

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>	
6~15hcps, usually 5+suit	
1 level M only 4+suit, 2 level m usually 6+suit	
Reopening with less hcps and length	
RESP: transfer from cuebid to raise / fit showing jumps	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15~19hcps (12~15hcps at 4th);	
RESP: same as open 1N	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
1-Suit: PRE, often 6 cards	
2-Suit: 2NT=55+on unbid lower suits	
<b>DIRECT and JUMP CUE BIDS (Styles; Responses;</b>	
Michael cue-bid:(1m)2m: 55+ on Both M	
(1M)2M: 55+ on oM and m	
Jump = ask for stopper	
<b>VS. NT (vs. Strong / Weak; Reopen; PH)</b>	
Strong: X:one m suit or both M suit or strong hands;	
2♣:♣+M;2♦:♦+M;2♥/♠:nature; 2N=both m;	
Weak: X:power;2♣:Majors 4-4+; 2♦:1M; 2N=both m;	
2♥/♠:♥/♠ + m;	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	
DBL= T/O to 4♥; Suit = NAT;	
Michael cue-bids in 3 level	
Jump overcall = F/G	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
VS Strong 1♣:	
X= 16+♥; 1♦=16+♠; 1♥=♠+♥or♦+♣	
1♥=♥+♣or♠+♦; 1NT=♠+♣or♥+♦	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
Transfers from 1NT to raise	
XX: tend to PEN	
Fit showing jumps	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's suit	
Suit	4th; MUD	Same as left	
NT	4th; MUD	Same as left	
SubSeq	LOW = ENCRG.	Same as left	
<b>LEADSXXX</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+);Ax(+)	AKx(+);Ax(+)	
King	AK;KQx(+);Kx	KQx(+);AKJTx(+);Kx	
Queen	QJx(+);Qx	QJx(+);KQTx(+);Qx	
Jack	JTx(+);HJTx(+);Jx	JTx(+);HJTx(+);Jx	
10	Tx;HT9(+);T9x(+)	Tx;HT9(+);T9x(+)	
9	9x;J98(+)	9x;J98(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declare's Lead	Discarding
1	LOW = ENCRG	L-H: even	LAV discard
Suit 2			
3			
1	LOW = ENCRG	L-H: even	LAV discard
NT 2			
3			
<b>Signals (including Trumps):</b>			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Till 4♥; 4N over 4♠;			
RESP: CUE=F1; jump 1 level: 8~10hcps;			
Lebensohl;			
Could reopen with no extra strength but with shape			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
NEG DBL up to 3♠			
SUPP DBL/REDBL up to 2M			
LIGHTNER DBL against Slam			
RESPONSIVE DBL up to 3♠			
COMPETITIVE DBL in 3 level			

