
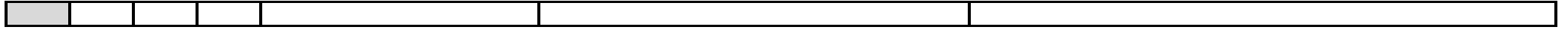


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WORLD BRIDGE FEDERATION		
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]	OPENING LEADS STYLE			CONVENTION		
1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP;	SUIT	LEAD	IN PARTNER'S SUIT	♠♥♦♣ CARD		
RESP: New suit=F1 after 2/1 overcall; Jump shift=NAT, INV;	NT	3rd/5th	3rd/5th	CATEGORX: Precision- BLUE		
Jump raise=PRE;	SUBSEQ	4th	4th	NEBO: CHINA EVENT: ALL EVENTS		
	OTHERS: vs NT: K ask UB/CT; A ask ATT;			PLAYERS: JU CHUANCHENG SHI ZHENGJUN		
	LEADS			SYSTEM SUMMARY		
INT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING)	LEAD	VS. SUIT	VS. NT	GENERAL APPROACH AND STYLE		
2nd/4th LIVE: good 15-18 HCP; RESP: system on;	A	AKx (+); Ax (+)	AK (+)	STR ♣ aggressive		
Reopening: good 11-15HCP; RESP: system on	K	KQ (+); AK	AKJ10 (+); KQ109(+);	Bidding Style: 5-card M (RESP:1NT=NF); catch all 1♦; 2♦=Ms,weak;		
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	J	HJ10 (+); J10 (+); Jx	HJ10 (+); J10 (+); Jx	2♥/2♠=PRE,WHEN NV COULD 5M;		
1-suit: WK, 5+cards	10	H109(+); 109 (+); 10x	H109(+); 109 (+); 10x	1NT=14-16HCP, BAL, 5M/6m OK, SPL H OK		
2-suits: Unbid lower 2-suits	9	9x; 9xx	H98x; 9xx; 9x	many relays after GF		
Reopening 2NT=18-20HCP, BAL	HI-x	Sx; xxS; xxSx; xxxS	Sx; Sxx; xSxS; xSxSx (+)			
	LO-x	HxS; HxSx; HxxxS (+);	HxS; HxxS(+)			
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Michaels CUE: (1m)-2m=54+ M's, (1M)-2M=55+ OM+m, 8+HCP	SUIT	1	PARTNER'S LEAD	DECLARER'S	DISCARDING	
Jump CUE=STOP asking;		2	Hi/Lo=even	Hi/low =Even	Hi/low =Even	2♦=WK Ms;
		3	S/P		S/P	Many Relay-bidding
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	NT	1	Hi/Lo=even	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
vs WK/STR 1NT: 2♠=44+ M's; 2♦=one M,inv; 2M=nat,weak;		3	S/P		S/P	
2NT=WEAK IN C OR D	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 1♠: DBL=D or H+S;1D=H or S+C;1H=S or C+D;1S=C or D+H;	Neg DBL THRU 4♥			1X-(DBL)-(REDBL)-(1/2X)- P= NF X=T/O;1 ♣ (4♥+)P=F		
INT=C+H or D+S,2-level dame style with good shape	Resp DBL THRU 3♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
VS 2♠:DBL=ms;2D=Ms	Max DBL					
	Lightner DBL					
OVER OPPONENT'S TAKEOUT DOUBLE	Support DBL THRU 2M					
New suit: 1-level= F1, 2-level=NF;1M-(DBL)-TRF under 2M;				PSYCHICS: seldom(when fit found)		
Raise=PRE; Jump shift=NAT PRE; RDBL=PEN						

