

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
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
(1M) - P - (3M) 4m = m+oM 55+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15~19hcps (12~15hcps at 4th);
RESP: same as open 1N
JUMP OVERCALLS (Style; Responses; Unusual NT)
Vul against NV : 13~18, NAT, else : PRE
(1X) - 2NT=55+on unbid lower suits
(1M) - P - (2M) 4m = m+oM 55+
DIRECT and JUMP CUE BIDS (Styles; Responses;
Michael cue-bid:(1m)2m: 55+ on Both M
(1M)2M: 55+ on oM and m
Jump after 1X= ask for stopper
(2M) - 3M = 4oM+6m; (3M) - 4M = 4oM+6m;
VS. NT (vs. Strong / Weak; Reopen; PH)
Strong: X:m suit or both M suit;
2♣:♣+M;2♦:♦+M;2♥/♠:NAT; 2N=both m;
Weak: X:power;2♣:Majors 4-4+; 2♦:1M; 2N=both m;
2♥/♠:♥/♠ + m;
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL= T/O to 4♥; Suit = NAT; Jump overcall = Strong
(2M) - 4m = m+oM 55+; (3M) - 4m = m+oM 55+;
(2D*) - 4m = m+M 55+, 2D*=(mini-)multi
VS. ARTIFICIAL STRONG OPENINGS
VS Strong 1♣:
X= 16+♥; 1♦=16+♠; 1♥=♠+♥or♦+♣
1♥=♥+♣or♠+♦; 1NT=♠+♣or♥+♦
OVER OPPONENTS' TAKEOUT DOUBLE
1♣-(X)-XX/1♦/1♥/1♠=♦/♥/♠/minors
1N/2♣/2♦/2♥=5+♣/♦pre/♥pre/♠pre
2♠/2N=♣inv+/6+♣8-10
1M-(X)-XX=power; 1N/2♣=♣/♦;
2M=bad raise; 2M-1=good raise;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4th; MUD	Same as left	
NT	4th; MUD	Same as left	
SubSeq	LOW = ENCRG.	Same as left	
LEADSXXX			
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(+)	
SIGNALS IN ORDER OF PRIORITY			
	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			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Till 4♥; 4N over 4♠;			
RESP: CUE=F1; jump: 8~10hcps; Lebensohl;			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
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 13-Apr-2018
 NCBO: Chinese Taipei TEAM: Open
 PLAYERS: TzuLin Wu YingYi Lin

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Nature 5542
Most balanced hands w/o 5+M open 1♣(maybe longer in ♦)
Flexible at points range and suit length
Open light and 4cards majors at 3 rd possible
1N Opening : 14-16, 1 st /2 nd /3 rd NV; 15-17 3 rd Vul/4 th
5cards M, 6cards m and singleton possible
2 OVER 1 Response: F/G unless 1♦-2♣ or pass hand
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = 22+
1♣-1♦=4+♥
1♣-1♥=4+♠
1♣-1♠=4+♦
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Psychics : rare
1♦/1M response to 1m opening maybe 0+ points when NV.

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 3: against 2♦=(mini-)multi
X= 14-16 BAL; 2N=17-19 BAL;

Note 4: open/overcall 1N-(X shows power)
XX= one suit, 2C/D/H = C/D/H + higher, 4-4+;

Note 5: 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 6: after 2C-2D 2C-2D; 2H = 5+H or BAL
2C-2D;2H-2S = relay