

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				WORLD BRIDGE FEDERATION		
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)		OPENING LEADS STYLE				CONVENTION		
			LEAD	IN PARTNER'S SUIT		CARD		
Light to sound 1 level. 2 level always sound	SUIT		3 rd /5 th	3 rd /5 th		♠♥♦♣		
New suit is RF. (can be passed after a very light 1 level overcall)	NT		4 th	4 th				
Reopening can be light.	SUBSEQ		2 nd /4th; ATT	2 nd /4th; ATT		CATEGORX: Green		
	OTHERS:					NEBO: China		
	LEADS					EVENT: All		
	LEAD	VS. SUIT		VS. NT		PLAYERS: Fu Zhong- Zhao Jie		
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)	A	AKx(+); Ax(+); AKJ10(+)		Ax(+); AQJ10(+)/AKJ10(+)		SYSTEM SUMMARY		
2 nd :16-18, as if opened 1NT	K	KQ; AK; KQJ(+); KQx(+)		Ask unblock		GENERAL APPROACH AND STYLE		
4 th 11-16(depends on opening), 2♣=inquiry	Q	QJ; QJx(+); Qx		QJ; QJx(+);KQx(x); Qx				
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	J	J10; J10x(+); KJ10		J10; J10x(+); (A/K)J10xx		5 card M, 2/1 GF		
Weak, can be light when favorable. Ogust 2NT	10	109x(+)(K/Q) 109x(+); 10x		10x;J10x (A/K/Q)109		Bidding Style: aggressive to sound		
Unusual NT	9	9x; 98x(+); H98(+)		H98, 109x		1NT=15-17HCP, BAL, 6m/Siff OK occasionally 14 rarely 5M but poss.		
	HI-x	HxSx; xSx; Sx; xSxx		HxxSx(+); Sx; xSx; xSxx		2/1= FG		
	LO-x	HxS;HxxxS; xSx xSxxx(+)		HxS; HxxS(+)		1♦-2♣-2x-3♣=FG		
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	SIGNALS IN ORDER OF PRIORITY							
			PARTNER'S LEAD	DECLARER'S	DISCARDING	SPECIAL BIDS THAY MAY REQUIRE DEFENCE		
Michaels cue bid.(6-11 or strong)	SUIT	1	L=E	L=2	O/E	2♦: Weak 2 in a major or 22-23NT(2)		
Jump cue bid=Stop asking		2	H/L=O		L=2	2♥: Weak both majors		
		3	S/P		H=1	2♠: Weak 5 card M plus 4+ in a minor		
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	NT	1	L=E	Smith Echo(11)	O/E	3NT: Gambling. Solid 7 card minor, no side A or K		
(Str)X=♣ or ♥+♦, 2♣=♦or Majors. 2♦=♥ or ♠+♣, 2♥=♣or minors.		2	Hi/Lo=1	L=2	L=2			
		3	S/P		H=1			
2♣=♠+♦,2NT=♥+♠ or any strong 2 suiter balancing pos.: 2♣=majors, X=5+m and 4M, rest Nat.	SIGNALS(INCLUDING TRUMPS)							
(Wk),X=4+♠ with another suit, 2♣/♦=this suit+♥ 2M=Nat.	Trumps: Hi-Low=Interesting in Ruff, Smith Caring vs NT							
Balancing pos: X=good hand. 2♣=short ♣ or Majors. Rest nat	DOUBLES							
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)							
Roman jump call. Cue bid=stop asking	MB light with Classic Shape							
VS. ARTIFICIAL STRONG OPENINGS								
(1♣)-DBL=♦ or ♥+♠44+, (1♣)-1♦=♥ or ♠+♣ (1♣)-1♥=♣ or minors	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES					SPECIAL FORCING PASS SEQUENCES		
