

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>	<b>LEADS AND SIGNALS</b>	Category 5542,2/1																												
<b>OVERCALLS</b> (Style; Responses, 1/2 Level; Reopening)	<b>OPENING LEADS STYLE</b>	NCBO																												
Overcall:6-18HCP 5+card overall one level may be 4 card Resp: Cue = F1; new suit = forcing 1NT = 8-11 with stopper	<table border="1"> <tr> <td></td> <td><b>Lead</b></td> <td><b>In Partner's Suit</b></td> </tr> <tr> <td><b>Suit</b></td> <td>014<sup>th</sup> xXxx(+)</td> <td>Lo=encourage of cards</td> </tr> <tr> <td><b>NT</b></td> <td>Same as above</td> <td>Same as above</td> </tr> </table>		<b>Lead</b>	<b>In Partner's Suit</b>	<b>Suit</b>	014 <sup>th</sup> xXxx(+)	Lo=encourage of cards	<b>NT</b>	Same as above	Same as above	Event																			
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Reopen: 8-15, 4+ suit	<b>Subseq.</b>	Players 陳品霖 & 張薰方																												
<b>1NT OVERCALL</b> (2 <sup>ND</sup> /4 <sup>TH</sup> Live; Responses; Reopening)	<b>Other:</b>	<b>SYSTEM SUMMARY</b>																												
overall 1NT:15-18	<b>LEADS</b>	<b>GENERAL APPROACH AND STYLE</b>																												
Resp: same as our 1NT opening	<table border="1"> <tr> <td><b>Lead</b></td> <td><b>Vs. Suit</b></td> <td><b>Vs. NT</b></td> </tr> <tr> <td><b>Ace</b></td> <td>AK(+); Ax(+); AQJ(+)</td> <td>AK(+); A(+)</td> </tr> <tr> <td><b>King</b></td> <td>AK; KQx(+); Kx</td> <td>KQ(+);Kx</td> </tr> <tr> <td><b>Queen</b></td> <td>QJ(+); AQJ(+);Qx</td> <td>KQT9(+);Qx</td> </tr> <tr> <td><b>Jack</b></td> <td>J10(+); AJ10(+); KJ10(+)</td> <td>(A/K)QJ(+);HJ10(+); Jx;JT(+)</td> </tr> <tr> <td><b>10</b></td> <td>A109(+); K109(+); Q109(+); Tx</td> <td>A109(+); K109(+); Q109(+); Tx</td> </tr> <tr> <td><b>9</b></td> <td>T9x+ 9x</td> <td>T9x+ 9x</td> </tr> <tr> <td><b>Hi-x</b></td> <td>xXxx(+) MUD</td> <td>xXxx(+) MUD</td> </tr> <tr> <td><b>Lo-x</b></td> <td>xXxx(+) MUD</td> <td>xXxx(+) MUD</td> </tr> </table>	<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	<b>Ace</b>	AK(+); Ax(+); AQJ(+)	AK(+); A(+)	<b>King</b>	AK; KQx(+); Kx	KQ(+);Kx	<b>Queen</b>	QJ(+); AQJ(+);Qx	KQT9(+);Qx	<b>Jack</b>	J10(+); AJ10(+); KJ10(+)	(A/K)QJ(+);HJ10(+); Jx;JT(+)	<b>10</b>	A109(+); K109(+); Q109(+); Tx	A109(+); K109(+); Q109(+); Tx	<b>9</b>	T9x+ 9x	T9x+ 9x	<b>Hi-x</b>	xXxx(+) MUD	xXxx(+) MUD	<b>Lo-x</b>	xXxx(+) MUD	xXxx(+) MUD	5542,2/1	
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systems on (1X)-P-(1Y)-1N:5-5 unbid suits if passed hand	<b>SIGNALS IN ORDER OF PRIORITY</b>	Major: 5cM, Jacoby, 1N force, Bergen raise 2/1																												
<b>JUMP OVERCALLS</b> (Style; Responses, Unusual NT)	<table border="1"> <tr> <td></td> <td><b>Partner's lead</b></td> <td><b>Declarer's lead</b></td> <td><b>Discarding</b></td> </tr> <tr> <td><b>Suit: 1st</b></td> <td>Lo=encourage Or even</td> <td>Hi=odd</td> <td>O/E</td> </tr> <tr> <td><b>2nd</b></td> <td>Hi=odd</td> <td></td> <td>Hi=odd</td> </tr> <tr> <td><b>3rd</b></td> <td></td> <td></td> <td></td> </tr> <tr> <td><b>NT: 1st</b></td> <td>Lo=encourage Or even</td> <td>Hi=odd Re-smith echo</td> <td>O/E</td> </tr> <tr> <td><b>2nd</b></td> <td>Hi=odd</td> <td></td> <td>Hi=odd</td> </tr> <tr> <td><b>3rd</b></td> <td></td> <td></td> <td></td> </tr> </table>		<b>Partner's lead</b>	<b>Declarer's lead</b>	<b>Discarding</b>	<b>Suit: 1st</b>	Lo=encourage Or even	Hi=odd	O/E	<b>2nd</b>	Hi=odd		Hi=odd	<b>3rd</b>				<b>NT: 1st</b>	Lo=encourage Or even	Hi=odd Re-smith echo	O/E	<b>2nd</b>	Hi=odd		Hi=odd	<b>3rd</b>				1NT Openings: 15-17 (Rubensohl after OPP overcall)
	<b>Partner's lead</b>	<b>Declarer's lead</b>	<b>Discarding</b>																											
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1-suit: weak	<b>Signals</b> (including trumps) :	2 OVER 1 Response: game forcing																												
UnusualNT: 5-4+ two lowest unbid suits, wk/str	<b>DOUBLES</b>	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>																												
Reopen:open value,6+suit; Jump 2N = 20-21,BAL	<b>TAKEOUT DOUBLES</b> (Style; Responses; Reopening)	4th suit GF																												
<b>DIRECT and JUMP CUE Bid</b> (Style; Responses, Reopen)	Take out X to 4H	NMF,2-way																												
Michaels cue-bid: (1m)-2D = 5-5+ both M's, wk/str	Resp: Cue GF; jump strong but non-F	Lebensohl																												
(1M)-2M = 5-4+ oM and m, 6+ value , 2NT ask m;	<b>Special, Artificial and Competitive Doubles/Redoubles)</b>	Drury 2C																												
<b>VS. NT</b> (vs. Strong/Weak; Reopening; PH)	Lightner X,	Michaels																												
X = 2M, 11+	Negative X to 3D	Unusual 2N																												
2C = 2M, 8-10	3-card Support X/XX	<b>SPECIAL FORCING PASS SEQUENCES</b>																												
2D = 5+M	INV X (Max overcall X)	high level bidding have forcing pass																												
2H = H+m	XX to show first control	<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>																												
2S = S+m		Psychics:																												
2N = m, 13+		1D/H/S-1X may be psychic																												
<b>VS. PREEMPTS</b> (Double; Cue-bids; Jumps; NT bids)																														
2NT:15-18 nature, then Stayman & Transfer																														
2NT-X(Opp)- ? same as 1N-X(opp)- ?																														
But 2NT-(3X)-3M=5+oM																														
<b>VS. ARTIFICIAL STRONG OPENINGS</b>																														
X = STR hand;1D/H/S/2C = H/S/C/D or S+C/C+D/D+H/H+S;																														
1N = C+H/D+S;2D~3S similar as 1D+;3N = to play;4C+=nat																														
Resp:all bids=P/C;after X,XX = TRF next bid																														
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>																														
System on, XX=10+																														

