

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Normal style, promise 4+ suit, usually 5+ suit
1-level 6-15- , 2-level 9+
Reopen: 6-15, 4+ suit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
14+~18 with good stoppers
Response: systems on
JUMP OVERCALLS (Style; Responses; Unusual NT)
2X = natural, preemptive
2NT = 5-4+ two lowest unbid suits, 8+ value
Reopen: 10-15, good 6+ suit
DIRECT and JUMP CUE BIDS (Styles; Responses) Reopen)
Michaels cue-bid: (1m)-2m: 5-5+ both M's, 10+ value (1M)-2M: 5-5+ oM and m, 10+ value
(1M)-3M & (2M)-3M: ask for stopper
(1m)-3m:nature
VS. NT (vs. Strong / Weak; Reopen; PH)
CAPP vs. weak no trump and strong no trump
X=13+/15+, 2♣ = one suit, 2♦ = 54+M, 2♥/♠ = ♥/♠ and m suit, 2NT = 5-5+m, 3♠/♦ = nature
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL = T/O up to 4♥
(4♠)-X: PEN; (4♠)-4NT: T/O
VS. ARTIFICIAL STRONG OPENINGS
Nature
Vs 1C 16+ , X=2M 44+ , 1N=2m 44+
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 11+ usually penalty

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4 th ; MUD	4 th ; MUD	
NT	4 th ; MUD	4 th ; MUD	
Subseq.	Low = encouraging		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax; AK(+);	Ax; AK(+);	
King	KQ(+); Kx; AKJT(+)	KQ(+); Kx; AKJT(+)	
Queen	QJx(+); Qx; KQT9(+);	QJx(+); Qx; KQT9(+); AQJx(+)	
Jack	JTx(+);KJTx(+); Jx	JTx(+);KJTx(+); Jx	
10	Tx;T9x(+);HT9(+);	Tx;T9x(+);HT9(+);	
9	9x	9x	
Hi-x	xSxx; xSx; Sx	xSxx; xSx; Sx	
Lo-x	HxxS(+); HxS	HxxS(+); HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	Attitude	Count	O/E
	Count	S/P	
	S/P		
NT	as above	as above	as above
Signals (including Trumps): Upside-Down Count & Attitude			
Low = Encouraging			
Low-High = Even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11 / 8 (passed hand) + value with support in unbid suits OR 16+ value strong			
Response: direct cue = F1, promises rebid			
Reopen: 8+ value with support in unbid suits			
SPECIAL, ARTIFICIAL AND COMPETITIVE			
Negative DBL up to 4♥			
Support DBL/REDBL up to 3♥			

