

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SINGALS	Category 5542,2/1																												
OVERCALLS(Style; Responses, 1/2 Level; Reopening)	OPENING LEADS STYLE	NCBO CHINESE TAIPEI																												
Overcall:6-18HCP 5+card overcall one level may be 4 card Resp: Cue = F1; new suit = forcing 1NT = 8-11 with stopper	<table border="1"> <tr> <td></td> <td>Lead</td> <td>In Partner's Suit</td> </tr> <tr> <td>Suit</td> <td>014th xXxx(+)</td> <td>Lo=encourage of cards</td> </tr> <tr> <td>NT</td> <td>Same as above</td> <td>Same as above</td> </tr> </table>		Lead	In Partner's Suit	Suit	014 th xXxx(+)	Lo=encourage of cards	NT	Same as above	Same as above	Event																			
	Lead	In Partner's Suit																												
Suit	014 th xXxx(+)	Lo=encourage of cards																												
NT	Same as above	Same as above																												
Reopen: 8-15, 4+ suit	Subseq.	Players Y. A. HUANG & H. F. CHANG																												
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Other:	SYSTEM SUMMARY																												
overcall 1NT:15-18	LEADS	GENERAL APPROACH AND STYLE																												
Resp: same as our 1NT opening	<table border="1"> <tr> <td>Lead</td> <td>Vs. Suit</td> <td>Vs. NT</td> </tr> <tr> <td>Ace</td> <td>AK(+); Ax(+); AQJ(+)</td> <td>AK(+); A(+)</td> </tr> <tr> <td>King</td> <td>AK; KQx(+); Kx</td> <td>KQ(+);Kx</td> </tr> <tr> <td>Queen</td> <td>QJ(+); AQJ(+);Qx</td> <td>KQT9(+);Qx</td> </tr> <tr> <td>Jack</td> <td>J10(+); AJ10(+); KJ10(+)</td> <td>(A/K)QJ(+);HJ10(+); Jx;JT(+)</td> </tr> <tr> <td>10</td> <td>A109(+); K109(+); Q109(+); Tx</td> <td>A109(+); K109(+); Q109(+); Tx</td> </tr> <tr> <td>9</td> <td>T9x+ 9x</td> <td>T9x+ 9x</td> </tr> <tr> <td>Hi-x</td> <td>xXxx(+) MUD</td> <td>xXxx(+) MUD</td> </tr> <tr> <td>Lo-x</td> <td>xXxx(+) MUD</td> <td>xXxx(+) MUD</td> </tr> </table>	Lead	Vs. Suit	Vs. NT	Ace	AK(+); Ax(+); AQJ(+)	AK(+); A(+)	King	AK; KQx(+); Kx	KQ(+);Kx	Queen	QJ(+); AQJ(+);Qx	KQT9(+);Qx	Jack	J10(+); AJ10(+); KJ10(+)	(A/K)QJ(+);HJ10(+); Jx;JT(+)	10	A109(+); K109(+); Q109(+); Tx	A109(+); K109(+); Q109(+); Tx	9	T9x+ 9x	T9x+ 9x	Hi-x	xXxx(+) MUD	xXxx(+) MUD	Lo-x	xXxx(+) MUD	xXxx(+) MUD	5542,2/1	
Lead	Vs. Suit	Vs. NT																												
Ace	AK(+); Ax(+); AQJ(+)	AK(+); A(+)																												
King	AK; KQx(+); Kx	KQ(+);Kx																												
Queen	QJ(+); AQJ(+);Qx	KQT9(+);Qx																												
Jack	J10(+); AJ10(+); KJ10(+)	(A/K)QJ(+);HJ10(+); Jx;JT(+)																												
10	A109(+); K109(+); Q109(+); Tx	A109(+); K109(+); Q109(+); Tx																												
9	T9x+ 9x	T9x+ 9x																												
Hi-x	xXxx(+) MUD	xXxx(+) MUD																												
Lo-x	xXxx(+) MUD	xXxx(+) MUD																												
systems on (1X)-P-(1Y)-1N:5-5 unbid suits if passed hand	SINGALS IN ORDER OF PRIORITY	2D = 6+M,weak																												
JUMP OVERCALLS(Style; Responses, Unusual NT)	<table border="1"> <tr> <td></td> <td>Partner's lead</td> <td>Declarer's lead</td> <td>Discarding</td> </tr> <tr> <td>Suit: 1st</td> <td>Lo=encourage Or even</td> <td>Hi=odd</td> <td>O/E</td> </tr> <tr> <td>2nd</td> <td>Hi=odd</td> <td></td> <td>Hi=odd</td> </tr> <tr> <td>3rd</td> <td></td> <td></td> <td></td> </tr> <tr> <td>NT: 1st</td> <td>Lo=encourage Or even</td> <td>Hi=odd Re-smith echo</td> <td>O/E</td> </tr> <tr> <td>2nd</td> <td>Hi=odd</td> <td></td> <td>Hi=odd</td> </tr> <tr> <td>3rd</td> <td></td> <td></td> <td></td> </tr> </table>		Partner's lead	Declarer's lead	Discarding	Suit: 1st	Lo=encourage Or even	Hi=odd	O/E	2nd	Hi=odd		Hi=odd	3rd				NT: 1st	Lo=encourage Or even	Hi=odd Re-smith echo	O/E	2nd	Hi=odd		Hi=odd	3rd				2H/2S = 5-4+ H/S and m,weak
