

Competitive Bidding	Lead & Signal						System Card 2018/3/3	
<p>overall :  2nd seat: OPP 1C/D/H, apply transfer bid(excluding OPP suit and NT) as supp#12.  3rd seat: Against OPP 1-level overcall(w/o "1M-1NT"), apply transfer bid as supp#13.  Otherwise, NS(New Suit)= F1; jump raise= PRE; NT= ~10 with stopper in OPP suit.  4th seat: LHO opens, partner non-jump overcall: apply Transfer Advance as supp#15.  1M-no-1NT-? X/2C↔C/D, then OM(other major)= 55+; 2D↔2OM;  2M/2OM= TO, good/MED; 2NT= 2ms44+; 3m= 6'm + 4'OM.(Not apply after pass)  1m-2D(2MS)-no-? 2M= weak; 3C/D= H/S, GT with 2'OM; 3M= GT with OM SIN;  2NT= ask =&gt; 3C= MIN; 3D/3M= MED, equal-length/longer M; 4m= SPL, ST.  1m-2D(2MS)-3C/3D-? 3D/X= GT of MS =&gt; 3M/3NT= accepting OM/both.  1m-no-no-? 1Y= 8+, 4+; 2M= 6', ~15; 3M= 7', ~10. 1m-no-1M-2m/2M= natural.</p>	suit	3rd: v	4th:	5th: v	Rusnov:	Team	Tally	
	NT	3rd: v	4th:	5th: v	Rusnov:			袁國鶯(Yuan, KY)      謝千行(Hsieh, CH)
	Signal						Natural 5533 Minors: inverted minors; XYZ. Majors:1NT F1, Hardy's raise, Jacoby 2NT. 1NT: 15-17; Walsh over NT, extended Stayman. 2C:strong, 2D= GF; 2H=weak; 2S/2NT/3C/3D=5' or 6'H/S/D/C w. 2+ honor. 2D, 2H, 2S: weak, Ogust. 2NT: 20-22; Modified Puppy Stayman. 3C: PREemptive. 3D: PRE of S or H. 3H: PRE of C or D at 4-level. 3S: 1ms AKQxxxx+, gambling. 4m: Namyats.	
<p>Take Out(TO): 1)OPP suit SHR(short), other suits 3+, 10+ 2)17+ or 8+' winners.  Apply to 5H. When against a major, OM is likely 4+'.  Ans: NS= 8-, 4+; JNS(Jump NS)= 9+; NT= ~10, stopper in OPP suit.</p>		high	low	odd	even	2/1 bidding rules: NF only when opener rebids original/lower suit, responder rebids original suit. Fast arrival applies only when opener rebids original suit or 2NT. In competitive bidding, responder can pass only when opener rebids original suit, NT, or raise responder's M suit. Jump is usually unnecessary, so, 1S→2C→3S/4S= AKQJxx or up in S; ST/to play. 1S→2C→3H= Splinters(<= S and H 55+, no A or K in side suits). 1S→2C→2D→4H= Splinters, D fit, H SHR. 1S→2C→2D→3NT= 5'C, 15-17. 1S→2C→3NT= 5'S, 15-17. 1D→2C→3NT= 18-19. 1S→2C→2NT/3C= F1, 12-14 or 18-19/not MIN. 1D→2C→2NT/3C= 12-14, NF/GF. 1D→2C→2NT→3C= ask => 3D= MIN; 3M= MAX; 3NT= SIN in C. 1D→2C→2D→2NT/3C= 10-12, NF, 5-'C/6+C. 1D→1S→2D→3D= GT, but 1D→2C→2D→3D= F1.		
