

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE		
8-17HCP; Maybe 4-card suit at 1-level;		Lead	In Partner's suit
RESP ; Cue=F1, INV+ ; Cue then new suit=FG ; New suit=NF;	Suit	0-1 4 th	0-1 4 th
Jump raise=PRE;	NT	0-1 4 th	0-1 4 th
Jump cue-bid=good 4(+) fit , INV. (mixed raise)	SubSeq	0-1 4 th	
	Others: 0-1 4 th		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	5-level : A= ATT , K= CT (NT same).		
2 nd : 15+-18HCP.	LEADS		
4 th : 11+-15 HCP, no stopper guarantee.	Lead	Vs. Suit	Vs. NT
Resp= the same as 1NT opening.	Ace	AKx(+); Ax	AK(+); Ax
4 th ;2NT=19-20HCP; DBL then 1NT/2NT=16-18/21-22 values	King	KQ(+); AK; Kx	AKJ10(+); KQ(+)
	Queen	QJ(+); Qx;	QJ(+); Qx; KQ109(+)
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	KJT(+); J10(+);Jx;	KJT(+); J10(+); Jx;
1-suit: weak;	10	K109(+); 109(+); 10x	K109(+); 109(+); 10x
2-suit: Unusual NT 2 lower unbid suit	S	xSxx(+); xSx; Sx	xSxx(+); xSx; Sx
BAL. position = 12-15, 6+card suit			
VUL Jump = 12-15, Inter-medium 6 or 7-card suit.			
DIRECT and JUMP CUE BIDS (Styles; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY		
Michael cue bid: 1m-2m=2Ms; 1M-2M=OM+m, 55+;		Partner's Lead	Declarer's Lead
(Weak or Strong)			Discarding
(2M)-4m = m+oM, 5-5 , good hand.	Suit	1 Reverse attitude	Reverse count
(1M/2M)-3M = asking stopper. (1m)-3m = asking stopper.		2 Reverse count	S/P
VS. Strong /Weak NT		3 S/P	
DBL=power or good lead; 2♣=any 1 suit; 2♦=2Ms;	NT	1 Reverse attitude	
2♥=♥+m 5-4+ ; 2♠=♠+m 5-4+; 2NT=M+m w/good hand;		2 Reverse count	Reverse count
3♣=2ms 5-5+; 3♦/♥/♠=PREE. (P.H.: DBL= both minors.)		3 S/P Lavinthal	
Reopen: 2♣=2Ms; 2♦=any 6+M, Inter-medium. 2♥/♠= natural.	Signals (including Trumps):		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	A for Count ; K for Attitude. Trump : hi-lo = ruffing intention		
LEB after (WK2x)-DBL-(P)-2NT; 1/2M-3M=stopper asking;			
Over WK 2M: 4♣=♣+OM, 55+; 4♦=♦+OM, 55+;			
	DOUBLES		
VS. ARTIFICIAL STRONG OPENINGS : 1♣	TAKEOUT DOUBLES (Style; Responses; Reopening)		
Dbl= 2Ms. 1♦/1♥/1♠/2♣= natural , 1NT = minors,	11+ with classic shape; Cue bid promise rebid;		
2♦/♥/♠ = natural weak, 3♣/♦/♥/♠ = 6+suit weak.	Reopening maybe lighter;		
VS precision 1♦:			
1♥/1♠/2♣/2♦=NAT, 1NT=15+~18- Balance Hand.	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
2♥= 2Ms, 5-5+ weak/strong.	T/O DBL thru 4♥.		
	Neg. DBL thru 3♠.		
OVER OPPONENTS' TAKEOUT DOUBLE	Resp. DBL thru 3♠.		
After 1M (X): 1 level suit is forcing / 2 level suit non-forcing	Sup. DBL thru 2♥.		
XX=show power , usually 10 HCP or more , B.H.	Lightener DBL;		
2N= INV+ 4M, 3M = PRE.	MAX. DBL.		
After 1m (X): 2N= PREE , 3m = INV value.	1m-(1H)-X= 4+S, F1 / 1S= Negative Dbl , S < 4.		

