

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
4-18 value, usually 5+suit (non-Vul might very light)
non-Vul might very light , and 1 level may 4 card suit
RESP: new suit=F1 , cue-bid=fit (Xfer advances)
Jump cue-bid=good 4(+) fit , INV (mixed raise)
Jump raise=PRE
1N OVERCALL (2nd/4th Live; Responses; Reopening)
15 ⁺ -18value. (12-15value at 4th);
Development same as 1N opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
2X/3X/4X = PRE, apply 2/3/4 rule when Non-Vul
2N=54+on two lowest unbidden suits
BAL. position = 12-15 6+card suit
VUL Jump = 11-17 Inter-medium 6 or 7 card suit
DIRECT and JUMP CUE BIDS (Styles; weak or strong)
Michael cue-bid: 1m-2m: 54+ on Both M's
1M-2M: 54+ on oM and m
(2M)-4m = m+oM, 5-5
(1M/2M)-3M = asking stopper. (1m)-3m = suit , PRE
VS. NT (vs. Strong / Weak; Reopen; same as 2nd seat)
DBL: Penalty
2♣: 1 minor suit or both majors
2♦: 1 major suit or both minors
2♥/2♠: H+m / S+m
2N= minors
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL= T/O to 4♥
4♠-X: PEN; 4♣-4N: 2 suits
VS. ARTIFICIAL STRONG OPENINGS
(1c) X:Majors ; 1D/1H/1S/2C=Natural ; 1N=minors
2D = 1 weak Major ; 2H=H+m ; 2S=S+m
2N/3C/3D/3H=C/D/H/S-suit PRE
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M (X): 1 level suit is forcing / 2 level suit
XX=show power , usually 10 HCP or more , B.H.
2N= INV+ 4M
3M= PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	01 4th	01 4th	
NT	02 4th	02 4th	
SubSeq	LOW=ENCRG.	Same as left	
Others: Same as opening leads			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+); AKx(+)	Ax(+); AKx(+)	
King	AK(+); KQx(+); Kx	KQx(+); Kx; AKJTx(+)	
Queen	QJx(+); Qx ; KQT9(+)	QJx(+); KQT9(+)	
Jack	KJTx(x); JTx(+); Jx	AQJxx(+); JTx; Jx	
10	Tx; T9x HT9x(x)	Tx; HJT(+); T9x	
9	9x	HT9(+)	
Hi-x	xSxx; xSx; Sx	xSxx; xSx; Sx	
Lo-x	HxxS(+);	HxxS(+); HxS, JTxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declare's Lead	Discarding
Suit	LOW=ENG	L-H=even	ODD=ENG
	L-H=even		Even=S/P (7.9) may nothing
NT	LOW=ECG	L-H=even	ODD=ENG
			Even=S/P (7.9) may nothing
Signals (including Trumps):			
A for Count ; K for Attitude. Trump : hi-lo = ruffing intention			
Others: reversed Smith Echo.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+ value; with support to other suits.			
16+ value any			
R/O 8+ value w/ support to other suits			
RESP: CUE = F1, promise rebid.			
SPECIAL, ARTIFICIAL AND COMPETITIVE			
NEG DBL up to 3♠			
SUPP DBL/REDBL up to 2♠			
MAX DBL			
1m-(1H)-X=S-suit / 1S=negative ,S<4			

CATEGORY: Green

TEAM: 赤炭鷹 EVENT: Any

PLAYERS: 梁騰元/洪裕昌/陳建華/林億佐/洪乙安/
陳正傑/陳育聖

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Flexible at points range and suit length
Natural 5542, 2/1, Forcing 1N
1C = Club suit or Balanced (may have 5-card Ds if 3-3-5-2).
1D = 4+ card suit, usually unbalanced
1N Opening: 15-17, may 5M or 6m possible
2 OVER 1 Response: most GF unless rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2C = 22+ or with 8 1/2 playing tricks
2D = Mini-Multi weak major
2H = 5-H+4(+)-m , weak
2S = 5-S+4(+)-m , weak
3C/3D/3H/S = C/D/H/S suit preempts
3N = Gambling, at most 1 outside
4 th seat opening : 2D/2H/2S = 11-15 6 card suit ; 3 level=natural
Drury
Transfer responses to 1C opening
Transfer responses after 1C in competition.
Michael cue-bid(5-4 or more) M/ Unusual 2N (5-4 unbid suit)
Lebensohl
Bergen Raise
CAPP against NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Probably light opening at 3 rd position
May not response 4 card Major after stayman (look as 3 cards if suit strength worst than J9xx. Or 4333 prefer play NT)
May not open 1M if suit worse than J9xxx (open 1C instead)