<p>Overall 1NT 2nd seat 15-18  Ans:2-level CB= STA; NS= A1; others as open 1NT  Overall 1NT 4th seat 10-15  Ans: 2-level CB= STA; NS=A1; others as open 1NT</p>	Suit	Partner	D, 1, S	E, 2, S				
<p>Jump Overall      <u>Weak</u>      Strong      <u>2 suits</u>  1M-2NT= 2 ms, weak or strong. 1m-2NT= om+H.  1M-no-2M-2NT= 2 ms. 1m-2D= 2 MS. 1M-2M= OM+1ms.</p>	NT	Partner	D, 1, S	E, 2, S				
<p>Against OPP TO X: 1m-X-1NT/2NT= natural/PRE with m support.  When partner opens at 1-level, OPP X, transfer/bid major suit as supp#14; XX= 10+, e.g.,  1C-X-? 1D/1H/1S/2C↔H/S/C/D; 2D/H= A1; 2S↔3C; 3C/D/H= A1;3S↔3NT.  1D-X-? 1M/1NT/2C= Nat; 2D/H/S↔2H/2S/3C;3C/D=4+D,7-9 or good/10-12;3M= SHR.  1H-X-? 1S=2ms; 1NT/2C↔2C/2D;2D/2H/2NT/3H=H,8-10/5-7/GT/4-;2S=6';3m=6',GT.  1S-X-? 1NT/2C/2D↔2C/2D/2H; 2H/2S/2NT/3S= S,8-10/5-7/GT/4-;3m= 6',GT.</p>		Discard	D	E				
<p>Against 1NT: Hello:X= penalty; 2C= D or 1MS+1ms; 2D= H; 2H= 2 MS; 2S= S;  2NT= C; 3C= 2 ms; 3D= 2 MS, good hand. If having passed, X= C or 2 red suits.  Against 2NT: DONT: X= 1 suit; 3C/D/H= suit bid and a higher suit; 3S= good S suit.  Against strong 1C: X= TO; 1D/1H/1S/2C= A1; 2D= 2 MS 55+; 2NT= D and H 55+.  Against strong 2C: X= C; 2Y= natural; 3C= 2 MS 55+.</p>		Discard	D	E		<p>Low= Encourage.  High-low= Odd.  Discard: Low= Encourage this suit; High= Discourage this suit.  Lead: 3rd/5th.</p>		
<p>Against weak 2Y(Precision 2C not included) as supp#8, e.g.,  2NT= 16-19 with stopper in Y =&gt; 3Y= STA; NS= A1.  NS= natural; JNS= 2 suits; CB= bid 3NT with stopper in Y; 3NT= good ms suit, to play.  X= TO=&gt;2NS=NF;2NT↔3C=&gt;3NS=GT;3Y= slow CB; 3NT= to play with Y stopper;  3NS= A1(transfer Lebensohl, ↔OPP suit= fast CB, GF, no Y stopper, 4'OM);  if RHO raise Y, X= GT; 4th suit= better than X, F1.</p>		Discard	D	E		<p>Specific competitive bidding</p> <ol style="list-style-type: none"> <li>Honor XX: when RHO negative X, XX= A or K.</li> <li>Exclusion X: 1Y-no-1NT-2Z-X= Z SHR, 3+' in 2 other suits.</li> <li>After 1D-1S-X-2S,1D-1S-2H-2S,1H-P-1NT-2S,...., 2NT= good/bad 2NT.</li> <li>Against OPP 2 suits after partner opens, as supp#10.</li> <li>Against Flannery 2D: X= BAL, stopper in MS, 15+; 2H= TO; 2S/3C/3D= natural; 2NT= 2 ms 54+; 3M↔3NT with stopper in M.</li> <li>Against Multi-2D with 1 MS(supp#11):  X= 1MS, 13+, then 3/4M= 6+'M, 5/4 losers.  2M= TO of suit bid or strong; 2NT= 16-19 with stoppers in MS;  3m= 6+', 9-13, NF; 3M= 6+'M, 6 losers.</li> <li>1Y-no-1NT-no-2Y-X= penalty with values in Y.  1Y-no-1NT-no-no-X= penalty with values in Y; 2C= TO. But,  1M-no-1NT-? X↔2C as in "overall".</li> </ol>		