(1♣)-1♠=♠+♦,(1♣)-1NT=♣ or ♥+♦,(1♣)-2♣=♣+♥	Neg DBL THRU 4♥					1X-(DBL) -XX-(2Y)-P=F1, (3x)-X-(5X)-pass=f		
	Resp DBL THRU 3♠					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
	Max DBL							
OVER OPPONENT'S TAKEOUT DOUBLE	Ligntner DBL							
	Support DBL THRU 2♥							
RD: 9+HCP, Pen Seeking,						PSYCHICS: RARE, but possible		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	4♥	11-14NT or 18-20 NT or Nat. usually RF	1♦=0-7HCP,or Nat(3). 1♥/♠7+Hcp, Walsh style	Check back. After intervention:transfers(4)	inverted
					1NT=8-11, inverted minors. WJS 2 way 2NT	1♣-1♦-1NT=18-20 1♣-1♦-1♥=NatorWK NT	
					1♣-3♦= strong Inv. 1♣-2♦=SJS(Nat or ♦+♣)	(3)1♣-1♦-2(♦/♥/♠)=20+ reverse	
1♦		4	4♥	44m we tend to open 1♦	Inverted, WJS, 1♦-2NT=Nat.,1♦-3♣=inv. ,	4sf, check back. After intervention, transfers.	Fit Showing
					+1 relay. (7)	1♦-2♣-2♦=any min.,	
1♥/♠		5	4♥	5+ suit. Can be light and can be 4 3 rd pos.	1NT=6-12HCP, Semi-F; 1M-2m=FG	, 4SF	Re-Drury(2 way) . 2NT(8)
					1♠-2♥=FG; 1♥-2♠=Pre, 1♠-3♥=NatInv,1M-2NT=GFfit	1♥-1♠-2♥-2NT=f. transfer bids after 1M-X(10)	Fit Showing
					1M-3♣/3♦=nat, Inv. 1M-3M=inv., transfer Spl.s (9)		2/1=NatNF
1NT			4♦	(14)15-17/m6/Stiff OK	2♣ NF Stayman,4 suit transfers(2♠=♣, 2NT=♦), texas.	1NT-DBL-RD/2♣/♦/♥=TRF,	
				5M rare but possible.	3♣=minors, light Inv.. 3♦=minors GF3M=bad suit slam try	Leb.t/o dbls after intervention	
					Gerber.		
2♣			4♦	Strong hand	2♦=waiting,2♥=dbl. Neg., 2♠=♥, 2NT=♠, 3♣/♦=nat.	Kokish 2♥, 2♣-(P)-2♦-(2X)-P=forcing, X=t/o	
						2♣-(2X)-Pass=0-4 or trap, X=5+	
2♦	*		3♠	Weak 2 in a major or 22-23NT	2NT=Relay; 3♣/♦=NatF, 2M/3M=P/C	Dbl after major overcall=p/c	4 th hand =strong in a minor
					4♣=asks transfer, 4♦=bid suit,	Dbl after minor overcall=Pen.	Or 22-23 NT
2♥		4		Weak both majors	2nt=relay; 3m=NAT; 3M=PRE;4♣/♦=Slam try in ♥/♠		
2♠		5		Weak 5 card ♠ and 4+ in a minor(55 if Vul.)(5)	2NT=relay; Spl.s; 3♣=p/c, 3♦=inv or slam try in the M	All dbls after overcall=pen.	4 th hand=good wk2
2NT	*		4♥	20-21Bal, 5M6m/stiff ok	Puppet, transfer, 4level=one under trans	2NT-3NT=5♠4♥	
3♣/♦		6		5-10HCP, ♣/♦6+(can be very weak when fav)	4Om=RKCB, 4♥/♠=To Play, 3X=F1, 4m=Pre 3♦=elay(6)	HIGH LEVEL BIDDING	
3♥/♠		6		5-10HCP, ♥/♠6+(can be very weak if fav.)	4♣=RKCB, 4♦=CAB, 4♥/♠=To Play		
3NT	*			Gambling, Solid m7 No other A/K (3th to Play)	4♣=P/C, 4♦=Ask Stiff, 4NT=NatInv, 5NT=GSF	RKCB 1403, Blackwood Gerber 1403, Cue, 5NT GSF, SPL	
4♣/♦	*	7		Nat, 7+		D0P1., EXPRKCB Serious 3NT	
4♥/♠		6		To Play	4NT=RKC, 5NT=GSF		
4NT	*			♠♦55+, Pre			
5♥/♠				Slam Inv	Need Trump Honor SUPP		