OPENING	TICK IF ARTIFICI MIN. NO. OF CARDS NEG. DBL THRU	DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING		
1♣		2	3♠	(9-10)11-21value Club suit or Balanced (may have 5-card Ds if 3-3-5-2).	Transfer responses (note 1) 1N=8-10; 2N=11-12 ; 3N=13-15 2♣=GF+value, 4+♣; 3♣=PRE, 5+♣; 2♦= 5+♣ INV 2♥/♠=H/S-suit, 5-8.	-1X: 2N=18-19, BAL; 3N=to play; 4♣=6+♣ w/ 4+M, ST; -1D/H: 1N=12-14, BAL, 1~2 - H/S; (note 1) -2♣=5+♣, 13-15; 3♣=6+♣, 16-18; -1X:2oM=reversed hand	1C-2C=6-9 , 5+C
1♦		4	3♠	(9-10)11-21value 4+ card suit, usually unbalanced	1♥/1♠=4+suit; 1N=6-10; 2N=11-12 ; 3N=13-15 2♦=11+value, 4+♦; 3♦=0~7value, 5+♦; 3♣=8~10value, 5+♦ or ♣SJS; 2♥/♠=H/S-suit, 5-8.	-1X: 3N=to play t; 4♦=6+♦ w/ 4+M, ST; -1M: 1N=11-15, semi-BAL, 1~2M; -2♦=5+♦, 13-15; 3♦=6+♦, 16-18; -2♣: 2♦=min, 5+♦; 2M=14+, 4-M ; 2N=min semi-B.H -1X:2oM=reversed hand	1D-2D=6-9 , 4+D
1♥		5(4)	3♠	(9-10)11-21value 3/4 th maybe light and 4 cards	1N= 5-15,F1; 2♠ =SPL raise, 7-10. 2m=10 ⁺ F1; 2N=Jacoby(note 3) 3♣=4+♥, Limited ; 3♦=4+♥, 7-9 3♥=4+♥, PRE 3N/4♣/4♦: SPL ; 3S=Void SPL, 11-13.	1H-3C/3D ; 3S=asking shortage 1H-1S/1N; 2C=Art , (1)16+any or (2)11-15 6(+)-H 1H-1S/1N;2C-2D; 8+relay, 2H=11-15 6(+)-H /2S=16-18/3X=19+	1N=semi-forcing 2C=Drury(4 card fit , B.H) 2D= Drury(3 card fit , 9-11 B.H) 2N=mini SPL 3C=C-suit
1♠		5(4)	3♠	(9-10)11-21value 3/4 th maybe light and 4 cards	1N= 5-15,F1; 2N= SPL raise, 7-10. 2m=10 ⁺ F1; 2H=5+H-suit, FG 3♣=4+♠, FG,3♦=4+♠, 10-12; 3♠=4+♠, PRE 3♥=4+♠, 7-9 4♣/4♦/4♥ : SPL ; 3N=Void SPL, 11-13.	1S-3C/3D ; 3N=asking shortage 1S-1N; 2C=Art , 16+any or 11-15 6(+)-S 1S-1N;2C-2D; 8+relay, 2S=11-15 6(+)-S /2H=16-18/3X=19+	1N=semi-forcing 2C= Drury(4 card fit ,9-11 B.H) 2D= Drury(3 card fit , 9-11 B.H) 2N=mini SPL 3C=C-suit
1N				(14)15-17(18) value BAL May have 5M or 6m	2♣=stayman; 2♦/♥ 4♦/♥=Transfer; 2♠/N=♠/♦ suit 3♣=wk, minors ; 3♦=55 minors, FG. 3H/3S=3145/1345 , 11+ 4♣= GERBER; 4♠/N=Quant, INV 6N;	-2♣: 2♥/♠=4(+)-suit,2♦=no good 4M; 2N=INV, may have no 4-M -2♦/♥: oM/3♣/3♦=doubleton suit, ♥/♠ 4 cards fit; -2C-2H ; 2S:relay 2N=3433 3C=4-C 3D=4-D 3H=5-H 3S=4-S -2C-2S ; 3C:relay 3D=4-D 3H=4-C 3S=5-S 3N=4333 -2C-2S ; 3H=C-suit	
2♣	V		4♠	20+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♦: 2♥=ask to bid 2S ; 2S/2N/3C=S/20-21/C-suit ; 3D=D-suit 3H/S=Good suit, ask Q-bid. 2C-2D ; 2H-2S : 2N=22-24 , 3X=natural , 3N=28-30	
2♦	V			6♥/♠, PRE 4 th seat=D-suit	2H/2S=P/C ; 2N=relay 3C/3D=suit , forcing ; 4C/D=asking Majors	-2N: 3♣/3♦=H/S-suit min;3♥=S-suit max;3♠= H-suit max -4C: 4♦=H-suit;4♥=S-suit. -4♦:4♥=H-suit ;4♠=S-suit.	2H/2S/2N=Natural
2♥	V			5+♥, 4+m , PRE 4 th seat=H-suit	2S =F1; 2N=relay,3C/D=P/C, 3H= pree. 3N/4H=to play.	-2N : 3C/3D=5+♥, 4+C/D , min ; 3H/3S=5+♥,5+C/D , MAX;	2S/2N/3C/3D= Natural ; 3H=INV
2♠	V	5		5+♠, 4+m , PRE 4 th seat=S-suit	2N=relay ; 3C/D=P/C, 3H= H-suit, F1 3S=PRE ; 3N/4S=to play	-2N : 3C/3D=5+♠, 4+C/D , min ; 3H/3S=5+♠,5+C/D , MAX;	2N/3C/3D/3H= Natural ; 3S=INV
2N		6		18-19 B.H.	3♣=stayman , 3D/3H=transfer , 3S=minors		
3C/D/H		6		C/D/H suit PRE	New suit = NAT, F1 , 4 level=control asking		
3S		6		S suit , PRE	3N/4H/4S=to play ; 4C/4D=Pass/or correct	HIGH LEVEL BIDDING	
3N	V			1/2 : 1 minor, 3/4 : to play	4/5C=P/C, 4D=asking short, 4H/S= to play.	RKCB (after direct fit) 1430; 5N=void + 3 keycard; 6X=X' void+ 2 keycard / kickback	
4C	V			1/2 : 1 solid major, 3/4 : to play	4H/S=P/C, 4D/N/5C=3-step asking.	Grand Slam Forcing; Control Asking Bid; Exclusion KB; DEPO / DOP1;	
4D	V			1/2 : 1 1-loser major, 3/4 : Nat.	4H/S=P/C, 4D/N/5C=3-step asking.	Forcing Pass	
4H/S		7		1/2 : WK, 3/4 : to play	N.S.=3-step asking.	(4S)-4N= any 2 suits	
4NT	V			6-5 minors, 3-4 losers	5C/D/6C/D=to play, 5H=asking losers.		

