

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>CATEGORY: GREEN</b> <b>EVENT : 107年七夕杯 Mixed Team</b> <b>TEAM: 烏龍球</b> <b>PLAYERS :</b> 蔡明達 謝宜庭
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>	<b>OPENING LEADS STYLE</b>				
4-18 value, usually 5+suit (non-Vul might very light )		Lead	In Partner's suit		
(non-Vul might very light , 1 level may 4 card suit )	Suit	01 4th	01 4th		
RESP: new suit=F1 on 2 level, NF on 1 level , cue-bid=fit	NT	01 4th	01 4th		
Jump cue-bid=good 4(+) fit , mixed raise					
Jump raise=PRE					
<b>1N OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	<b>LEADS</b>				
15+-18value. (12-15value at 4th);	Lead	Vs. Suit	Vs. NT		
Development same as 1N opening	Ace	Ax(+); AKx(+)	Ax(+); AKJT <sub>x</sub> (+)		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	King	AK; KQx(+); Kx	KQx(+); Kx; AKx(+);		
2X/3X/4X = PRE(intermediate when Vul), often 6/7/8cards	Queen	QJx(+); Qx	QJx(+); KQT9(+); AQJxx(+)		
apply rule-234 vulnerable over non-passed hand;	Jack	KJT <sub>x</sub> (x); JT <sub>x</sub> (+); Jx	JT <sub>x</sub> ; Jx; HJT		
Wide range over passed hand	10	Tx; T9x	Tx; T9x; HT9(+); QJ98		
BAL. position = 12-15 6+card suit	9	9x; H98(x)	H98(x)		
<b>DIRECT and JUMP CUE BIDS (Styles;</b>	Hi-x	xSxx; xSx; Sx	xSxx; xSx; Sx		
Michael cue-bid: 1m-2m: 54+ on Both M's; 1M-2M: 54+ on oM and m	Lo-x	HxxS(+)	HxxS(+); HxS, JTxs(+)		
(2M)-4m = m+oM, 5-5, F	<b>SIGNALS IN ORDER OF PRIORITY</b>				
(1M/2M)-3M = asking stopper (1m)-3m=suit,PRE		Partner's Lead	Declare's	Discarding	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>VS. NT (vs. Strong / Weak; Reopen; same as 2<sup>nd</sup> seat)</b>	Suit	Lo=enc	Low-Hi=even	Att	4th seat opening : 2D/2H/2S = 11-15 6 card suit ; 3 level=natural
(vs strong NT) X=4M5m (vs weak NT) X=penalty		Low-Hi=even	SP	Count	Reverse Drury
2♣:One or Both Majors, weak		SP		SP	Michael cue-bid(5-4 or more) M/ Unusual 2N (5-4 unbid suit)
2♦:Both Majors, intermediate	NT	Lo=enc	Low-Hi=even	Att	
2M: Major, intermeditat		Low-Hi=even	SP	Count	
(vs strong NT overcall)		SP		SP	
m opening : Capp					
M opening : 2♣: C+oM; 2♦: D+oM; 2M: Major					
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	<b>DOUBLES</b>				
DBL= T/O to 4♥	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
4♠-X: power; 4♠-4N: 2 suits	10+ value; with support to other suits. 16+ value any				
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	R/O; 8+ value with support to other suits				
(1C) X:Majors ;1N/2N=minors	RESP: CUE = F1, promise rebid.				