Supplementary Notes of Fu Zhong- Zhao Jie (P.R. China)

Note 2: Multi 2♦: weak 2 in either major or 22-23 NT. 4th hand 2♦=strong in a minor or 22-23NT. 2♥/♠=p/c. 2NT=relay, answers: 3♣=min. weak 2 in ♥, then 3♦=last try for game; 3♦=min. weak 2 in ♠, then 3♥=last try; 3♥=max. in ♠, 3♠=max in ♥. 4♠=asks a transfer. 4♦=asks to bid suit. 4♥/♠=nat. after 2♦-2NT-3X-4♠=RKCB for the major. X on major overcall=p/c; X on minor overcall=Pen.

2♦-(X)-Pass=♦, 2♥/♠=p/c, XX=forces to 2♥, then bid any new suit =to play. 2♦-(X)-3m=lead directing, can raise to 3 in either M.

Note 3: 1♣-1♦=0-7 any shape or nat. 1♣-1♦-1♥=3+♥, 12-14 NT or 5+♠ + 4+ ♥. 1♣-1♦-1♠=at least 8 cards in the blacks. 1♣-1♦-1NT=18-(bad)20, Bal. After that, we bid as if opened 1NT.

Note 4: 1♣/♦-(X)-: 1♥=4 or 5 ♠; 1♠=4 or 5 ♥. 2♦=6+♥(any strength) or 5♥+fit, invitational; 2♥=6+♠(any strength) or 5♠+fit, invitational; 2♠=limit in the minor with distributions; 2NT=limit+ with HCP.

1♣-(1♦)-1♥/♠=4 or 5 card in the other M; 2♦/♥=6+in ♥/♠, 2♠=limit raise in ♣.

1♣-(1♥)-X=4 or 5 ♠, 2♦=nat, 2♥=6+♠, 2♠=limit raise in ♣.

1♣-(1♠)-X=4 or 5 ♥, 2♦=5+♥, 2♥=5+♦, 2♠=limit raise in ♣.

1♦-(X)-1NT=transfer to 2♣, 2♣=2♦raise.

1♦-(1♥/♠)-see 1♣.

Note 5: 2M opening is 5 card in the major with 4+ in a minor. Vul. Usually 55. but when fav., can be very light. 4th hand 2M opening=9-13, good weak 2. 2M-2NT=relay, then: 3♣/♦=min. with the suit. ♥/♠=max with the suit. 2M-2NT-3m-3M=non-forcing. 2M-3♣=p/c. 2M-3♦=invite for either game or slam. 2M-3M=pre-e.

2M-(any overcall)- X=penalty.

Note 6: 3♣-3♦: relay. Answers: 3♥=3 card ♠, 3♠=no 3 card M, 3NT=3 card ♥. 4♣=no 3 card m and bad opening suit.

Note 7. after 1m-1♥-2♥, 2♠=relay, 1m-1♠-2♠-2NT=relay. Answers by step.

Step1: 3 card sup. With a singleton, step 2: 3 card without singleton, step 3: 4 card min; step 4: 4 card, max. jump new suit= shortness and 4 card sup.

Note 8: after 3rd or 4th hand 1M opening, 2NT=4+ support with a singleton somewhere. Relay asks, step answers.

Note 9: 1♥-3♠/NT/4♣=♠/♣/♦ splinters. 4♦=high card raise to 4♥.

1♠-3NT/4♠/4♦=♣/♦/♥ splinters. 1♠-4♥=to play. After Spl., bidding the suit=no waste values in the suit, mild slam interest.

Note 10: 1♥-(X)- 1NT=♣, 2♣=♦, 2♦=normal raise to 2♥, 2♥=pre-e. raise, 2NT=Jordan. Jump shift=fit showing.

1♠-(X)-1NT=♣, 2♣=♦, 2♦=♥, 2♥=normal raise to 2♠, 2♠=pre-e raise. 2NT=limit+ raise, jump shift=fit showing.

Note 11: we give both reverse and std. Smith in two seats, usually the one who is known to have the long suit gives reversed Smith and the other gives std. Smith.