CATEGORY: Green

NCBO: Chinese Taipei

PLAYERS: Tzu-Liang Hsiao & Jui Wang

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5-5-4-2
1NT opening: 15-17, may 5-M or 6-m possible.
2 over 1 Response: Almost GF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = Weak ♠ or ♥
2♥ = Weak, 5+♥ 4+m
2♠ = Weak, 5+♠ 4+m
3NT= Gambling
R. Drury.
Lebensohl.
Bergen Raise
CAPP against 1NT.
4 th seat opening : 2D/2H/2S = 12-15 , 6+ good suit.
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 suit strength worse than J9xx. Or 4333 prefer play NT)
May not open 1M if suit worse than J9xxx (open 1C/D)
PSYCHICS: Rare.

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU				
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	3♠	12-21 May be very light in third	1♦/♥/♠=4+♦/♥/♠; 1NT=6-9HCP; 2♣=5+♣, GF; 2♦=5+♣, INV; 2♥/2♠=3-7HCP 2NT=11-12, Inv; 3♣=5+♣, PRE 3NT=13-15; 3X=SPL,12-15HCP, 5♣+;	1♣-1M-1NT-: 2♣= puppet to 2♦; 2♦=GF (See note 1) XYZ convention 1m (1NT) ? (See note 2)	1C-2C= 6-9, 5+C 1C-3C= 10-11, 5+C Jump new suit = fit showing
1♦		4	3♠	12-21 May be very light in third	2♣=5+♣, GF; 2♦=4+♦, GF; 2♥/♠= same 1♣ Others=the same as 1♣ open; 3♦=5+♦,PRE	1♦-1M-1NT-2♣=puppet to 2♦; 2♦=GF XYZ convention (See note 1)	1D-2D= 6-9, 4+D 1D-3D= 10-11, 4+D Jump new suit = fit showing
1♥		5	3♠	12-21 May be very light in third	1NT=F1R, 2/1=almost GF; 2♣/♦=3+♣/5+♦. 2♥=8-10; 2♠=3-7HCP, 6+suit, 3♣=7-9 HCP 4+♥; 3♦=4+♥, 10-12; 2NT=Jacoby, 4+♥, GF; 3♥=4+♥ 0-6; 3♠/4♣/4♦=12-15HCP, SPL 4♥=PRE 0-8HCP 5+♥;	1♥-2♣; 2X-2NT=13-15, BAL. 1♥-2NT; 3X= short suit / 4X=5+suit, S.I. 1M (1NT) ? (See note 3)	R Drury 2NT=4+♥ SPL w/a shortage 3♣/♦= Fit show
1♠		5	3♥	12-21 May be very light in third	the same as above; 3♥= PREE; 2♣/♦=2+♣/5+♦.	The same as above;	The same as above
1NT				15-17, BAL.	2♣=puppet stayman; 2♦/2♥=transfer ♥/♠; 4♣=Gerber 4♦/♥= Texas TRF. 2♠=(1)WK/INV/ST with ms (2) INV with Bal 2NT/3♣=Transfer to 3♣/3♦ 3♦=2Ms 5-5+, INV or better. 3♥=3154 or 3145; 3♠=1354 or 1345;	1NT-2♣-2♦(=no 5Ms): 2♥=4♠s/ 2♠=4♥s/ 2NT= INV/ 3NT= s/off / 3♣/3♦=5+♣/♦, GF. 3♥/3♠=5-♠+4♥/4-♠+5-♥, GF. 1NT-2♠-:2NT=min / 3♣/3♦=Max with good suit. 1NT (X/2C/2X) ? (See note 4) (1X) 1NT (P) ? (See note 5) (1X) 1NT (2X) ? (See note 6)	
2♣	*			Strong hand	2♦=GF; 2♥=0-3Hcp; 2♠/3♣/3♦=5+♠/6+♣/6+♦; 2NT=5+♥s	-2♦: 2♥=puppet to 2♠ then 2NT=25-27	
2♦	*			One 6 (5+) cards major suit, weak	2♥/2♠/3♥/3♠=P/C, 2N=ask, 3♣/3♦=NAT F, 3N/4♥/4♠=to play, 4♣=ask to Xfer 4♦=ask M	2♦-2N: 3♣=min ♥, 3♦=min ♠, 3♥=max ♠, 3♠= max ♥, 3NT=Max, (semi-)solid ♥ or ♠ suit	
2♥				5+♥ 4+m	2N=ask minor, 3♣=P/C, 3♦=M inv, 3♥=PRE	2M-2N: 3♣= min ♠, 3♦=min ♦, 3♥= max 5+♣, 3♠= max 5+♦	
2♠				5+♠ 4+m	2N=ask minor, 3♣=P/C, 3♦=M inv, 3♠=PRE	-- ditto --	
2NT				20-21HCP	3♣=puppet stayman; 3♦/♥/4♦/♥=TRF to ♥/♠; 3♠= minor asking 4♣= Gerber (0-4/1/2/3)	2NT-3S; 3NT= none / 4♣=4+♣ / 4♦=4+♦ / 4♥= 2344 / 4♠=3244	
3♣/♦		6		Preemptive	New Suit = suit, F; 3NT=to play. JNS=CAB, 4NT= RKCB	Gerber; DOP1; DEPO; ROP1	
3NT	*			one solid 7+ minor suit	4♣/♦/5♣=P/C; 4♥/♠= to play	RKCB=0-3 / 1-4 / 5NT=void + odd keycard; 6X=X' void + even keycard	
4♣/♦		7		PREE	4♥/♠= to play, 4NT= RKCB	GSF; 1M-(4X)-4N= RKCB, 1m-(4S)-4N= any 2 suits	
4♥/♠		7		PREE	4NT=RKCB, New suit=CAB	SPL; (4S)-4N= any 2 suits	
4NT	*			6-5+ minors, 3~4 losers.	5♣/♦/6♣/♦= to play; 5♥= asking losers.		
5♣/♦		8		PRE; rule 2&3	New suit=CAB; 5NT=GSF (6♣=1 loser 6♦=no trump loser)		