<p>Against 3 level PRE:  3C/3H: apply transfer bid as supp#9. Against 3D/3S, natural.  Gambling 3NT: X= penalty; m= SHR, TO; 4M= to play.</p>						<p>Artificial double: After 4-level splinter.X/P=welcome higher/lower unbid suit.  Unusual lead X= lead dummy's 1st side suit, if none, declarer's 1st side suit.  After Western CB, if OPP X =&gt; XX= 1 stopper; NT= 2+ stoppers.  Trump agreed, CB OPP suit doubled, XX= SHR.</p>		
<p>Against 4+ level PRE: TO if OPP suit SHR, M= natural.  4C: 4D= 2 MS 55+; 4NT= D+1 MS.  4D: 5D= 2 MS 55+; 4NT= C+1 MS.  Namyats 4C: X= TO; 4H= S+1 ms; 4NT= 2 ms; for later 4H, X= penalty.  Namyats 4D: X= TO; 4S= H+1 ms; 4NT= 2 ms; for later 4S, X= penalty.  4H: 4NT= C+D. Against 4S: 4NT= any 2 of H, D, C.  5Y: X= 1-Y, TO, may be 6331; 5NT= any 2 suits.</p>					<p>Support X, XX: apply to 3H. Maximal overcall X: apply to 3H.  1S-X-2S-? 2NT= good/bad 2NT, 6-9; 3m= 10+; 3H= 10+, 4+'H.  When an artificial bid is doubled, XX= 4+'.  When partner invites, not pass= accept, not to target directly= finding contract.  1Y→1NT→double jump NS= ASPL(auto splinter)= 6+' good Y, 17+, NS SHR.  NT-no-C(STA)-X-? Richard's convention: pass= no MS 4+; XX= want to play C;  D= 1+MS 4+', no C stopper or want partner to declare; M= 4+' with C stopper.</p>	<p>About forcing pass:  OPP below 3NT, X= strength, OPP suit not guaranteed.  OPP 3NT or up, 2nd seat X= can tell X is best, otherwise let partner decide.</p>		

	nat	#	X	Description	Response	Rebid	After pass
1C 1D	Y	3+	4H	12 - 21 3-3 ms, bid 1C 4-4 or 5-5, bid 1D	1NS= 4+,5+,F1. 4'M, 5'D, 5-10, bid M. 1/2/3NT= no 4+'M, 6-10/11-12/13-15. 3m= 2-9, 5+', NF. 2m= 10+, 4+', F1=>2NT= MIN, BAL w. stopper in MS; 2NS= stopper up the line, GT of 3NT; 3NS= SHR, 14+. 1D->3C= 6+'C, no 4'M, 9-11. J2M= 6+', 2-6=>2NT= ask SHR. J3M= SPL. 1D->2C=5+',12+,F1=> 2NT= NF =>3C= ask=>3D=MIN;3M=MAX;3NT=SIN C.	1X->1Y->1Z: apply XYZ: 2C<->2D; 2D= GF; 2M/3C= NF; others= ST(Slam Try). 1C->1D->1M->2C= NF. 1C->1D->1H->1S= GF. 1C->1S->2C->2D/2H= F1. 1m->2NT->3m= F1. 1D->2C->2M= not reverse. Opener reverse/JNS=> NT= weak. 1m->1M->2M= 3+'=> A1= ask SHR and strength; NS/3m= 10-12; 3M=5', GT(supp#1). 1m->1M->2NT= 18-19, BAL => 3C= Wolff signoff; 3D= MS checkback.	NS= NF. Inverted minors and XYZ apply after pass, but not after OPP intervene.
