

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			CATEGORY: <u>Natural - green</u> TEAM: <u>_</u> NCBO : <u>Taiwan</u> EVENT : <u>ALL event</u> PLAYERS : <u>_</u>	
8-16Hcp; Maybe 4-card suit at 1-level			Lead	In Partner's suit		
CUE=support or strong; New suit=F;		Suit	0-1, 35 th	0-1, 35 th		
Jump raise=PRE		NT	Attitude 0-1, 4 th	Attitude 0-1, 4 th		
		SubSeq				
		Others: Low=even/E, High=odd/D				
INT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADSXXX			SYSTEM SUMMARY	
2 nd =15-18Hcp; Resp= the same as 1NT open;		Lead	Vs. Suit	Vs. NT		
4 th =12-15Hcp; Resp=the same as 1NT open;		Ace	AKx(+); Ax	AK(+); Ax		
		King	KQ(+); AK; Kx	AKJ10(+); KQ(+)		
		Queen	QJ(+); Qx;	QJ(+); Qx; KQ109(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	J10(+);Jx;	J10(+); AQJ(+); Jx		
1-suit=weak;		10	KJ10(+);109(+);10x	109(+); AJ10(+); KJ10(+);10x		
2-suit=Unusual NT 2 lower unbid suit		9	H109(+); 9(x)	9(x); H109(+)		
4 th 2NT=19-21Hcp		S	xSxx(+); Sx	xSxx(+); Sx		
DIRECT and JUMP CUE BIDS (Styles; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Michael cue bid: (PRE or STR)			Partner's Lead	Declare's Lead		Discarding
		1	Hi=DISCRG	Hi-low=odd		23=ENG
Jump cue bid=ask stop;		Suit 2	Low=ENCRG	Low-high=even		45=Low
		3				67=High
VS. Strong /Weak NT		1	Hi=DISCRG	Hi=odd		23=ENG
DBL=one minor or 2Ms; 2C=C+Higher; 2D=D+M		NT 2	Low=ENCRG	Low=even		45=Low
2H/S=Natural		3				67=High
		Signals (including Trumps):				
		Smith echo				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		UDCA				
LEB after (WK2x)-DBL-(P)-2NT; 2M-3M=stop ask;		DOUBLES				
Over WK2M:4C=C+OM, 55+; 4D=D+OM, 55+;						
		TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. ARTIFICIAL STRONG OPENINGS 1♣(CRASH)		11+ with classic shape; Cue bid promise rebid;				
1D=Color, 2Red or 2Black		Reopening maybe lighter;			SPECIAL FORCING PASS SEQUENCES	
1H=Rank, 2Major or 2minor						
1S=Shape, D+S or H+C suits						
1NT=one suit ; 2NT=one suit semi-solid hand		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
2C=6+H or S+minor 5-5		T/O DBL THRU 4H			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
2D=6+S or H+minor 5-5		Neg. DBL THRU 3S				
2H=2M or 2m		Resp. DBL THRU 3S				
2S/3C/D/H=weak suit		Sup. DBL at 1,2 level;				
		Lightener DBL;				
OVER OPPONENTS' TAKEOUT DOUBLE					PSYCHICS: Rare	
1x=F1; 2NT=raise; Jump=PRE;2-level bid=Tr(For 1M X)						

OPENING	TICK IF ARTIFICIAL	MIN. No OF CARDS	NEG. D B L THRU	Guang-Hua			
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4H	9-21	1D:Natural(may only 2-card) 1H/S:4+ walsh style 1NT;8~10 BH 2C:invert minor(forcing to 2NT/3C) 2D;5-5Majors,weak hand		
1♦		3	4H	9-21	1H/S:4+ 1NT:6~10 2D:invert minor(forcing to 2NT/3D)		
1♥		4	4D	9-21	1S:5-card F1,1NT:F1, 2C/D:Suit nearly GF,2H:so so 2S(2M+1):Splinter style,2NT(2M+2):Jacoby 3C/D(2M+3/4):Bergen,3H:preemptive 3S: Splinter style 3NT/4C/D:Void splinter 4♥=PRE		1♥-2♠/3♣/♦=NAT, INV 4♥
1♠		5	4H	9-21	same as above;	The same as above;	The same as above;
1NT			3S	15-17,BAL.	2♣=puppet stayman; 2♦/2♥=transfer ♥/♠; 2♠=minor inquiry 2NT/3♣=Transfer 3♣/3♦ 3♦=2M55+, 3♥= 3145(3046/3055) 3♠= 1345(0346/0355)	1NT-2♣:-2♦=no 5M; 2♥=No 4H,2S=4-H 2/3NT:44M,INV/GF; 1NT-2♠:-2NT/3C:D/C better(same bid 3C) 1NT-2NT-3C-3D/H/S/NT:D/H/S/C Singleton 1NT-3C-3D-3H/S:3154/1354 GF	
2♣	*	0		Strong hand	2D:so so,2H/S/3C/D:Suit,F 2NT:10+BH	2C-2D-2H/S-3C:second negative 2C-2D-3C/D-3NT:second negative	
2♦	*	0	4H	WK2♥/♠	2NT=Asking; 2♥/2♠=P/C;3C/D:Suit,F	2♦-2NT:-3C/D:min H/S 3H/S Max S/H 3NT:Max,Good suit	
2♥	*	5	4S	H+minor 5-5,weak	2NT:Asking 2S:F 3C/D:P/C 3NT:Want to play		
2♠	*	5	4H	S+minor 5-5,weak	2NT:Asking 3C/D:P/C,3H;F 3NT:Want to play	The same as above;	
2NT				20-21	The same as 1NT open;		

					3S=transfer 3NT		
					3NT=5♠ 4♥, 4C:5-5M, 4S:5-5m	HIGH LEVEL BIDDING	
						RKCB=1430	
						SPL	
						GSF	