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♥	15+HCP UNBAL or 17+ BAL	1♦=0-7HCP; 1H=(1)C or D,no 4+other m(2) 8-10or14-15 BAL(3)44(05)or(40)(45);1S=(1)11-13,BAL(2)5+H;1NT=5+S 2C=54+ms;2D/2H=6+semi-solid suit;2S=1444or4144 2NT/3♣=4441/4414;3D=H;3H=S;3S=solid suit,no value out 3nt=8+H orS,bad suit 4C=H;4D=S	1♣-1♦;1NT=17-19HCP, 2NT=22-23HCP, BAL 1♣-1♦;1♥=F1(NOTE7) 1♣-1♦;2♥/2♠=PUP TO NEXT STEP(NOTE8)	NO RANGE RELAY
1♦		1	3♠	11-13HCP if BAL, 11-15HCP if	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, INV, no 4M; 2♦=44+M,0-12; 2♠=54 m's, WEAK OR STR; 3NT=to play; 3♣/3♦= INV IN ♣/♦, ;2♥=♦,GF(NOTE 9) 2♣=FG(1)Nat(2)ART,RELAY(NOTE 12)	2-way Checkback; 1♦-1♥; 2♠ & 1♦-1♠;2♥ (NOTE 10) 1♦-1M;2♣-2OM(relay) (NOTE 11) 1♦-1NT (NOTE13) 1♦-1M; 2♦-2OM (NOTE14)	
1♥		5	4♥	11-15HCP, 5+♥	1NT=7-12HCP,NF;2♣=ART,GF;2D=pup to 2H; 2NT=4+♥, 7-12; 3♣/3D=NAT,INV. ;3♥=PRE 3♠/3NT/4♣=SPL IN S/♣/♦ ;4♦=♥ FIT,NO SLAM 4♠/5m=Exclusive RKCB vs ♥; 4NT=RKCB vs ♥ 1♥-2♣ (NOTE 15);1M-2♦ (NOTE 16)	1♥-1♠; 1NT-?: 2-way checkback; 4SF=FG 1♥-1♠;2NT=6♥3♠, Max 1♥-1♠;3NT=6♥4♠, MAX; 1♥-1S;2♦/2♥-2S=ART,GF	2♣=Drury Jump shift=Fit-showing
1♠		5	4♥	11-15HCP, 5+♠	3♥=inv; 4♥=to play;3NT/4♣/4♦=SPL IN C/D/♥ Others=same as 1♥ opening 1S-2♥=pup to2S		
1NT			4♥	14-16HCP, BAL, 5M/6m /SPL H OK	2♣=STAY; 2♦/2H=TRF;2S=Range ask; 2NT=5C+4M 3♣=5D+4H;3♦=5D+4S; 4♣=Gerber; 4♦/4♥=TRF; 4♠=m's; 3M=(41)44	1NT-2H;2S-2NT=week doubleton ask 1NT-2S;2NT/3♣-3D=strong BAL	
2♣		5	4♥	11-15HCP, 6+♣ or 5♣+4M	2♦=Relay(NOTE18); 2M=NAT NF; 2NT/3♣=PUP TO 3♣/3♦ (NOTE 19)3♦=Ms,INV; 3M=NAT, INV; 3NT=to play;4♦=RKCB vs ♣	2♣-2♦;2M-2NT=GF,RELAY 2♣-2♦;3♣-3♦=GF,RELAY	
2♦	*	0		WK IN Ms, 54 IN V;44 in NV 4 TH =6+♦,9-13	2NT=Relay(NOTE20); 3m=NF		
2♥		5		WEAK.WHEN NV,COULD BE 5 4 TH =6+M,9-13	2NT=Relay; 2♠=NF;3m=NF		
2♠		5		4 TH =6+M,9-13			
2NT	*			20-21HCP, BAL	3♠=STAY; 3♦/3♥/4♦/4♥=TRF; 3♠=54+ m's; 4♣=PUP 4D; 4♠=55+ m's	2NT-4♣;4♦-4♥/4S/4NT=55Ms/c/d 2NT-3♦;3♥=3♥	
3m		6		PRE	3x=F1; 3♣-4♦=Ask SPL; 4M=To play	HIGH LEVEL BIDDING	
3M		6	PRE	4♣=Fit and slamish; 3♥-4♠=To play			
3NT	*			GOOD HAND WITH 7+♥ OR S		RKCB 14/03; Blackwood 14/03; Cue; 5NT GSF; SPL	
4x	*	7		PRE	4♦=Ask ; 4M=To play; New suit=CUE; 4NT=RKCB	D0PI; DOPE; EXCLUSION RKCB	
4NT				GOOD HAND IN C OR D	5♣=P/C;5♥=RKCB		