CATEGORY: <u>Green</u>
NCBO : <u>Taiwan</u> EVENT : _____
PLAYERS : <u>Jill Lin , Chia-fan Chiang</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Modified Bridge-World-Standard
Flexible at point range and suit length
Like Natural 5542, 2/1, Forcing 1NT
1M promise 4 cards at 3 rd /4 th opening
1NT 15-17 value
2-over-1 Response: 1M-2m FG except 1M-2m; 2M-3m
IMR: 1m-2m F1
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = 22+ value OR 8.5 winners
3NT = Gambling
Michaels cue-bid
Unusual 2NT
2-way check back
Lebensohl
Capp against NT
Modified Bergen Raise
SPL
Non forcing bid at 2-level overccall
Oqust
4 th suit Forcing
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	11-21	1♦/♥/♠ = 4+ suit, F1; 1NT = 6-9 ; 2NT = 10-12 2♦ = to play; 2♣ = 4+♣ forcing ; 3♣ = PRE 3♦/♥/♠ = SPL 2♥/♠ = to play	-1X: 1NT = 12-14, BAL ; 2NT = 18-19 BAL; 3NT = solid ♣ suit; 2♣ = 5+♣, 12-15; 3♣ = 6+♣, 16-18 -2♣: 2X = 3+ suit, FG; 3X = SPL; 3♣ = weak; 2NT = 18-19 BAL; 3NT = 15-17 BAL -2♣: 2NT/3♣ = weak; 3NT = 18-19 usually BAL	
1♦		4	4♥	11-21	1♥/♠ = 4+ suit, F1; 1NT = 6-9 ; 2NT = 10-12 2♣ = 4+♣ suit, FG unless rebid 3♣ = inv; 2♦ = 4+♦; 3♦ = PRE 3♥/♠/4♣ = SPL 2♥/♠ = to play	-1M: Same as above -2♣: 2♦ = waiting; 2♥/♠ = 4+ suit; 2NT = 18-19, BAL; 3♣ = 4+♣, 15+; 3♦ = 6+♦, 15-21; 3♥/♠ = SPL; 3NT = 12-14, BAL -2♦: 2M/3♣ = 3+ suit, FG; 3M = SPL; 3♦ = weak; 2NT = 18-19 BAL; 3NT = 15-17 BAL -2♦: 2NT/3♦ = weak; 3NT = 18-19 usually BAL	
1♥		5	4♥	11-21	1♠ = 4+♠, F1; 1NT = F1; 2♥ = 3+♥, 8-10 2♣/♦ = 2+♣/3+♦ suit, FG unless rebid 2NT = Jacoby 3♣ = 4+♥, 9-11; 3♦ = 4+♥, 6-8; 3♥ = PRE 3♠/4♣/4♦ = SPL 2♠ = to play	-1NT: 2♣ = 2+♣; 2♦ = 3+♦; 2♠ = 4+♠, 16-21; 2NT = 18-19, BAL; 2♥ = 6+♥, 12-15; 3♥ = 6+♥, 16-18; 3♣/♦ = 3+ suit 19-21; 3NT = solid ♥ suit; 3♠/4♣/4♦ = SPL -2♣: 2♥ = waiting; 2X = 4+ suit; 2NT = 12-14, BAL OR 18-19, BAL; 3♥ = 6+♥, 15-21; 3♣ = 4+♣, 15-21; 3♦/♠ = fit ♣, SPL; 3NT = 15-17, BAL -2♦: 2♥ = waiting; 2X = 4+ suit; 2NT = 12-14, BAL OR 18-19, BAL; 3♥ = 6+♥, 15-21; 3♠/♦ = 4+ suit, 15-21; 4♣/3♠ = fit ♦, SPL; 3NT = 15-17, BAL	1NT semi-forcing
1♠		5	4♥	11-21	1NT = F1; 2♠ = 3+♠, 8-10 2♣/♦ = 2+♣/3+♦ suit, FG unless rebid 2♥ = 5+♥ suit, FG 2NT = Jacoby 3♣ = 4+♠, 9-11; 3♦ = 4+♠, 6-8; 3♠ = PRE 4♣/4♦ = SPL; 3♥ = to play	-1NT: 2♣/♦ = 3+ suit; 2♥ = 4+♥; 2NT = 18-19, BAL; 2♠ = 6+♠, 12-15; 3♠ = 6+♠, 16-18; 3♣/♦ = 3+ suit 19-21; 3♥ = 4+♥ 19-21; 3NT = solid ♠ suit; 4♣/4♦/4♥ = SPL -2♣/♦: Same as above -2♥: 2♠ = waiting; 2NT = 12-14, BAL OR 18-19, BAL; 3♠ = 6+♠, 15+; 3♣/♦ = 4+ suit, 15+; 4♣/♦ = fit ♥, SPL; 3NT = 15-17, BAL	1NT semi-forcing
1NT				14+-17 BAL	2♣ = Stayman; 2♦/♥ 4♦/♥ = Transfer 2♠ = 5-4+m ST OR 5-5+m/6+m weak; 4♠ = 5-5+m 2NT = INV; 3m = suit, INV 3NT = S/O; 4NT/5NT = QUANT	-2♣: 2♥/♠ = 4-card suit -2♦/♥; 2♥/♠: 2NT = 5♥/♠, INV; 4♥/♠ = mild ST -2♠: 2NT = 3+♦; 3♣ = 3+♣ -4♠: 4NT = 3+♦; 5♣ = 3+♣ -2♠: 2NT/3♣: 3♥/3♠/3NT = 5♣4♦+/5♦4♣+/5♦5♣+ ST -4♣: 4♦/4♥/4♠/4NT = 0 OR 4/1/2/3 Ace	
2♣	v			22+, any hand or strong suit	2♦ = 3+ FG ; 2♥ = 0-3 bad hand 2♠/3m = 5+ suit, 8+ 2NT = 8-10	-2X: 3NT(25-27 BAL): 4♦/4♥ = Transfer 4♥/4♠; 4NT/5NT = QUANT -2X: 2NT(22-24 BAL): 3♦/3♥ = Transfer 3♥/3♠; 4NT/5NT = QUANT 3♣ = Stayman:	
2♦	v			Weak major usually 6+	2♥/♠ to play 2NT = ask	2NT : 3♣/♦ = good ♥/♠ , 3♥/♠ = bad ♥/♠	
2♥/♠		5		Weak ♥/♠ and minors, 54+	2NT = ask m ; 3♣/♦ = p/c	-2NT : 3♥/♠ = good hand ♣/♦	
2NT				20-21 BAL	3♣ = Stayman; 3♦/♥ 4♦/♥ = Transfer 3♠ = 5-5+m OR 6+m ST; 4♠ = 5-5+m 3NT = S/O; 4NT/5NT = QUANT	-3♣: 3♥ = 4♥; 3♠ = 4♠; 3NT = 4-4M; 3♦ = none of above -3♦/♥; 3♥/♠: 3NT = 5♥/♠, FG; 4♥/♠ = mild ST -3♠: 3NT = 3+♦; 4♣ = 3+♣ -4♠: 4NT = 3+♦; 5♣ = 3+♣	
3♣/♦		6		Usually 7 cards	New suit = NAT, F1	HIGH LEVEL BIDDING	
3♥/♠		6		Usually 7 cards	New suit = NAT, F1	RKCB1430, DEPO	
3NT	v			7+ solid m; Gambling	4♣/♦ = P/C; 4M = to play; 5/6♠/♦ = P/C		