	Partner's lead	Declarer's lead	Discarding																											
Suit: 1st	Lo=encourage Or even	Hi=odd	O/E																											
2nd	Hi=odd		Hi=odd																											
3rd																														
NT: 1st	Lo=encourage Or even	Hi=odd Re-smith echo	O/E																											
2nd	Hi=odd		Hi=odd																											
3rd																														
1-suit: weak	Signals(including trumps) :	Major: 5cM, Jacoby, 1N force, Bergen raise 2/1																												
UnusualNT: 5-5+ two lowest unbid suits, wk/str	DOUBLES	1NT Openings: 15-17 (Lebensohl after OPP overcall)																												
Reopen:	TAKEOUT DOUBLES(Style; Responses; Reopening)	2 OVER 1 Response: game forcing																												
	Take out X to 4H																													
	Resp: Cue GF; jump strong but non-F																													
DIRECT and JUMP CUE Bid(Style; Responses, Reopen)	Special, Artificial and Competitive Doubles/Redoubles)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE																												
Michaels cue-bid: (1m)-2D = 5-5+ both M's, wk/str	Lightner X,	4th suit GF																												
(1M)-2M = 5-5+ oM and m, 6+ value , 2NT asks m;	Negative X to 3D	Two-way puppet checkback																												
(1M)-3M =western cue-bid; (1m)-3m =to play	3-card Support X/XX	Lebensohl																												
VS. NT(vs. Strong/Weak; Reopening; PH)	INV X (Max X)	Drury 2C																												
Landy:	XX to show first control	Michaels																												
X = penalty		Unusual 2N																												
2C = 2M		SPECIAL FORCING PASS SEQUENCES																												
2D = 5+M		high level bidding have forcing pass																												
2H = H+m		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE																												
2S = S+m																														
2N = 2m		Psychics:																												
VS. PREEMPTS(Double; Cue-bids; Jumps; NT bids)		1D/H/S-1X may be psychic																												
2NT:15-18 nature, then Stayman & Transfer																														
2NT-X(Opp)- ? same as 1N-X(opp)- ?																														
VS. ARTIFICIAL STRONG OPENINGS																														
overcall strong 1C may very light																														
(1C)-2C = nat , X= ♥+♠,1NT= ♣+♦																														
OVER OPPONENTS' TAKEOUT DOUBLE																														
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 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 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= Bergen 9-11/6-8 bal/6-8 unbal 3H=Preem 3S xfer 3N (void any suit)	1H-2H-new suit:short inv+ 1H-2H;2S:Transfer to 2NT then 3C/D/H:C/D/S suit 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=Bergen 9-11/6-8 bal/6-8 unbal 3S=preem 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:penalty)-P: xfer xx ; -X: xfer 2C ; -2C: xfer 2D ; -2D: xfer 2H ; -2H: xfer 2S 1N-(2any)-2N:Lebensohl	
2C	Yes	0		22+	2D:relay 2H/S:7+HCP 5+card H/S 2NT:7+-10 HCP 3C/D: 7+HCP 5+card C/D	2C-2D 2H-2S/2S-3C/3C-3D=second negtive	
2D	Yes	0		Weak, 6+M (sometimes 5 card)	2N:ask 2H/2S/3H/3S:P/C 3C/3D:6+C/D,F	2D-2N;3C:weak H min 3D:weak S min 3H:weak S max 3S:weak H max	
2H	Yes	5		Weak, 5-5 H+m (sometimes 4 card)	2N:ask 3C:P/C 3D:6+D F 3H:PRE	2H-2N;3C:H+C min 3D:H+D min 3H:H+C max 3S:H+D max	
2S	Yes	5		Weak, 5-5 S+m (sometimes 4 card)	2N:ask 3C:P/C 3D:6+D F 3S:PRE	2H-2N;3C:S+C min 3D:S+D min 3H:S+C max 3S:S+D max	
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
---	-----------------