+HCP, Pen Seeking, 1X-(DBL)-? (14)							

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♥	16+HCP Any	1♦=0-7HCP, 1♥/♠/2♣/2♦=8+HCP, 5+ 1NT=8-13/16+HCP BAL, 2♠=14-15HCP BAL 2♥/NT/3♣/♦=8+HCP, 4441, ♠/♣/♦/♥1 3♥/♠/4♥/♠=4-7HCP, 7/8+ 3NT=Solid m7, 4♣/♦=4-7HCP, ♥/♠=Hxxxxxx	Range Asking, SUPP Asking, Control Asking 1♣-1♦-? 1♥=Relay(1), 1♠/NT/2♣/♦/♥=Nat 2♠/3♣/♦/♥=22-24HCP, 4441, ♥/♦/♣/♠1, 1♣-1M-1NT=CAB(2) 1♣-1NT-? 2♣=STM, 2♦/♥/♠/NT=(3) 1♣-2♥/NT/3♣/♦-?(4) 1♣-2♠-2NT-?(5)	
1♦		1	4♥	11-15HCP	1♥/♠=NatF1; 1NT=7-11HCP, 2NT=NatInv, 3NT=To Play 2♣=FG, 2♦=Reverse Minors, 2♥=5-8HCP, ♠♥55 2♠=9-11HCP, ♠6♥4, 3♣=9-11HCP, ♣6+, 3♦...=Pre	1♦-1M-2NT=♦6M3(6) 1♦-1M-1NT-? 2 Way Checkback(7) 4SF, 1♦-(1♥)-?(16)	Fit Showing
1♥/♠		5	4♥	11-15HCP, 4414 1M OK, 3th mb Light	1NT=6-12HCP, Semi-F; 1M-2m=FG exp rebid 3m 1♠-2♥=FG; 1♥-2♠=NAT, 1♠-3♥=NatInv, 1M-2NT=NatF 1M-3♣=M3, Inv; 1M-3♦=M4, Inv; 1M-3M=Pre 1M-3NT/4m=OM/m SPL	1♥-1♠-1NT-?(7), 4SF 1♥-1♠-2NT=♥6♠3, Max	Re-Drury Fit Showing 2/1=NatNF
1NT			4♦	13-15HCP, BAL, M5/m6/Stiff OK	2♣ NF Stayman(8), 2♦=FG Stayman(8), 2M=To Play; 2NT=TRF 3♣, 3♣=TRF 3♦, 3♦=(14)44 (9) 3♥=31(54) FG, 3♠=13(54) FG Texas, Gerber	1NT-DBL-RD/2♣/♦/♥=TRF, Pass Semi-F PD to RDBL	
2♣		5	4♥	11-15HCP, ♣6+ or ♣5M4	2♦=Relay, 2♥/♠/3♣=Const 2NT=TRF 3♣(10) 3♦=♥♠55 Inv, 3M=NatInv 4♦=RKCB, 4♣=Pre, 4NT=Blackwood	2♣-2♦-?2M=M4, 2NT=♣6 Max, 3♣=♣6 Min	Fit Showing
2♦	*	0		5-10HCP, Weak 2 one major	2M=P/C; 2NT=Relay; 3♣/♦=NAT, 3♥/♠=P/C, 3NT=SO 4♣=Xfer to me, 4♦=you play, 4NT=Blackwood	2♦-DBL-?- Pass=♦5, RD=bid your suit 2♦-DBL-?- 2♥/♠=NAT	
2♥		4		4+♠+4+♥ Weak	2NT=Relay(11)		
2♠		5		5♠+4+m Weak	2NT=ask		
2NT	*			5-10HCP, ♣♦55	3♥/♠=Relay (12) 4♣/♦=Pre; 4♥/♠=To Play	HIGH LEVEL BIDDING	
3♣/♦		6	5-10HCP, ♣/♦6+	4Om=RKCB, 4♥/♠=To Play, 3X=F1, 4m=Pre			
3♥/♠		6	5-10HCP, ♥/♠6+	4♣=RKCB, 4♦=CAB, 4♥/♠=To Play	RKCB 1403, Blackwood Gerber 1403, Cue, 5NT GSF, SPL		
3NT	*			Gambling, Solid m7 No other A/K (3th to Play)	4♣=P/C, 4♦=Ask Stiff(13), 4NT=NatInv, 5NT=GSF	DEPO, EXPRKCB	
4♣/♦		7		5-10HCP, ♣/♦7+	4♣-4♦=RKCB, 4♦-4NT=RKCB, 4M=NAT		
4♥/♠		6		To Play	4NT=RKC, 5NT=GSF		
4NT	*			♣♦55+, Pre			
5♥/♠				Slam Inv	Need Trump Honor SUPP		