1H 1S	Y	5+	4H	11 - 21 3/4 seat may be 4' and weak	1NT/2NT= 5-12, F1/Jacoby, 4'M, 15+, ST. 2/1=11+ , F1, 5+'(m may be 4'). Single raise, 2M= 3' or 4', 5-9. Double raise, 3M= 0-5, 4'. 3C= good limited support= 4' or 3' with SHR, 9-12. 1S->3H, 1H->3D= under jump shift= 4+'M with SHR, 9-12. 1S->3NT, 1H->3S= over jump shift= 4+'M with SHR, 13-15. 4C/D= 4+'M,13-15, no SHR, good M(4' w. 2 honors or 5' w. A)/trump not so good. 1H->4S= to play. 4M= 5+'M, 8-, no side CTL.	1H->1S->1NT=> apply XYZ. 1H->1S->2NT=17-19 => 3C= Wolff signoff. 1M->1NT->2NT= 17-19 => (supp#2). 1S->1NT->2C->2D= Bart(supp#3). 1H->1NT->2C->2S= 10-12, F1 => 2NT= BAL; 3C= 4+'C. /2M: Kokish GT: A1= show helpful suit; 3m= SHR, GT; 3M= GT; OM= 4'. /3C: 3D= Mathe => 3M= no SHR; 3OM= there is void; 4m= SIN; 3NT= OM SIN. /under jump shift: 3M= ask SHR=> A1= there is void; other suit= SIN. /over jump shift: A1= ask SHR. /2NT: NS= SHR; JNS= 11-14, 5+' with 2 honors.	1NT= 5-12, semi-force. OPP X, Kokish GT apply, not when OPP intervene, same for Hardy's bids, Drury, Jacoby 2NT. 2C/2D at 3/4 seat= 2-way reverse Drury(supp#4).
1NT	Y		4H	15 - 17, BAL may have 5'MS or 5+'ms	2C= extended Stayman(supp#5). 2D/2H/4D/4H<-> 2H/2S/4H/4S(OPP 2C or X, transfer apply; 4 level apply). (2D->2S, 2H->3S or suit of doubleton= super accept => NT= transfer again). 2S= minor suit Stayman. 2NT= bad hand with C suit or 4441 strong<-> 3C => pass or bid SIN suit. 3m= 6+'m with KQ or AQ, no side control, GT. 3H/S= MS 55', 8-9/10-11. 4C= Roman Gerber. 4S/4NT= ST, 6+/5- CTL => An(excluding NT)= 5+n CTL. 5NT= grand slam force => 7Y= Accept, 4+'.	/2C->2D: 2M= 4+'M, 4'OM, NF; 3m= natural, GF; 3M= Smolen, GF; 3NT= to play. /2C->2M: 4C= RKC; 4D= ST w/o SHR; 3OM= trump agreed with SHR=>A1= ask SHR. /2S: 2NT/3C/4D= no 4'm/4+'C/4+'D => 3/4m= NF; 3M= ms 54+' with M SHR, GF. /3M: 3NT/4H/4S= to play; 4C/D= H/S better, ST; 4NT= 2-suit RKC. /4C: 0/3    1/4    2 no extra value    2 and extra=>A1(exclding NT)=ask #K, 0/3    1/4    2. After transfer, NS= suit, GF; 2NT= GF(supp#6). /2D->2H->2S->2NT->Y, /2D->2S->Y= Walsh relay= 1 ms 6+', ST, Y=3C/3D/3H/3S/3NT= C, 1honor/D, 1honor/C, 2 honor/D, 2 honor/3 honor. 1NT-X: 2C/2D/2H<-> 2D/2H/2S; XX<-> 2C => 2D= 2MS. 1NT-2Y: 2NT= Transfer LEB(supp#7); 2NS= NF;3NS= A1; 3NT= to play, no Y stopper.	
2C	N		4H	22+ or 8.5+ winners	2D= A,K, or 2Q's, GF. 2H= weak. 2S/2NT/3C/3D= H/S/D/C, 5' or 6' with 2+ top 3 honors. 3H/3S= 5'/6' with 3 top 4 honors. 3NT= 4441 with 1+ CTL. 4Y= 7+' with 2 top 3 honors. 4NT= there is a 7+' suit with top 3 honors.	/2D or 2H: NS= suit; 2NT/3NT/4NT= 22-24/25-27/28+=>C=STA;D/H=A1; S=ST<->NT; Jump NS= independent suit => raise= no 1st/2nd CTL; NT= 2nd CTL; NS= 1st CTL. /3M: A1= ask suit. /3NT: 4C= ask SIN => 4NT= C SIN. /4NT: 5C= ask suit => 5NT= C. When OPP intervene, X or XX= weak.	
