

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Sound at 2-level; up to about 16-17 HCP; Response New suit = NF ;
Jump New M suit = inv +; Response Jump raise = PRE, 1NT = 10+;
CUE = F1; Jump CUE = ask stopper
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP; System as over 1NT opening (2♣ ask 4M and 5m)
LEBENSOHL
4th LIVE: NAT, 15-18 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 – Suit: PRE; Vul. against non-vul. = Intermediate
2 – Suit: 2NT = 2 lowest suits
Reopening: 2NT = BAL(20-21); Jump O/C = 6+ good hand
DIRECT and JUMP CUE BIDS (Styles; Responses; Reopen)
MICHAELS CUE (Medium +) in DIRECT
(1m) – 2m: ♥ + ♠, (1M) – 2M: OM + m, 2NT asks m;
JUMP CUE: NAT/m in direct; else STOP ASK
VS. NT (vs. Strong / Weak; Reopen; PH) CAPP (4th DONT)
X : Penalty or enough tricks 4 th => X= :12+ t/f 2♣ (af DONT)
2♣ : 1 suit 2♣ : ♣ + 1 suit
2♦ : ♥ + ♠ 2♦ : ♦ + 1 suit
2♥ : ♥ + 1 m 2♥ : ♥
2♠ : ♠ + 1 m 2♠ : ♠
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
VS 2♥/2♠ OPENINGS: LEBENSOHL
VS STRONG ♣ OPENINGS:
DBL = t/o or ♦ suit
1♦ = ♥ suit or ♠ + ♣ 1♥ = ♠ suit or ♣ + ♦
1NT = ♣ + ♥ or ♦ + ♠ 2 suit (5-4)
1♠ = any hand
(1♠X) Rebid XX= ♣ + ♦, ♦ + ♥, ♥ + ♠ or ♠ + ♣ 2 suit (5-4)
(1♠X) Rebid 1NT= ♣ + ♥ or ♦ + ♠ 2 suit (5-4)
2♣ = ♦ suit or 2M
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4 th , 2 nd from weakness	same	
NT	4 th , 2 nd from weakness	same	
SubSeq	same vs suits; ATT vs NT		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax(+)	AKJT(+); asks UB or CT	
King	AK; KQx(+)	KQ(x+); KQJ(x); AKx; asks ATT	
Queen	QJ; QJ x(+)	QJx(+); KQT9(+); ask J	
Jack	JT (x+) JX	JTx(+); KJTx(+)	
10	T8x or (109x+)	T9; T9x; HT9x(+)	
X	9x or Qxx or KxxX	9 x	
Hi-x	Sx; xSxx(x+)	xSx	
Lo-x	HxS; HxxS; HxxSxx	xSxx; HxxS(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1st	ATT : Lo = ENC	Count : Hi/lo = Odd	ATT
2nd	Count : Hi/lo = Odd	S/P	Count
3rd	S/P (dummy short)		S/P
NT: 1st	As above		As above
2nd	S/P		
3rd			
Signals (including Trumps): First discard is O/E			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape;			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG DBL thru 3♥ (including opener's suit) and at 3-level			
1m – (1♥) – DBL: often 4+♠; 1m – (1♠) – DBL: often 4+♥, 8+ HCP;			
Repeat same suit NEG DBL = t/o			
Non-forcing Free-bid at 1-level and 2-level			

CATEGORY: Natural - **RED**



NCBO: Daspazzi EVENT :