Supplementary Note :

1. a. 1m-1M; 1NT- 2C = XYZ, puppet 2D, either play 2D or start GI.

2D = XYZ, FG relay.

2M = to play

2oM = 4+, NF. (GF if reversed)

2NT = transfer 3C.

3C/D = 5-5+, slam try.

3M = 6+ solid suit, slam try.

4C/D/oM = self-splinter, 6+ good suit, slam try.

3NT/4M = S/off.

b. 1m-1H; 1S – 3H = 6+H solid suit, slam try.

3S = 4+S, GF, slam try.

2. 1m (1NT) ? X = penalty.

2m = simple raise.

2om = 2Ms

2H/S = 5+H/S, NF.

2NT = 5-5+ any two suiters, FG.

3C/D/H/S = preemptive.

3. 1M (1NT) ? X = penalty.

2M = simple raise.

2N.S. = 5+ suit, NF.

2NT = 4+M with GI value.

3C/D/H/S = preemptive.

4. a. 1NT (X=penalty) ? **XX = transfer to 2C, then pass/2D/H/S= 5+C/D/H/S.**
2C = C + X, 4-4+
2D = D + X, 4-4+
2H = H + S, 4-4+
- b. 1NT (X= not penalty) ? **XX = 8+ HCP**
others = system on.
- c. 1NT (2C*) ? **X = Stayman.**
2D/H = transfer to 2H/S.
2S = Inv. with balanced hand or both minors WK/STR.
2NT = Lebensohl, transfer 3C.
3C/D/H = transfer 3D/H/S with Inv. value.
3S/4C = both minors / majors, GF.
- d. 1NT (2X) ? **X/2Y = transfer to next suit.**
2S = Inv. with balanced hand or both minors WK/STR.
2NT = Lebensohl, transfer 3C.
3C/D/H = transfer 3D/H/S with Inv. value, transfer to X shows 4-4-4-1 with short X, FG.
3S/4C = both minors / majors, GF.
5. (1X) 1NT (P) ? **2C/D/H/S = system on.**
2NT = Lebensohl, transfer 3C (5/6+C/D, WK).
3C/D = 6+suit with Inv. value.
6. (1X) 1NT (2X) ? **Dble/2Y = transfer to next suit.**
2S = Inv. with balanced hand or both minors WK/STR.
2NT = Lebensohl, transfer 3C.
3C/D/H = transfer 3D/H/S with Inv. value, transfer to X shows 4-4-4-1 with short X, FG.