2D 2H 2S	Y	5+	4H	1/2 seat: 5 - 11, headed by Q+, no 4'MS or 5'ms. 4th seat: 10-13.	1/2 seat, Ogust: 2NT= ask distribution and suit; new MS= ask; new ms= NF. 3/4 seat, 2NT= ask SHR. JNS= ask CTL*.	/2NT:bad suit, no SHR    good suit, no SHR    bad suit, SHR    good suit, SHR    3 honors /new MS: raise= 3' with honor; 2NT= 3' or 2' with honor; otherwise bid opening suit. When OPP X, lower NS= lead-directing and opening suit support.	
2NT	Y			20 - 22, BAL may have 5'MS or 5+'ms.	3C= modified Puppet Stayman. 3D/3H/4D/4H<-> 3H/3S/4H/4S(OPP X or 3C, transfer apply; 4-level apply). 3S<-> 3NT. 3NT= 5+'S and 4+'H, NF. 4C, 5NT: same as opening 1NT. 4S/4NT= ST, 5+/4- CTL => An= 6+n CTL.	/3C: 3D= 1 or 2 majors 4'; 3H= no 4+'M; 3S= 5'S; 3NT= 5'H. /3C->3D: 3M= 4'OM; 4D= MS 44+', GF; 4C= MS 44+', ST => 4D= 2-suit RKC. /3C->3H: 3S= 4'S + 5'H; 3NT= to play; 4C/4D= 2 MS 55+', H/S better. /3S->3NT: 4m/4M/4NT= suit and ST/ms 54+' with M SHR/ms 54+' with MS 22', NF.	
3C	Y	6+		natural, 5 - 11	NS= ask CTL*.		
3D	N	6+		PRE of S or H	3M= P/C. 4D= bid suit. 4C => 4D/4H => 4H/4S.	/4D->4M: NS= ask CTL*.	
3H	N	6+		PRE of C or D at 4-level	4m/5m= P/C. 3S= ask suit.	/3S: 3NT= C; 4C= D => NS= ask CTL*.	
3S	N	7+		1 ms AKQxxxx+, no side A	3NT= stopper in other suits, to play. C= P/C. 4D= ask SHR. 4NT= ST.	/4D: 4M= M SHR; 4NT= no SHR; 5m= om SHR.	
3NT	N	8+		a broken minor w. 2 honors	C= P/C. 4D= ask SHR. 4NT= ST.	Slam conventions: Up-the-line Italian CTL.	
4m	N	7+		Namyats,7+'H/S w/o K or Q	4NT= RKC. After transfer, NS= ask CTL*.	RKC(4NT/Jump 4m for m trump/4C after Stayman):	
4M	Y	7+		natural	NS= ask CTL*.	0/3    1/4    2/5    2/5+ trump Q    2 w. void    1 w. void    3 with void. Exclusion RKC(ERKC): Jump 5NS.	
4NT	N			Blackwood	0/4    1    2    3.	Ask Q=>trump= no Q. If OPP bids Y < 5-trump, X/XX= penalty, pass= 0/3,A1=1/4,..etc; Y>5-trump, DEPO. SSA(Specific Suit Ask): 3rd CTL    Kxx-    Kx; Trump= no 2nd/3rd CTL; Raise= KQ-; JTrump= SIN.	
5m	Y	7+		natural	NS= ask CTL*.	Ask K(5NT): For S trump, lowest K => 6Y => 6NT with K; 7 with KQ; For other trump, #K= 0    1    2    3.	
5M	Y	7+		natural	pass= no honor in M; 6M= 1 honor; 7M= 2 honors.	2-suits RKC: 0/3    1/4    2 no Q    2 + lower Q    2 + higher Q    2 + 2 Q => A1= ask Q, no    lower    higher    both. Jump 5NT without agreed trump(except 1/2NT->5NT)= pick a small slam. J5NT with agreed trump= Grand slam force: 6C= having either A or K => 6D= ask if having extra length in trump.	

\*Answer to ask CTL: 4 levels w/o NT(2+' and K): no || KQ or SIN with trump || A or void with 1' trumps || void with 2+' trumps.