Supplementary notes for DaiJianming-ZhuangZejun

Note...1: 1♣-1♦-1♥=Relay, Resp:

1♠=0-4HCP Any, 1NT=2-4HCP, ♣♦55, 2♣=5-7HCP No 5+M, 2♦/♥=5-7HCP ♥/♠5+, 2♠=5-7HCP, any 4441, 2NT=5-7HCP ♣♦55, 3♣/♦=4-7HCP, ♣/♦7+

Note...2: 1♣-1M-1NT=CAB, Resp:

Step1/2/3/4...=0-2/3/4/5...Con

Note...3: 1♣-1NT-2♦/♥/♠/NT=♦/♥/♠/♣ 5+, SUPP Asking, Resp:

Step1/2/3/4=Min w/o SUPP/Min w SUPP/ Max w/o SUPP/Max w SUPP

Note...4: 1♣-2♥/2NT/3♣/3♦=8+HCP, 4441, ♠/♣/♦/♥1, Relay Ask Range, Resp:

Step1/2/3/4=8-10/11-13/14-16/17+HCP, Bid suit=Asking Range, Resp: same above; then Relay=Asking Controls, Resp: Step 1/2/3/4=0-2/3/4.....

Note...5: 1♣-2♠-2NT=Relay, Resp:

3♣=♣+X(3♦=Ask X), 3♦=♦+♥, 3♥=♥+♠, 3♠=♠+♦, 3NT=4333, Any

Note...6: 1♦-1M-2NT=♦6M3, Resp:

3♣=TRF to 3♦, To Signoff or show ♣s, Other FG;

Note...7: 1♦-1M-1NT-? / 1♥-1♠-1NT-? Resp: 2Way Checkback

2♣=TRF 2♦, Signoff 2♦ or Any Inv, 2♦=Art FG, Rebid 2M=Signoff, Revers 2♠=♥5♠4 FG
2NT=Xfer to 3♣, 3Y=M5Y5, FG, 3M=M6, FG

Note...8: 1NT-2♣=NF Stayman, Resp:

2♦=No Ms, 2♥/♠=M4+, 3♣/3♦/♥/♠=5+cards, MAX

1NT-2♦=FG Stayman, Resp:

2♥/♠=M4+, 2NT=No Ms, 3♣/♦/♥/♠=Max, 5+cards

Note...9: 1NT-2NT-3♣-3♦/3♥/3♠=♦/♥/♠ SPL, 1NT-2NT-3♣-3NT=♣suit BAL, Slam try;

1NT-3♣=Xfer to 3♦, then 3♥/3♠/3NT=♥/♠/♣ SPL

1NT-3♦=(41)44, FG, Resp:

3♥=Ask SPL, 1NT-3♦-3♥-3♠=♠ SPL, 3NT=♥ SPL

Note...10: 2♣-2NT-3♣-? Resp:

Pass= to play, 3♦=♥♠55 FG, 3♥=♥♦55 FG, 3♠=♠♦55 FG, 3NT=15-17HCP BAL SI

4♣=♣3+, F PD to Cue, 4♦/♥/♠=SPL

Note...11: 2♥-2NT-? Resp:

3♣=Min Any(after 3♣, 3♦=Relay), 3♦=Max ♥♠55, 3♥=Max ♥5♠4, 3♠=Max ♠5♥4, 3NT=Max 44;

2♦-2NT-3♣-3♦-? Resp 3♥/♠ =Min, as above, 3NT=55 MIN

Note...12: 2NT-3♥=Relay, Resp: 3♠=♠1, 3NT=♥1
2NT-3♠=Relay to 3NT, then bid 4m=NAT, Slam try

Note...13: 3NT-4♦=Ask Stiff, Resp:
4♥/♠=M1, 4NT=7222, 5m=m7Om1

Note...14: 1M-(DBL)-? Resp:
RD=9+HCP, Pen Seeking, F to 2M; 1NT/2♣...2M-1=TRF, 2M=Weak, 2NT=Limited +,
3NT=Good hand with M3+, 3M=PRE, 3m/4m=fit showing
1D-(DBL)-? Resp: 2NT=Weak Raise, 3♦=Limited

Note...15: 1X-(2NT(Unusual))-? Resp:
Cue low Suit=Limited raise+, Cue hi Suit=4th Suit 5/+ FG
1M-(2M(Mic))-? Resp: Cue OM=Limited Raise+, 3X=FG, 3M=Const Raise

Note...16 1♦-(1♥)-?
DBL=♠4+, 1♠=T/O/, Other=Nat