

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			CATEGORY: <u>Red</u>	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			NCBO: <u>Chinese Taipei</u>	
Normal style, promise 4+ suit, usually 5+ suit			Lead	In Partner's suit	EVENT: <u>All</u>	
1-level 8-15, 2-level 10-17		Suit	4 <sup>th</sup> ; MUD	4 <sup>th</sup> ; MUD	PLAYERS : <u>Yin- Shou CHEN &amp; Yin- Yu LIN</u>	
Reopen: 6-15, 4+ suit		NT	4 <sup>th</sup> ; MUD	4 <sup>th</sup> ; MUD		
		Subseq.	Low = encouraging			
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
15+~18 with good stoppers		Lead	Vs. Suit	Vs. NT	<b>GENERAL APPROACH AND STYLE</b>	
Response: systems on		Ace	AKx(+); Ax(+); AK	Ax; AKx(+)		
(1X)-P-(1Y)-1NT = 5-4 unbid suits if passed hand		King	AK; KQx(+); Kx; AKx(+)	KQTx(+); Kx; AKx(+)	Modified Bridge-World-Standard	
		Queen	QJx(+); Qx; QJ	QJx; QJT <sub>x</sub> (+); QJ9 <sub>x</sub> (+); KQT9(+); Q <sub>x</sub>	Flexible at point range and suit length	
		Jack	JTx(+); KJT <sub>x</sub> (+); J <sub>x</sub> ;	JTx(+); KJT <sub>x</sub> (+); J <sub>x</sub> ;	Like Natural 5533, 2/1, Forcing 1NT	
			QJ98x	QJ98x	1M promise 4 cards at 3 <sup>rd</sup> /4 <sup>th</sup> opening	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		10	Tx; T9 <sub>x</sub> (+); HT9(+);	Tx; T9 <sub>x</sub> (+); HT9(+);	IMR: 1m-2m F1	
2X = natural, preemptive		9	9 <sub>x</sub>	9 <sub>x</sub>	1NT Opening: 11(+)-14 value when non-vul.	
2NT = 5-5+ two lowest unbid suits, strong or weak		Hi-x	xSxx; xSx; Sx	xSxx; xSx; Sx	14(+)-17 value when Vul.	
Reopen: 10-15, good 6+ suit		Lo-x	HxxS(+); HxS	HxxS(+); HxS	2-over-1 Response: 1M-2m FG	
<b>SIGNALS IN ORDER OF PRIORITY</b>						
<b>DIRECT and JUMP CUE BIDS (Styles; Responses)</b>			Partner's Lead	Declarer's Lead	Discarding	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
Michaels cue-bid: (1m)-2m: 5-5+ both M's, strong or weak			Attitude	Count	LO=encourage	2♣ = 22+ value OR 8.5 winners
(1M)-2M: 5-5+ oM and m, strong or weak		Suit	Count	S/P	Count	3NT = Gambling
(1M)-3M & (2M)-3M & (2m)-3m: ask for stopper			S/P			Michaels cue-bid
(1m)-3m:nature (2M)-4m:5-5 oM and m GF			Attitude	Count	S/P (Lavinthal)	Unusual 2NT
<b>VS. NT (vs. Strong / Weak; Reopen; PH)</b>		NT	Count	S/P	Count	Two way check back
Modified Landy vs. weak no trump and strong no trump			S/P			transfer Lebensohl
X=13+/15+, 2♣ = 4-4+M, 2♦ = 6+M, 2♥/♠ = ♥/♠ and m suit, 2NT = 5-5+m, 3♣/♦ = nature		<b>Signals</b> (including Trumps): Upside-Down Count & Attitude				Modified Landy against NT
		Low = Encouraging				1♣-1♦/♥/♠ = 4+♥/♠/♦
<b>VS. ARTIFICIAL STRONG Club OPENING</b>						
DBL = 4-4+M, 1N = 5-4+ms		Reopen: 8+ value with support in unbid suits				<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		Lightner DBL against slams				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
XX = tend to PEN;		Maximal DBL				Maybe light in 3 <sup>rd</sup>
		Responsive DBL up to 3♣				

