

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>	<b>OPENING LEADS STYLE</b>		
Normal style, promise 4+suit, usually 5+suit		Lead	In Partner's suit
RESP: simple Rubens Transfer;	Suit	4 <sup>th</sup> ; MUD	4 <sup>th</sup> ; MUD
R/O : 8-15 HCP, 4+suit	NT	4 <sup>th</sup> ; MUD	4 <sup>th</sup> ; MUD
	SubSeq	Low = Encourage	Same as left
	Others: Same as opening leads , maybe attitude		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	<b>LEADS</b>		
15+~18 Value. (11-14 HCP at 4th)	Lead	Vs. Suit	Vs. NT
	Ace	Ax(+); AKx(+)	Ax; AKx; AQx; AKJx
	King	AK; KQx(+); Kx;	AKJTx(+);KQx;KQJx(+);KQTx(+);Kx
	Queen	QJx(+); Qx	QJx;QJTx;QJ9x;KQT9(+);Qx
	Jack	JTx(+); KJTx(+); Jx	AQJx(+); JT9x(+); JTx; AJx
	10	Tx; HT9; T9X	Tx; HTx; KJTx(+); AJTx(+)
	9	9x	9x; HT9(+);
	Hi-x	xSxx; xSx; Sx	xSxx; xSx; Sx
	Lo-x	HxxS; HxS; HHxS	HxxS(+); HxS; HHxS(+)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	<b>SIGNALS IN ORDER OF PRIORITY</b>		
2X = suit , preemptive		Partner's Lead	Declarer's Lead
2NT=5-5+ two lowest unbidden suits, 11+ value		Low enc	Hi/Lo= odd
Reopen: 11-14 Value, 6+ cards	Suit	Hi/Lo= Odd	S/P
		S/P	
	NT	Same as Suit	Same as Suit
			Lavinthal
			Hi/Lo = Odd
<b>DIRECT and JUMP CUE BIDS (Styles; Responses)</b>	<b>Signals (including Trumps):</b>		
Michaels cue-bid: (1m)-2m: 5-5+ both M's, 11+ value			
(1M)-2M: 5-5+ oM and m, 11+ value			
(1X)-3X & (2X)-3X: ask for stopper or strong TO			
<b>VS. NT (vs. Strong / Weak; Reopen; PH)</b>	<b>DOUBLES</b>		
Passed-hand: X:one m suit or both M suit or strong hands;	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
2♣:♣+M;2♦:♦+M;2♥/♠:nature; 2N=both m;	12/10(passed hand ) + value with support to other suits		
Non-passed-hand:	16+ HCP strong		
X:power;2♣:Majors 4-4+; 2♦:1M; 2N=both 2♥/♠:♥/♠ + m;	RESP: CUE = F1, promise rebid		
2♥/♠:♥/♠ + m;	Reopen: 8+ HCP support to other suits		
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>		
T/O DBL up to 4♥			
(4♠)-X: PEN; (4♠)-4NT: T/O	SUPP DBL/REDBL up to 2♥		
Leaping Michaels : (2M)-4m = m + oM, 5-5+	LIGHTNER DBL against Slam		
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	RESP DBL up to 4♦		
VS Strong 1♣: X=♥, 1♦=♠, 12+ value	MAX DBL		
1♥=♥+♠ or ♣+♦; 1♠=♣+♥ or ♦+♠	NEG DBL up to 4♥		
1NT=♠+♣ or ♦+♥; all 4-4+			
2X=NAT 5+card			
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>			
After 1M-(X): 2/3M= PRE ;2NT= 4+fit ,F to 3M;			
XX=F to 2NT, tend to PEN			
(M=♥)1NT/2♣=5+♣/♦,8+value;2♦=3+fit,8+~10			
(M=♠)1NT/2♣/2♦=5+♣/♦/♥,8+value			
2♥=3+fit,8+~11; Fit-showing jumps			

CATEGORY: GREEN

NCBO : \_\_\_\_\_ EVENT : All

PLAYERS : Li-Jen Chen , Po-Yi Lin

SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
Modified Bridge-World-Standard
Flexible at point range and suit length
Natural 5533, 2/1,Forcing 1NT
1M promise 4 cards at 3 <sup>rd</sup> /4 <sup>th</sup> opening
1x-1y-1N Two way puppet Checkback
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2♣ = 22+ Value any hand or 9 tricks+ one-suited Or 20-21 bal.
3NT = Gambling without outside A/K
Others:
1. Michael
2. Unusual 2N
3. Two-way-puppet-Checkback
4. multi 2D in NV, weak2 in Valued
5. ROC against strong 1♣
6. Meckwell DONT against NT with passed-hand
7. Landy against NT with non-passed-hand
8. Rubens advances
9. Modified Bergen Raise
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES THAT DON'T FIT</b>

