

Competitive Bidding		Lead & Signal				System Card	
						2018/07/05	
1C 2D. P. ?	suit	3rd: v 4th: 5th: v Rusnov:				Team	
		Other:					
NT	NT	3rd: 4th: v 5th: Rusnov:				袁國鶯(Yuan, KY)陳薇淑 Chen, WS)	
		Other:					
2H/2S=weak							
		Signal					
3H/3S=H/S 邀請, S/H 單張		1= Odd 2= Even				自然 5533 inverted minors 新低花迫叫 对高花答叫 1NT 迫叫 1 圈 Jacoby 2NT. 1NT: 15-17; 2C:strong, 2D=迫叫成局; 2NT(紅心)/2S/3C/3D=5' 有 8 點以上含 2+大牌, 2H=second negative 2D, 2H, 2S: weak,Ogust. 2NT: 20-21; Puppy Stayman. Leaping Michael 1S→2C→3S/4S= AKQJxx or up in S; ST/to play. 1S→2C→3H= Splinter	
2NT=詢問		D= Disencourage E= Encourage S= suit Selection					
1C 2D. P. 2NT							
P. ?							
3C=bad hand							
3D=medium hand,S/H 等長							
3H/3S=medium hand, H/S 較長							
4C/4D=strong hand,splinter,有滿貫興趣							
			high	low	odd	even	
Overall 1NT 2nd seat 15-18		Sui	Partner	D, 1, S	E, 2, S		
			Declarer	1	2		
Overall 1NT 4th seat 11-14		NT	Discard	D	E		
			Partner	D, 1, S	E, 2, S		
		NT	Declarer	1	2		
			Discard	D	E		
对抗不尋常無王(我 1S/1H 敵以 2NT 蓋叫示兩低):		Low= Encourage. High-low= Odd. Discard: Low= Encourage this suit; High= Discourage this suit. Lead: 3rd/5th.					
1)double:9+ hcp 平均牌, 未有敵 2 門牌組 4-4 以上		跟小歡迎 張數反的 墊小歡迎本門					
2)3D:10 點以上, 支援伴之王牌							
3)3C:10 點以上, 另一門高花 5 張以上							

