

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				CATEGORY: <u>GREEN</u> 25-Mar-2018 NCBO : _____ EVENT : <u>植鑑杯</u> PLAYERS : _____ 劉名謙 孫世偉
	OPENING LEADS STYLE				
OVERCALLS (Style; Responses; 1/2 level; Reopening)		Lead	In Partner's suit		SYSTEM SUMMARY
6~15hcps, usually 5+suit	Suit	4th; MUD	Same as left		
1 level M only 4+suit, 2 level m usually 6+suit	NT	4th; MUD	Same as left		
Reopening with less hcps and length	SubSeq	LOW = ENCRG.	Same as left		
RESP: transfer from cuebid to raise / fit showing jumps					
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADSXXX				GENERAL APPROACH AND STYLE
15~19hcps (12~15hcps at 4th);	Lead	Vs. Suit	Vs. NT		
RESP: same as open 1N	Ace	AKx(+);Ax(+)	AKx(+);Ax(+)		
	King	AK(+);KQx(+);Kx	KQx(+);AKJTx(+);AK;Kx		
	Queen	QJx(+);Qx	QJx(+);KQTx(+);Qx		
	Jack	JTx(+);HJTx(+);Jx	JTx(+);Jx;HJTx(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx;HT9(+)	Tx;HT9(+);		RKC 1430, specific K, DEPO/DOP1 vs interference
1-Suit: PRE, often 6 cards	9	9x;J98(+);Q98(+)	9x;J98(+);Q98x(+)		
2-Suit: 2NT=55+on unbid lower suits					1N Opening : 15-17, 5cards M, 6cards m and singleton allowed
					2 OVER 1 Response: F/G unless 1φ-2χ and pass hand
	SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Styles; Responses; Reopen)		Partner's Lead	Declare's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Michael cue-bid:(1m)2m: 55+ on Both M	1	LOW = ENCRG	L-H: even	LAV discard	Michael over 1 level opening/nature weak 2 opening
(1M)2M: 55+ on oM and m	Suit 2				Jump raise in major is preempt when comp.
Jump = ask for stopper	3				Unusual NT for 2 lowest suits
	1	LOW = ENCRG	L-H: even	LAV discard	Gambling 3NT with solid suit
VS. NT (vs. Strong / Weak; Reopen; PH)	NT 2				Leb after opps overcall on our 1NT
Strong: X:one m suit or both M suit or strong hands;	3				Leb after X on opp's weak2 opening (if certain suite known)
2C:C+M;2D:D+M;2H/S:nature; 2N=both m;	Signals (including Trumps):				Unusual vs Unusual
Weak: X:power;2C:Majors 4-4+; 2D:1M; 2N=both m;	DOUBLES				
2H/S:H/S+ m;	TAKEOUT DOUBLES (Style; Responses; Reopening)				
	Till 4ε; 4N over 4 ;				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	RESP: CUE=F1; jump 1 level: 8~10hcps;				SPECIAL FORCING PASS SEQUENCES
DBL= T/O to 4ε; Suit = NAT;	Lebensohl;				
Michael cue-bids in 3 level	Could reopen with no extra strength but with shape				
Jump overcall = F/G	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
VS. ARTIFICIAL STRONG OPENINGS	NEG DBL up to 3S				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
VS Strong 1C: Ing NOTE [2]	SUPP DBL/REDBL up to 2M				Almost never outright psychics except favorable 3rd
OVER OPPONENTS' TAKEOUT DOUBLE	LIGHTNER DBL against Slam				
Transfers from 1NT to raise	RESPONSIVE DBL up to 3S				PSYCHICS: rare
XX: tend to PEN	COMPETITIVE DBL in 3 level				
Fit showing jumps					

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; 3X= fit showing;

after 1S-(X) 1N/2C/D= C/D/H suit; 2H= S good fit; 2S= S bad fit; 3X= fit showing;

Note 4: against 2 level weak artificial

X= 14+ BAL; 2N= one good minor suit; 3m= bad overcall; others NAT;

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

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

Note 6: after 1NT-(2X) 2Y=S/O (Y>X>Z)

2NT=Lebensohl

3X=Stayman without stopper

3Y=NAT, GF,

3NT=To play

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

Note 7: after 2C-2D 2C-2D; 2H = 5+H or BAL(22-24 / 28~30)

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