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	Chinese Taipei			
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	3♠	11~21hcps	1♦♥♠=4+♦♥♠;2♣=F/G,5+♣; 2♦=5+♣,INV; 2N=BAL INV; 1N/3N=BAL, to play; 2♥♠/3♣♦♥♠ PRE;		
1♦		3	3♠	11~21hcps	1♥♠=4+suit;2♣= inv.+ , 4+♣ ;2♦=F/G,4+♦ ; 3♣=5+♦,INV; 2N=BAL INV; 1N/3N=BAL, to play; 2♥♠/3♣♦♥♠ PRE;		
1♥		5	3♠	11~21hcps	1♠=4+suit;1N=F1;2♣♦=4+suit,F/G; 2♥=good raise;2N=4+♥,F/G; 2♠/3♣=4+♥,10~12hcps with short/INV; 3♦♥=4+♥, mixed raise /0~6hcps;	-1N: 2♣=3+suit,11~16 or 17+ any; -2♠: 2N/3♣♦=short; 3N/4♣♦=5+suit; 3♥/3S/4♥=16+/12~15/bad hand; -2N-3♣:3♦♥♠=♣♦♠ short; -3♣-3♦=ST.	1N=semi-forcing; 2♣=3+fit,good raise+; 2♦=4+fit,INV; 3m=fit showing;
1♠		5	3♥	11~21hcps	1N=F1;2♣♦=4+suit,F/G;2♥=5+suit,F/G; 2♠=good raise;3♣=4+♠,F/G; 2N/3♦=4+♠,10~12hcps with short/INV; 3♥♠=4+♠,mixed raise/0~6hcps;	-2N: 3♣♦♥=♣♦♥ short; 4♣♦♥=5+suit; 3♠/3N/4S = 16+/12~15/bad hand; -3♣: 3♦♥♠=♦♥♠ short; -3♦-3♥: 3♠N/4♣=♣♦♥ short; Others same as 1♥ opening;	Same as 1♥ opening
1NT				15-17 Value BAL	2♣=STM; 2♦/♥ 4♦/♥=Transfer 2♠=m suit; 2NT=INV; 3♣/3♦=suit INV 4♠/NT=INV 6NT	-2♣: 2♥/♠=4 cards suit; -2♠: 3♦=4+♣; 3♣=4+♦; 2NT=no 4+m -2♦/♥: oM/3♣/3♦=doubleton suit, ♥/♠ 4+ fit 2NT=4M333, MAX; 3M=5M332	
2♣	✓			22+Value any hands , 18+Value with 8.5+ tricks	2♦=waiting ; 2M = Nat, promise 2 of AKQ or 5 of AKQJT 3m=normally 6+, with 2+Honors; 2N = 5-5m, positive 3♥/♠= 2155 or 3145 or 3154/ 1255 or 1345 or 1354, semi-positive	-2♦: 2♥ = H or 22+bal. ;2N=20-21 bal.	
2♦(NV)	V	0		One Major weak suit	2♥/♠=P/C; 2NT=relay;4♣/♦=ask M;;4♠=to play	-2NT: 3♣=min; 3♦=bad ♥; 3♥=bad ♠; 3♠=good ♥, 3N=good ♠	
2♦(V)		6(5)		4~11 HCP	2H=relay; 2S=S suit F.; 2N=H suit F.	-2H:2S/2N/3C=short in S/H/C, 3D=no short, 3N=AKQ	
2♥/♠(NV)	V	5		5+♥/♠and4+minor	2H-2S=S to play; 2NT=ask minor; 3C=P/C, 3D=M inv; 3oM=6+oM inv.		
2♥(V)		6(5)		4~11 value	2S=relay, 2N=5+S	-2S:2N/3C/3D=short in S/C/D, 3H= no short, 3N=AKQ	
2♠(V)		6(5)		4~11 value	2N=relay,	-2N:3C/3D/3H=short in C/D/H, 3S=no short, 3N=AKQ	
2NT				20-21 Value BAL	3♣=ROMEX; 3♦/♥=Transfer 3♠/3N/4♣/♦/♥ =trf 3N/4♣/♦/♥/♠; 4♠/NT=INV 6NT 5NT=INV Grand slam	-3♣: 3♥=4H; 3♠=4S; 3NT=both ♥/♠;3♦=none of above	
3m/M		6			New suit = NAT, F1		
3NT	✓			7+ solid m; Gambling without outside A/K	4♣ = P/C; 4♦ = ST, asking singleton 4M = to play; 4N = ST,NF; 5/6♣ = P/C	HIGH LEVEL BIDDING	
4m/M		8		Wilder at 3 <sup>rd</sup> position PRE	New suit = NAT, F1	RKCB (after direct fit) 1430; DOPI,DEPO; EKB Grand Slam Forcing;	