Supplementary notes for JU CHUANCHENG & SHI ZHENGJUN

Note...1: AFTER 1♣-(1♥/1♠) 1NT=RELAY;
AFTER 1♣-(1NT/2♣) STEP1=REALY

Note...2: AFTER 1♣-2♦ 2♥=RELAY,2NT= (5440)

Note...3: AFTER 1♣-2♥ 2♠=RELAY,2NT=ask shortness

Note...4: AFTER 1♣-2♠ STEP1=ASKING shortness

Note...5: AFTER 1♣-3♠ 4c=suit asking
4d=ask length and quality of the suit

Note...6: AFTER 1♣-3NT 4♣=PLZ TRF
4M=slam

Note...7:AFTER 1♣-1♦-1♥
1♠=CATCH ALL THEN 2♠=ART,UNBAL FG;2NT=24+,BAL
1NT=4+♠,NO 3♥

Note...8:AFTER 1♣-1♦-2♥-2♠ 2NT=3-SUITER /3♣=6♣+4♦ /3♦=6♦+4♣/3♥=6♦
+4♥/3♠=55ms

Note...9: AFTER 1♦-2♣
2D=MiN Unbal
2H=bal or short in C
2S=both minors,Max
2NT=6+D
3C=4+C with short

Note...10: 1♦-1M-2OM 2NT=ASKING/3♣=FOR OM

Note...11: 1♦-1M-2♣-2H 2S=MIN,unbalanced 2NT=3M/3♣=5♣4♦/3♦=5♦4♣/3♥
=55/3♠=64

Note...12: 1♦-1M-2♦-2H 2S=MIN,unbalanced 2NT=3M/3♣=6♦4♣ OR6♦4♥/3♦=NO
SPL/3♥=♠ SPL/3♠=♥SPL/3NT=♣ SPL

Note...13:1♥/1♠-2♣ 2♦=NO 4OM,NO 6M/2♥=4OM/2♠=6M/2NT=(5440)/3m=5m/
3NT=OM SPL
1♥/1♠-2♣-2♦-2♥ 2♠=4♣/2NT=BAL,MIN/3♣=5M4♦,MIN 3♦=5M5♦,MIN/

3♥=5M4♦22/3♠=10M4♦/3NT=1♣4♦

Note...13:After 1H-2♦ 2♥:2S=6S,inv;2NT=C+D,55+,GF;3m=NAT,good suit,slam

Note14:after 1S-2D 2H:2S=10-12,3s;2NT=C+D,55+,FG;3C=D+H;3D=C+H;

Note15:after 1♠-2♥ 2♠:2NT/3C/3D=C/D/H,good suit,slam

Note16:after 1NT-2H 2S:2NT=asking weak doubleton

Note...17: 2♣-2♦-2M-2NT 3♣=54, MIN/3♦=54, MAX/3♥=64, MIN/3♠=64, MAX
2♣-2♦-2M-2NT-3♣-3♦ 3♥=10M/3♠=1♦/3NT=(440)5
2♣-2♦-3♣-3♦ 3♥=♥ SPL OR BAL/3♠=♠ SPL/3NT=♦ SPL

Note...18: 2♣-2NT-3♣ 3♦/3♥/3♠=6+GOOD SUIT
2♣-3♣-3♦ 3♥/3♠/3NT=5♥5♦/5♠5♦/5♥5♠

Note...19: 2♦-2NT- 3♣=VERY BAD/3♦=5♥4♠/3♥=5♠4♥/3♠=55/3NT=55, Ms
Note 20:2M-2NT:3C=any 64;3D=very bad or bal;3H=short in OM;3S=short D;3NT=short
C