OPENING	TI CK IF AR TI FI CI AL	MI N. No Of CAR DS	NE G. DB L TH RU	Ying-Shou CHEN; Yin-Yu LIN			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	11-21	1♦/♥/♠ = 4+♥/♠/♦, F1; 1NT = 6-9; 2NT = 10-12 2♦ = 6+♦, inv.; 2♣ = 4+♣, inv.+; 3♣ = 5-9 value 2♥/♠ = weak; 3♦/♥/♠ = SPL		
1♦		3	4♥	11-21	1♥/♠ = 4+ suit, F1; 1NT = 6-9; 2NT = 10-12 2♣ = 4+♣ suit, FG 3♣ = 6+♣, inv.; 2♦ = 4+♦, inv.+; 3♦ = 5-9 value 3♥/♠/4♣ = SPL 2♥/♠ = weak		
1♥		5	4♦	11-21	1♠ = 4+♠, F1; 1NT = F1; 2♥ = 3+♥, 8-10 2♣/♦ = 3+♣/4+♦ suit, FG; 2♠ = weak; 2NT = Jacoby 3♣ = 4+♥, 9+-12; 3♦ = 4+♥, 6-9; 3♥ = 4+♥, 0-5; 3♠/4♣/4♦ = SPL 3NT = 3-♥ w/ honor, 12-15 any 4333	-2m: 3♥ = semi-solid 6+♥, 15-21; 3m = 4+m, 14+ -1S/1N : 2C = gazzilli 17+ or 3+C	1NT semi-forcing drury 3c=NAT
1♠		5	4♥	11-21	1NT = F1; 2♠ = 3+♠, 8-10 2♣/♦ = 3+♣/4+♦ suit, FG 2♥ = 5+♥ suit, FG; 3♥ = 6+♥, inv. 3♣ = 4+♣, 9+-12; 3♦ = 4+♣, 6-9; 3♠ = 4+♠, 0-5 4♣/4♦/4♥ = SPL 3NT = 3-♠ w/ honor, 12-15 any 4333	-2m: as above -1N: 2C=17+ any or 11-16 3+C	1NT semi-forcing drury 3c=NAT
1NT				14(+)-17 BAL (Vul.) 11(+)-14 BAL (non-val)	2♣ = Stayman; 2♦/♥ 4♦/♥ = Transfer 2♠ = 5-5+ms weak/FG or 6+m inv.; 4♠ = 5-5+m 2NT = puppet 3♣, sign off or (4441) 3♣ = puppet 3♦, sign off or (13)54 3♦ = 5-5M, FG; 3♥ = 3145; 3♠ = 1345 3NT = S/O; 4♣ = Gerber	-2♣: 2♥/♠ = 4-card suit -2♦/♥; 2♥/♠: 2NT = 5♥/♠, INV; 4♥/♠ = mild ST -2♠: 2NT = 3+♦; 3♣ = 3+♣ (3-3m bid better)	

				4♣/4NT = inv. w/ even/odd Ace(s)		
2♣	v		22+HCP, any hand or 12+HCP 8.5+winner	2♦ = 7+	-2X; 3NT(25-27 BAL): 4♦/4♥ = Transfer 4♥/4♠; 4♣/4NT/5NT = QUANT	
				2♥ = 0-6; 2♠/3m = 5+♠/m, 2+controls	-2X; 2NT(22-24 BAL): 3♦/3♥ = Transfer 3♥/3♠; 4♣/4NT/5NT = QUANT	
				2NT = 5+♥, 2+controls	3♣ = Stayman	
2♦	v		Weak two in ♥or♣	2NT = ask	-2NT: 3♣ = good ♥; 3♦ = good ♠; 3♥ = bad ♥; 3♠ = bad ♠	
2♥/♠		5	nval 5♥/♠ w/ 4+m val, 5♥/♠ w/ 5+m	2NT = Ask; New suit = NAT, F1	-2NT: 3♣/♦ = bad suit ♣/♦; 3♥/♠ = good suit ♣/♦	
2NT			20-21 BAL	3♣ = puppet stayman; 3♦/♥ 4♦/♥ = Transfer	-3♣: 3♦ = no 4M; 3♥ = 4+♥; 3♠ = 4+♠	
				3♠ = ask minor, ms or ♦ ST; 4♠ = 5-5+m		
				3NT = to play; 4♣/4NT = inv. w/ even/odd Ace(s)		
				5NT = QUANT		
3♣/♦		6	Usually 7 cards	New suit = NAT, F1	<b>HIGH LEVEL BIDDING</b>	
3♥/♠		6	Usually 7 cards	New suit = NAT, F1	RKCB1430, DEPO, EKB	
3NT	v		7+ solid m; Gambling	4♣/♦ = P/C; 4M = to play; 5♣/♦/6♣/♦ = P/C		