DEFENSIVE AND COMPETITIVE BIDDING		LEADS AN	ND SIGNALS		
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING	LEADS STYLE		1	
8-16Hcp; Maybe 4-card suit at 1-level		Lead In Partner's suit		ner's suit	CATEGORY: Natural - green TEAM:
CUE=support or strong; New suit=F;	Suit	0-1, 35 th	0-1, 35 th		NCBO: Taiwan EVENT: ALL event
Jump raise=PRE	NT	Attitude 0-1, 4 th	Attitude 0-1, 4	h	
	SubSeq		,		PLAYERS:
	Others: Low	Others: Low=even/E, High=odd/D			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)					
2 nd =15-18Hcp; Resp= the same as 1NT open;	LEADSXXS			CYCHENE CHIMAL DV	
4 th =12-15Hcp; Resp=the same as 1NT open;	Lead	Vs. Suit	Vs. NT		SYSTEM SUMMARY
	Ace	AKx(+); Ax	AK(+); Ax		GENERAL APPROACH AND STYLE
	King	KQ(+); AK; Kx	AKJ10(+); KQ(-	+)	5533 Natural(semi 2/1)
	Queen	QJ(+); Qx;	QJ(+); Qx; KQ1	09(+)	1NT opening: 15-17 BAL.
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	J10(+);Jx;	J10(+); AQJ(+);		2NT opening: 20~21BAL.
1-suit=weak;	10	KJ10(+);109(+);10x	109(+); AJ10(+)		
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		
1		()/			
DIRECT and JUMP CUE BIDS (Styles; Responses; Reopen)	SIGNALS!	N ORDER OF PRIO	RITY		
Michael cue bid: (PRE or STR)		Partner's Lead	Declare's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
		1 Hi=DISCRG	Hi-low=odd	O/E	2D:one Major, weak hand
Jump cue bid=ask stop;	Sui		Low-high=even	O/E	2H/S:H/S+minor weak hand
1	1	3	8	O/E	
VS. Strong /Weak NT		1 Hi=DISCRG	Hi=odd	O/E	
DBL=one minor or 2Ms; 2C=C+Higher; 2D=D+M	N'		Low=even	O/E	
2H/S=Natural	1	3		O/E	
	Signals (inc	Signals (including Trumps):			
	Smith echo				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	UDCA				
LEB after (WK2x)-DBL-(P)-2NT; 2M-3M=stop ask;					
Over WK2M:4C=C+OM, 55+; 4D=D+OM, 55+;	DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)			ng)		
VS. ARTIFICIAL STRONG OPENINGS 1 & (CRASh)	41	assic shape; Cue bid pro			
1D=Color, 2Red or 2Black	-	naybe lighter;	,	SPECIAL FORCING PASS SEQUENCES	
1H=Rank, 2Major or 2minor	1	, · · · · · · · · · · · · · · · · · · ·		XYZ style except 1C-1D	
1S=Shape, D+S or H+C suits	1)
1NT=one suit; 2NT=one suit semi-solid hand	SPECIAL, A	RTIFICIAL AND COMP	PETITIVE DOUBLES/I		
2C=6+H or S+minor 5-5	T/O DBL TI			IMPORTANT NOTES THAT DON'T FIT	
2D=6+S or H+minor 5-5	Neg. DBL T				
2H=2M or 2m	Resp. DBL				
2S/3C/D/H=weak suit	Sup. DBL at				
25.0 S. 2.11 Would District	Lightener DBL;				
OVER OPPONENTS' TAKEOUT DOUBLE					PSYCHICS: Rare
1x=F1; 2NT=raise; Jump=PRE;2-level bid=Tr(For 1M X)	1				
17. 11, 21.11 16100, 36111p 11CD,2 10 vol old 11(1 of 11v1 71)	ш				II.

OPENING	K IF ICIAL	. No.	NEG. DBL THRU	Guang-Hua						
	TICH	MIN. OF CA		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		9-21	same as above;	The same as above;	The same as above;			
1NT			3S	15-17,BAL.	2♣=puppet stayman; 2♦/2♥=transfer ♥/♠;	1NT-2 * -:2 ◆ =no 5M; 2 ▼ =No 4H,2S=4-H 2/3NT:44M,INV/GF;				
					2♠=minor inquary	1NT-2♠-:2NT/3C:D/C better(same bid 3C)				
					2NT/3♣=Transfer 3♣/3♦	1NT-2NT-3C-3D/H/S/NT:D/H/S/C Singleton 1NT-3C-3D-3H/S:3154/1354 GF				
					3 ◆=2M55+,					
					3 ♥ = 3145(3046/3055)					
					3 A = 1345(0346/0355)					
2*	*	0		Strong hand	2D:so so,2H/S/3C/D:Suit,F	2C-2D-2H/S-3C:second negative				
					2NT:10+BH	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	The same as above;				
∠ •I•		<i>J</i>	711	5 mmor 5 5, weak	3NT:Want to play	The same as above,				
2NT				20-21	The same as 1NT open;					
2N1				∠U-∠1	3S=transfer 3NT					
					3NT=5 ♠ 4♥,4C:5-5M,4S:5-5m	HICH LEVEL BIDDING				
					51N1-3 ♣ 4▼,4C.3-3NI,4S.3-3III	HIGH LEVEL BIDDING RKCB=1430				
<u> </u>	-					SPL				
	1					GSF				
	1					บอเ				