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE</b>				
After 1M (X): transfer response	NEG DBL up to 3♠				
XX=show power , usually 10 HCP or more B.H.	SUPP DBL/REDBL up to 2M				
2N= INV+ 4M; 3M= PRE	MAX DBL				
<b>SYSTEM SUMMARY</b>					
<b>GENERAL APPROACH AND STYLE</b>					
Flexible at points range and suit length					
Natural 5533, 2/1, semi-forcing 1N					
1N Opening: 15-17, may 5M or 6m possible					
2 OVER 1 Response: 100% GF					

OPENING	TI CK IF ART.	MIN. NO. OF CAR DS	NE G. X TH RU				
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	3♠	(9-10)11-21value	1♦/1♥/1♠=usually 4+suit; 1N=6-10; 2N=11-12 ; 3N=13-15 2♣=INV+value, 4+♣; 3♣=PRE, 5+♣; 2x/3x=PRE	-1X: 2N=18-19, BAL; 3N=to play; 4♣=6+♣ w/ 4+M, ST; -1X,1NT: 2C=puppet to 2D; 2D=GF; 2N=puppet to 3C -1X: 2♣=5+♣, 13-15; 3♣=6+♣, 16-18; -1X: 2oM=reversed hand	1C-2C=6-9 , 5+C
1 ♦		3	3♠	(9-10)11-21value	1♥/1♠=4+suit; 1N=6-10; 2N=11-12 ; 3N=13-15 2♦= INV+value, 4+♦; 3♦= PRE, 5+♦; 2M/3M=PRE	-1X: 2N=18-19, BAL; 3N=to play t; 4♦=6+♦ w/ 4+M, ST; -1X,1NT: 2C=puppet to 2D; 2D=GF; 2N=puppet to 3C -1X: 2♦=5+♦, 13-15; 3♦=6+♦, 16-18; -2♣: 2♦=min, 5+♦; 2M=Nat; 2N=min B.H -1X:2oM=reversed hand	1D-2D=6-9 , 4+D
1 ♥		5(4)	3♠	(9-10)11-21value 3/4 <sup>th</sup> maybe light and 4 cards	1N= 5-12, semi-forcing 2m=FG; 2N= 4+♥GF; 2S=PRE 3♣=6+♣, INV ; 3♦=6+♦, INV; 3♥=4+♥, INV 3N= 3♥ GF raise; 3S/4m =SPL	-1X,1NT: 2C=puppet to 2D; 2D=GF; 2N=puppet to 3C 1H-2N: 3C= non min; 3D= short suit(then 3H=R); 3H=4-card suit(then 3S=R); 3S=6+♥; 3N=18-19 BH; 4x=5-card suit; 4H=min	1N=semi-forcing 2♣=Reverse Drury 3♣=C-suit 2N= C fit showing; 3D= fit-showing
1 ♠		5(4)	3♠	(9-10)11-21value 3/4 <sup>th</sup> maybe light and 4 cards	1N= 5-12, semi-forcing; 2N=Jacoby 2m/2H= FG; 2N=4+♠GF 3♣=6+♣, INV ; 3♦=6+♦, INV; 3♥=6+♥, INV 3N= 3♠ GF raise; 4x : SPL	-1X,1NT: 2C=puppet to 2D; 2D=GF;2N=puppet to 3C Similar as 1H-2N	1N=semi-forcing 2♣=Reverse Drury 3♣=C-suit 2N= C fit showing; 3D= fit-showing
1N				(14)15-17(18) value BAL May have 5M or 6m	2♣=STM; 2♦/♥ 4♦/♥=Transfer; 2♠= transfer to ♣ 2N=transfer to ♦; 3C= ask 5 card M 3H/3S=3145/1345 , 11+; 3D=31(13)54, 11+	-2♣: 2♥/♠=4(+)suit,2♦=no 4M; 2N=INV, may have no 4-M -2♦/♥: oM/3♣/3♦=doubleton suit, ♥/♠ 4 cards fit;	
2 ♣	V		4♠	22+value	2♦=waiting; 2♥/2♠=positive H/S-suit 2N=8+B.H. ;3♣/♦= positive C/D-suit 3N=1 semi-solid 6+card suit		
2 ♦	V	6		6+♦/♥ /♠, PRE	New suit = NAT, F1; Jump shift=CAB		
2♥/♠					2N = ask feature (3D/3H/3S=min)		
2N				20-21 B.H	3♣=muppet stayman , 3D/3H/4C/D/H= transfer		
3♣/♦ ♥/♠		6		PRE	New suit = NAT, F1; Jump shift=CAB		
3N	V	7		Any 7+ solid minor	4H/4S=to play ; 4C=Pass/or correct	<b>HIGH LEVEL BIDDING</b>	
						RKCB(after direct fit)1430; 5N=void+2 keycard; 6C=void+1or4keycard; 6D=voie+3or0keycard DEPO / D0P1	