<p>对抗 1NT: Hello:X= penalize; 2C= D or 1MS+1ms; 2D= H; 2H= 2 MS; 2S= S; 2NT= C; 3C= 2 ms; 3D= 2 MS, good hand. If having passed, X= C or 2 red suits.</p>	<p>Against NT contracts, 02 第 4</p> <p>Against suit contracts, 0135</p>	<p>Specific competitive bidding</p>												
<p>对抗賭博性 3NT:</p> <p>1.X= 處罰 2.4C=短門迫伴 3.4M= to play 4.4D=兩高</p> <p>1S-X-2S-?</p> <p>1.2NT= 轉換 3 梅花 6-9 點有 1 門低花 2.直接叫低花有 10 點以上 3.X 後再叫 3H = 10 點以下 4.直接叫 3H= 10 點以上</p>			<table border="1"> <tr> <td data-bbox="1697 284 1733 384">1.</td> <td data-bbox="1733 284 2181 384">1Y-no-1NT-no-2Y-X= penalize with values in Y. 1Y-no-1NT-no-no-X= penalize with values in Y; 2C= 迫伴賭倍</td> </tr> <tr> <td data-bbox="1697 384 1733 416">2.</td> <td data-bbox="1733 384 2181 416"></td> </tr> <tr> <td data-bbox="1697 416 1733 635">3.</td> <td data-bbox="1733 416 2181 635">Against Multi-2D: X=有一門高花 跳叫高花至 3 線=6+以上, 5 個失張 跳叫高花至 4 線=6+以上, 4 個失張 2H/2S=对 H/S 之迫伴賭倍或強牌 • 2NT=強無王, 2 門高花有檔;</td> </tr> <tr> <td data-bbox="1697 635 1733 1182">4.</td> <td data-bbox="1733 635 2181 1182">对抗 Flannery: 1.Double = 強無王 2. 2NT = 兩低 3. 2H = 对紅心之迫伴賭倍且至少有 3 張黑桃 4. 2S = 5 張以上牌組, 有開叫力量 5.3C/ 3D = 6 張以上牌組, 有開叫力量 6. 3H /3S = 要求同伴叫 3NT 如 H/S 有檔</td> </tr> <tr> <td data-bbox="1697 1182 1733 1241">5.</td> <td data-bbox="1733 1182 2181 1241">敵方 splinter: X = 要求首攻未叫花色較高那門</td> </tr> <tr> <td data-bbox="1697 1241 1733 1370">6.</td> <td data-bbox="1733 1241 2181 1370">Support X, XX Maximal overcall X:</td> </tr> </table>	1.	1Y-no-1NT-no-2Y-X= penalize with values in Y. 1Y-no-1NT-no-no-X= penalize with values in Y; 2C= 迫伴賭倍	2.		3.	Against Multi-2D: X=有一門高花 跳叫高花至 3 線=6+以上, 5 個失張 跳叫高花至 4 線=6+以上, 4 個失張 2H/2S=对 H/S 之迫伴賭倍或強牌 • 2NT=強無王, 2 門高花有檔;	4.	对抗 Flannery: 1.Double = 強無王 2. 2NT = 兩低 3. 2H = 对紅心之迫伴賭倍且至少有 3 張黑桃 4. 2S = 5 張以上牌組, 有開叫力量 5.3C/ 3D = 6 張以上牌組, 有開叫力量 6. 3H /3S = 要求同伴叫 3NT 如 H/S 有檔	5.	敵方 splinter: X = 要求首攻未叫花色較高那門	6.
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Open	nat?	#cl	v	req	Description	Response	Rebid	After pass
1C 1D	Y	3			12 - 21 3-3 ms, bid 1C	2m= 10+, 4+', F1 => 2NT= 12-13, 低限且 2 門高花有檔 2NS= stopper up the line, GT of 3NT; 3C/3D/3H/3S= 短門, 14 好點 3m= 2-8, 5+', NF. J2M= 6+', 2-5=>2NT= ask SHR. J3M= SPL. 1D-> 3C=6+', 10-12 邀請 1D → 2C=5+', 12+, F1=> 2NT= NF =>3C= ask=>3D=MIN; 3M=MAX; 3NT=SIN C.		
1H 1S	Y	5+	4H		12 - 21 3/4 seat may be 4' and weak	1NT/2NT= 5-12, F1/Jacoby, 4M, no void, 13+, GF. Single raise, 2M= 3' or 4', 8-10 Double raise, 3M=邀請 1H ? (3NT/4C/4D splinter) 1S ? (4C/4D/4H splinter) 1H 3S (7-9, 1A+1 單, 5+紅心) 1S 3N (7-9, 1A+1 單, 5+黑桃)	1M→1NT→2NT= 18-19	at 3/4 seat=reverse Drury
1NT	Y		4H		15 - 17, BAL may have 5'MS or 5+'ms	四門轉換 3C=5-5 以上低花弱牌 3D=5-5 以上低花較好之牌 3H/3S=H/S 單張, 54 以上低花 11+HCP 4C= Gerber. 4NT=小滿貫邀請(5X=Qxxxx 以上, 6X=5 張含 2 大, 5NT=4-4) 5NT= grand slam force => 7Y= Accept, 4+'.	Smolen 1NT. 2D 2H. 2S(5-5 高花邀請) 1NT. 2H 2S 3H(5-5 高花, 迫叫成局)	
2C	N		4H		22+ or 8.5+ winners	3D/3H/3S=KQJ10xx, 8+HCP 4Y = 7 張以上牌組且含 2 大牌 3NT = AKQJxx(x) 旁門無點	開叫者再叫 2NT/3NT/4NT= 22-24/25-27/28+ 如敵插叫/X, 伴 X or XX= 沒 A 或 K 或 2Q, 最多 3 點之爛牌	

2D 2H 2S	Y	5+	4H	1/2 seat: 5 - 11, headed by Q+, 4th seat: 10-13.	第 1/2 家開叫弱二，伴叫 2NT= Ogust;; 新高花迫叫一圈，新低花不迫叫 第 3/4 家開叫弱二，伴叫 2NT= 問短門	2NT:ogust 後再叫回伴之王牌，表王牌無 A 或 K)	
2NT	Y			20 - 22, BAL may have 5'MS or 5+'ms.	3C= Puppet Stayman. 3D/3H/4D/4H ⇔ 3H/3S/4H/4S(OPP X or 3C, transfer apply; 4-level apply). 3S⇔問低花	/3C: 3D=無 5 張高花，但至少有一門 4 張高花 /3C:3NT=無 4 張+高花 /3C→3D: 3M= 4'OM; 4D= MS 44+, 無滿貫興趣; 4C= MS 44+, 有滿貫興趣	
3C	Y						
3D							
3H							
4H							
4S	Y						
4NT	N				問特別 A，5C=0，5NT=2A		
	Y						
5M	Y			自然叫，旁門無失張	pass= 同伴牌組無大牌; 6M= 有 1 大牌; 7M= 有 2 大牌		