


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION CONVENTION	CARD	
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]		OPENING LEADS STYLE					
			LEAD	IN PARTNER'S SUIT			
1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP; RESP: New suit=F1 after 2/1 overcall; Jump shift=NAT, INV;		SUIT	3rd/5th	3rd/5th			
Jump raise=PRE;		NT	4th	4th			
		SUBSEQ	Same as above	Same as above	CATEGORX: Precision- BLUE		
		OTHERS: vs NT: K ask UB/CT; A ask ATT;			NEBO: CHINA EVENT: ALL EVENTS		
		LEADS			PLAYERS: JU CHUANCHENG SHI ZHENGJUN		
INT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT	VS. NT	SYSTEM SUMMARY		
2nd/4th LIVE: good 15- 18 HCP; RESP: system on;		A	AKx (+); Ax (+)	AK (+)			
Reopening: good 11- 15HCP; RESP: system on		K	KQ (+); AK	AKJ10 (+); KQ 109(+);	GENERAL APPROACH AND STYLE		
		Q	QJ (+); Qx	QJ (+); KQ (+);	STR ♣ aggressive		
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		J	HJ 10 (+); J 10 (+); Jx	HJ 10 (+); J 10 (+); Jx	Bidding Style: 5-card M (RESP: 1NT=NF); catch all 1♦; 2♦=Ms,weak;		
1-suit: WK, 5+cards		10	H109(+); 109 (+); 10x	H109(+); 109 (+); 10x	2H/2S= PRE, WHEN NV COULD 5M;		
2-suits: Unbid lower 2-suits		9	9x; 9xx	H98x; 9xx; 9x	1NT= 14- 16HCP, BAL, 5M/6m OK, SPL H OK		
Reopening 2NT= 18 -20 HCP, BAL		HI-x	Sx; xxS; xxSx; xxxxS	Sx; Sxx; xSxS; xSxSx (+)	2/ 1= FG except direct rebid		
		LO-x	HxS; HxSx; HxxxS (+);	HxS; HxxS(+)			
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)		SIGNALS IN ORDER OF PRIORITY					
Michaels CUE: (1m)-2m=54+ M's, (1M)-2M=55+ OM+m, 8+ HCP			PARTNER'S LEAD	DECLARER'S	DISCARDING	SPECIAL BIDS THAY MAY REQUIRE DEFENCE	
Jump CUE=STOP asking;		SUIT	1 HI=ENCRG	Hi/low = Even	Odd/Even	2♦=WK Ms;	
			2 Hi/ Lo= even	S/P	Hi/ low = Even	Many Relay-bidding	
			3 S/P		S/P		
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		NT	1 HI=ENCRG	Lo/ Hi=odd	Odd/Even	Light open 3 rd seat(1M could be 4-card & weak)	
vs WK 1NT: DBL=PEN; vs STR 1NT: DBL=5m+4M			2 Hi/ Lo= even	S/P	Lo/ Hi =odd	3NT=good hand with H OR S SUIT	
2c=Ms; 2D= 1M , 9- 11; 2M=NAT, 12+; 2NT=1m , weak or 1M,STR;3m=NAT,good;3M=NAT,weak			3 S/P		S/P		
		SIGNALS(INCLUDING TRUMPS) vs NT/suit: Smith Signal;					
		Trumps: Hi/lo interested in ruff					
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)		DOUBLES					
T/O DBL THRU 4 ; vs 4M PRE: DBL=OPT; 4NT=55+ 2- suits;		TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)					
		Maybe light with Classic Shape (9+HCP)					
VS. ARTIFICIAL STRONG OPENGINGS		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
vs STR 1C : DBL=Ms,44+;1NT/2NT=ms					1X-(DBL)-(REDBL)-(1/2X)- P= NF X=T/O; 1 ♣ (4♥+)P=F		
1NT=C+D		Neg DBL THRU 4♥					