CATEGORY: Red 17-Mar-2018

NCBO: Chinese Taipei TEAM: 浩然

PLAYERS: 吳資麟 林穎義

SYSTEM SUMMARY	
<b>GENERAL APPROACH AND STYLE</b>	
Nature 5542	
Most balanced hands w/o 5+M open 1♣(may have more ♦)	
Flexible at points range and suit length	
Open light and 4cards majors at 3rd	
1N Opening : 14-16, 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> NV; 15-17 3 <sup>rd</sup> Vul/4 <sup>th</sup>	
5cards M, 6cards m and singleton allowed	
2 OVER 1 Response: F/G unless 1♦-2♣ or pass hand	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2♣ = 22+	
1♣-1♦=4+♥	
1♣-1♥=4+♠	
1♣-1♠=4+♦	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
Almost never outright psychics except favorable 3rd	
1♦/1M response to 1m opening maybe down to 0 points while NV.	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU				
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	3♠	11~21hcps	1♦♥♠=4+♥♠♦;2♣=F/G,5+♣; 2♦=5+♣,INV; 2N=BAL INV; 1N/3N=BAL, to play; 2♥♠/3♣♦♥♠ PRE;	-1♦♥: 2♦=17+ -1♠: 2♥=17+ -1X-1N: 2♣=to 2♦,♦ suit sign off or any INV hands; 2♦=F/G;2♥♠=sign off;2N=to 3♣ sign off;	
1♦		4	3♠	11~21hcps	1♥♠=4+suit;2♣♦=F/G,4+♣♦; 3♣=5+♦,INV; 2N=BAL INV; 1N/3N=BAL, to play; 2♥♠/3♦♥♠ PRE;	-1♥♠: 1N= 3♥♠, 11~14 or 17+ any; 2♠♥=4♥♠fit, 17+;	
1♥		5	3♠	11~21hcps	1♠=4+suit;1N=F1;2♣♦=4+suit,F/G; 2♥=good raise;2N=4+♥,F/G; 2♠=4+♥,7~10hcps with short; 3♣♦♥=4+♥,8~13+void/9~11/4~8hcps; 3N=3♥433, 13~15	-1N: 2♣=3+suit,11~15 or 17+ any; -2N: 3♣♦♠=short; 4♣♦=5+suit; 3♥N/4♥=12~15/16~18/19~21; -2♠-2N: 3♣♦♥=♣♦♠short;	1N=semi-forcing; 2♣=3+fit,good raise+; 2♦=4+fit,INV
1♠		5	3♥	11~21hcps	1N=F1;2♣♦=4+suit,F/G;2♥=5+suit,F/G; 2♠=good raise;3♣=4+♠,F/G; 2N=4+♠,7~10hcps with short;3♣=4+♠F/G 3♦♥♠=4+♠,8~13+void/9~11/4~8hcps;	-3♣: 3♦♥♠=♦♥♠short; 4♣♦=5+suit; -2N-3♣: 3♦♥♠=♦♥♠short; Others same as 1♥ opening;	Same as 1♥ opening
1NT				14~16BAL 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> NV 15~17BAL 3 <sup>rd</sup> Vul/4 <sup>th</sup>	2♣=STM; 2♦♥/4♦♥=Transfer; 2♠=asking minor;2N=INV;3m=suit INV; 3♥♠= 55+M INV/slam try;3N=sign off; 4♠N= bad/good INV 6;5N= INV 7;	-2♠: 2N=no 4+m;3♣♦=♦♣ 4+;3♥=both m 4+; -4♠/N: 5X=5+suit; 6X=4 cards suit;	
2♣	V			22+hcps or with good long suit	2♦=negative or waiting;2M/3m= 5+suit; 2N=8~11hcps,BAL;		
2♦	~	6(5)		4~11 value	2♥=relay, 2♠= ♠suit, 2N=♥suit	-2♥-2♠/2N/3♣ = short ♠/♥/♣	
2♥	~	6(5)		4~11 value	2S=relay, 2N=5+S	-2S:2N/3C/3D=short in S/C/D, 3H= no short, 3N=AKQ	
2♠	~	6(5)		4~11 value	2N=relay,	-2N:3C/3D/3H=short in C/D/H, 3S=no short, 3N=AKQ	
2NT				19~20hcps BAL	3♣=Stayman; 3♦/♥=Transfer 3♠= minor Stayman 4♣= ♦suit slam try 4♦/♥=TEXAS 4♠/NT=INV 6NT 5NT=INV Grand slam	-3C: 3H/3S – 3S/4H= H/S , slam try; 3X-4m=NAT;	
3♣/3♦		6		PRE	New suit = NAT,F/G;	HIGH LEVEL BIDDING	
3♥/3♠		6		PRE	New suit = NAT,F/G;	BLACKWOOD; RKCB14/30/2/2+trump Q/2 keycard with void/1or3 keycard with void;	
3NT				Gambling, no side A/K	4♣=P/C; 4♦/♥/♠=NAT;	GRAND SLAME FORCING; DEPO	

Supplementary notes

Note 1: after (1X)-1Y

2Z(Z=X~Y-2)= transfer to Z+1;

2Y-1= Y good fit; 2Y= Y bad fit; 3Y= PRE;

3Z= fit-showing F/G;

Note 2: after 1H-(X)

1N/2C= C/D suit; 2D= H good fit; 2H= H bad fit;

after 1S-(X)

1N/2C/D= C/D/H suit; 2H= S good fit; 2S= S bad fit

Note 4: against 2♦=(mini-)multi

X= 14-16 BAL; 2N=17-19 BAL;

Note 5: open/overcall 1N-(X show power)

XX= one suit, 2C/D/H = C/D/H + higher, 4-4+;

Note 6: after 1NT-(2X)

2Y=S/O (Y>X>Z)

2NT=Lebensohl

3X=Stayman without stopper

3Y=NAT, GF without stopper.

3NT=To play (usually without stopper)

2NT=puppet to 3 · ; - P/3Z=S/O -3Y=GF with stopper -3X=Stayman with stopper -3NT=To play with stopper

Note 7: after 2C-2D

2C-2D; 2H = 5+H or BAL

2C-2D;2H-2S = relay