PLAYERS: **陳文科 - 劉文齡**

SYSTEM SUMMARY 2018. 6.18
GENERAL APPROACH AND STYLE
5-card Majors in 1 st , 2 nd ; 1NT Openings: 15-17 HCP
Semi-forcing 1NT over 1♥/1♠
2♣ : 22+HCP or 8 1/2 tricks
2♦ : ♥ suit weak or strong hand
2♥ : ♠ suit weak or strong hand
2♠ : ♣ suit weak or strong hand
2-3-level openings are transfer to higher rank suit
2 over 1 Responses 2/1 = Almost G/F
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Gambling 3NT with less outside strength
2-3-level openings are transfer to higher rank suit
LEBENSOHL
2♣ - 2♦ : waiting bid
Open 1♣ may hide ♦ suit
1M – Jump shift (2nt/3♣/3♦) is re-Bergen raise
1♥—1♠ waiting bid
1♥—2♠ is Bergen raise 7-12 (have any singleton)
1♠—2NT is Bergen raise 7-12 (have any singleton)
1M—1NT: F1 (Pass hand: NF)
1M—2♣: just G/F (do not promise ♣)
1♣- 1♦ - 1NT-(2♣/2♥=t/f or 2 way)
1♣-1♥/♠ -1NT-(2♣/2♦=t/f or 2 way) XYZ
1♦-1♥-1♠-2♣(2♣=F1) XYZ
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	2	3♥	11-21 HCP; 12+ if BAL may hide ♦ suit 2 way - XYZ	1♣ - 1♦: Ask 4M, waiting bid . 2♣ = 10+ inv min; 3♣ = 6-9, 5+♣; 1♣ - 2♦ = GF 5+♣ 13+ 1♥/1♠ = 5+ cards, F1. 2♥/2♠ = weak suit 6- 1NT = 6-11-. 2NT = 11-12 INV; 3NT = 13-16	1♣-1♥/♠-1NT-2♣: 2♣= puppet 2♦(2way) inv+ 1♣-1♥/♠-1NT-2♦: 2♦= puppet 2♥(can pass 2♥) 1♣-1♥/♠-1NT-2n: 2n= puppet 3♣ (can pass 3♣)	System on 2♣ = 10+ inv min; 3♣ = 6-9, 2♦ = 6-9, 6+♦;
1♦		4	3♥	11-21 HCP; 12+ if BAL 4♦/5♣ or 4♣/4♦ MIN OK 2 way - XYZ	2♦ = 13+ GF 4+♦; 3♣ = 9-10, 6+♦; 3♦ = 6-9, 4+♦; 1NT = 6-10; 2NT = INV; 3NT = 13-16 1♥/1♠ = 4+ cards, F1. 2♥/2♠ = weak suit 6-	1♦-1♥/♠-1NT-2♣: 2♣= puppet 2♦(2way) inv+ 1♦-1♥/♠-1NT-2♦: 2♦= puppet 2♥(can pass 2♥) 1♦-1♥/♠-1NT-2n: 2n= puppet 3♣ (can pass 3♣)	System on 2♦ = 10+ inv 4+♦
1♥		5	3♥	11-21 HCP; 2 way - XYZ 4-cards in 3 rd /4 th possible 1♥-1NT-3♣=<=ASK GF	1♥-1♠: waiting bid(do not promise♠) ; Forcing 1NT (often); 2x = G/F; 2♣=95% G/F, waiting bid or suit Bergen raise 2♠=7-9(single), 2NT=10-12(single), 3♣=10-12, 3♦=7-9	1♥-1♠-1NT-2♣: 2♣= puppet 2♦(2way) 1♥-2♥-2NT; 2NT=> waiting bid. 2♠, 3♦, 3♥: Help suit	2♣ = F1, any hand
1♠		5	3♥	11-21 HCP; 2 way - XYZ 4-cards in 3 rd /4 th possible 1♠-1NT-3♣=<=ASK GF	Forcing 1NT (often); 2x = G/F; 2♣=95% G/F, waiting bid or suit Bergen raise 2NT=7-10(single), 3♦=11-13, 3♣=10-12, 3M=weak; RESPONSE 1NT rebid 2♣=2+, 2♦=4+	1♠-2♠-2NT: 2NT=> waiting bid. 3♣, 3♦, 3♥: Help suit 1♥-1♠-1NT-2♦: 2♦= puppet 2♥(can pass 2♥)	2♣ = F1, any hand
1NT				15-17 HCP May have 5M or 6m	2♣ puppet; 2♦/2♥/2♠: t/f 2♥/2♠/2NT; 2NT/3♣: t/f 3♣/3♦; 3♦=2M inv +; 2♣ puppet; 2♦=>3♥/3♠ Smolen m 3♥=Smolen 5♠+4♥, G/F; 3♠=5♥+4♠, G/F; 4♣ = Gerber 0-4.1.2.3.	1NT-2♠: t/f 2NT = ? 3♣/3♦ = inv; 3♥/3♠ = 0355 or 3055 G/F	System on
2♣	✓			ART, strong hand	2♦ = waiting bid (4-8) or ♥ suit 8+ ; 2♥ = 0-3; 2♠=♠ suit 8+ =>puppet 2NT = 9-12, BAL (forcing to 4NT) 2♣-2X-2NT=>4♠=1-3A inv+ 6NT; 4NT=0-2A inv 6NT; 5♣=2-4 A inv 7N	2♣-2♦-2♥; 2♥ (do not promise ♥)	System on
2♦	✓			♥ suit weak or strong hand 5♥+5♠ with 15+-19 HCP; 2♦-2♥- Rebid 3♥= inv 4♥	2NT = Game interest when face weak hand New suit forcing Open 2♦-2♥ Rebid 2♠= 5♥+5♠ in 15+-19 HCP	2♦-2♥-2NT: 2NT = strong hand 2♦-2♥-3♥: 3♥ = inv hand	
2♥	✓			♠ suit weak or strong hand Re jump =good hands 2♥-2♠ Rebid 3♠= inv	2NT = Game interest when face weak hand New suit forcing 3♣=ASK 3-card ♥, 3♥=6 cards	2♥-2♠-2NT: 2NT = strong hand 2♥-2♠-3♠: 3♠ = inv hand	
2♠	✓			♣ suit weak or strong hand	2NT = ASK 3-card ♥ or ♠, RESPONSE 3♣=YES, 3♦=NO. New suit forcing 3♥ and 3♠=6 cards	2♠-2NT-3♣-3♦: 3♦ = G/F, ask 3M Rebid 3♠ = 3 cd ♠, 3NT = 3 cd ♥	
2NT				20-21 HCP May have 5M or 6m	3♣ puppet; 3♠ = ask good m ; 4♣ = Gerber 4♠=1-3A inv+ 6NT; 4NT=0-2A inv 6NT; 5♣=2-4 A inv 7NT;	3♦ = at least one 4M, 3♥ = NO 4M , 3♠ = 5 cd ♠, 3NT = 5 cd ♥	
3♣/♦/♥	✓			Transfer to ♦/♥/♠	New suit forcing	3♦-3♥-4♥: 4♥ = 14+; 3♥-3♠-4♠: 4♠=14+	
3♠	✓			Transfer to 3NT	Gambling 3NT with less outside strength; 3NT=to play, 13+; 4♣ = P/C; 4♦ = F1 ; 4M = to play		
3NT	✓				Gambling 3NT with side K or QJT; 4♣ = P/C; 4♦ = F1 ; 4N = blackwood		
4♣/4♦				suit			
4♥/4♠				suit			

HIGH LEVEL BIDDING

SPL RAISES: double jump shift / suit opening, double jump 4th suit, One level above reverse,

Slam methods: RKCB-1403; DEPO

Gerber: 1NT/ 2NT opening