1C-1D (X=Ms)		Resp DBL THRU 3♠					
VS 2 C :DBL=ms;2D= Ms		Max DBL			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENT'S TAKEOUT DOUBLE		Lightner DBL					
New suit: 1-level= F 1, 2-level=NF; 1M-(DBL)- 1NT=8- 10 , 3+M		Support DBL THRU 2M					
Raise=PRE; Jump shift=NAT PRE; RDBL=PEN					PSYCHICS: seldom(when fit found)		

OPE NING	TICK IF ARTI FICIAL	MIN. NO. OF CAR DS	NEG. DBL THR U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♠	*	0	4♥	15+HCP UNBAL or 16+ BAL	1♦=0-7HCP; 1♥=(1)♠(2)8-13,BAL 1♠=(1)5+♠(2)54+ms (3) 3-suiter, short in M;1NT=♥;2♣=♦ 2♥=(5332), 8-10; 2♦=14-15,BAL; 2♠=3-suiter, short in ♦;3♣=3-suiter, short in ♣ 3♦/3♥=♥/♠; 3♠=solid suit,no value 3nt=8+♥ or ♠, bad suit; 2NT=Ms,5-7; 4♣=♥;4♦=♠;	1♠-1♦; 1♥=F1(1)4+♥(2)24+, BAL 1♠-1♦;2♥=PUP to 2S(1) 3-suiter (2) 6m+4X (3) 55ms. FG	1C-? 1H=C; 1S=D; 2C=H; 2D=S; 2H=BAL; ; 2S=1444; 3C=4441; 3D=4414; 3H=4144
1♥		0	3♠	10-14HCP if BAL, 10-15HCP if UBAL	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, INV 2♦=44+M,0-12; 2♠=54 m's, INV+ 3NT=to play; 3♠/3♦= INV IN ♠/♥, ;2♥=6+♥,NF 2♣=FG,ART,RELAY	2-way Checkback; 1♦-1♥; 2♠ & 1♦-1♠;2♥=NAT MAX OR 3-SUPP MAX 1♦-1M;2♠/2-2H=FG,RELAY	
1♥		5	4♥	10-15HCP,5+♥	1NT=7-12HCP,NF;2♠=ART,GF;2♦=pup to 2♥; 2NT=4+♥, 7-12; 3♠/3♦=NAT,INV.;3♥=PRE 3♠/3NT/4♠=SPL IN S/♠/♦;4♦=♥ FIT,NO SLAM 4♠/5m=Exclusive RKCB vs ♥; 4NT=RKCB vs ♥ 1♥-2♠=FG,ART,RELAY	1♥-1♠; 1NT-?: 2-way checkback; 4SF=FG 1♥-1♠/1NT;2NT=6w+5X or 6H+3S 1♥-1♠;3NT=6♥4♠, MAX; 1♥-1S;2♦/2♥-2S=ART,GF 1M-1NT;2NT=6M+5X	2♠=Drury Jump shift=Fit- 2D=4-card Drury
1♠		5	4♥	10-15HCP,5+♠	3♥=INV; 3NT/4♣/4♦=♠/♦/♥ SPL 1♠-2♦=PUP to 2♥;1♠-2♥=pup to 2♠		
1NT			4♥	1st&2nd NV=13-15; 3rd=15-16 ; other=14-16	2♠=STAY; 2♦/2H=TRF;2S=Range ask; 2NT=3-suiters 3m=INV; 4♠=Gerber; 4♦/4♥=TRF; 4♠=m's; 3M=33(61)	1NT-2H;2S-2NT=week doubleton ask 1NT-2S;2NT/3♠-3D=strong BAL 1NT-2C; 2X-2NT/3C=pup to 3C/3D	
2♠		5	4♥	11-15HCP, 6+♠ or 5♠+4M	2♦=Relay; 2M=NAT NF; 2NT/3♠=PUP TO 3♠/3♦;3♦=Ms,INV; 3M=NAT, INV;3NT=to play;4D=RKCB	2♠-2♦;2S-2NT=GF,RELAY 2♠-2♦;3♠-3♦=GF,RELAY 2C-2D;2H=(1)MIN,6322;(2)5C+4H	
2♦	*	0		WK IN Ms,54 INV;44 in NV 3rd=D, weak; 4TH=6+♦,9-13	2NT=Relay; 3m=NF		
2♥		5		WEAK.WHEN NV,COULD BE 5 4TH=6+M,9-13	2NT=Relay; 2♠=NF;3m=NF		
2NT	*			22-23HCP, BAL 3rd/4th=20-21	3♠=STAY; 3♦/3♥/4♦/4♥=TRF; 3♠=54+ m's; 4♠=PUP 4♠=55+ m's	2NT-4♠;4♦-4♥/4S/4NT=55Ms/c/d 2NT-3♦;3♥=3♥	
3m		6		PRE	3x=F1; 3♠-4♦=RKCB, 3D-4C=RKCB.4M=To play	HIGH LEVEL BIDDING	
3M		6		PRE	4♠=RKCB;3♥-4♠=To play		
3NT	*			GOOD HAND WITH 7+♥ OR ♠	4C=ART,SLAM TRY;4M=NAT;4D=ASK	RKCB 14/03; Blackwood 14/03; Cue; 5NT GSF; SPL	
4x	*	7		PRE	4M=To play; New suit=CUE;4NT=RKCB	DOPI; DOPE; EXCLUSION RKCB	
4NT				GOOD HAND IN C ♠ R ♦	5♠=P/C;5♥=RKCB		