**OPENING BID DESCRIPTIONS**

Opening	Artificial	Min	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		2		12-21HCP	2C: 10+ Fit C 2D/2H/2S:6D inv/45M inv/mix raise 3C: 6-9HCP,Fit C	1C-2C; 2D/H/S: stopper 2NT/3C: min, bal/unbal 3D/H/S: Short	
1D		4	3D	12-21HCP	2D: 10+ Fit D 2H/2S/3C:45M inv/mix raise/6C inv 3D: 6-9 Fit D	Similar C	
1H		5	3D	12-21 HCP, 5+card H	1NT forcing; 2/1 GF; 2S=Jacoby 2N/3C/3D=8-10 unbal /limited raise/ mix raise 3H=PRE 3S xfer 3N (void any suit)	1H-2H-new suit:short inv+ 1H-2H;2N:inv 1H-3S-3N-4C/D/H:C/D/S void	Drury 2C
1S		5	3D	12-21 HCP, 5+card S	1NT forcing ; 2/1 GF 2N=Jacoby 3C/3D/3H= 8-10 unbal /limited raise/ mix raise 3S=PRE 3N xfer 4C (void any suit)	similar to 1H 1S-3N-4C-4D/H/S:D/H/C void	
1N				15-17 balanced	2C: Stayman, 2D/2H/4D/4H: TR 2S:one or two minor (weak or strong) 3H/3S: H/S suit, slam try 4C:gerber	1N-2S-2N: D better, 1N-2S-3C: C better 1N-(X)-P: xfer xx ; -XX: xfer 2C ;else: system on 1N-(2any)-2N+:lebensohl. (1any)-1N-(2any)-X = neg	
2C	Yes	0		22+	2D:relay 2H/2S/3C/3D:7+HCP 5+card H/S/C/D 2NT:7+-10 HCP	2C-2D;2H-2S/2S-3C/3C-3D=second negative	
2D	Yes	0		Weak, 6D (sometimes 5 card)	2N:ask 2H/2S/3C:nat F1	2D-2N:ogust	
2H	Yes	5		Weak, 6H (sometimes 4 card)	2N:ask 2H/2S/3C:nat F1		
2S	Yes	5		Weak,6S (sometimes 4 card)	2N:ask 2H/2S/3C:nat F1		
2N		0		20-21 balanced	Romex Stayman, 3D/3H/3S/3N =Transfer	2N-3S;3N-4m:om st	
3C		6		Weak	New suit: forcing		
3D		6		Weak			
3H		6		Weak			
3S		6		Weak			
3N	Yes			Gambling			

**HIGH LEVEL BIDDING**

RKCB 1-4,0-3, 2-5,2-5 have Q Forcing pass Lightner double DEPO (Double Even, Pass Odd)	EKB:1-4,0-3,2,2
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