

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b> 8-17HCP; Maybe 4-card suit at 1-level;	<b>OPENING LEADS STYLE</b>			
RESP ; Cue=F1, INV+ ; Cue then new suit=FG ; New suit=NF;		Lead	In Partner's suit	
Jump raise=PRE;	Suit	0-1, 4 <sup>th</sup>	0-1, 4 <sup>th</sup>	
Jump cue-bid=good 4(+) fit , INV. (mixed raise)	NT	0-1, 4 <sup>th</sup>	0-1, 4 <sup>th</sup> , low from 3+card.	
	SubSeq	0-1 4 <sup>th</sup>		
	Others: 0-1 4 <sup>th</sup>			
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> 2 <sup>nd</sup> : 15+-18HCP. 4 <sup>th</sup> : 11+-15 HCP, no stopper guarantee. Resp= the same as 1NT opening. 4 <sup>th</sup> ;2NT=19-20HCP; DBL then 1NT/2NT=16-18/21-22 values	5-level : A= ATT , K= CT (NT same).			
	<b>LEADSXXX</b>			
	Lead	Vs. Suit	Vs. NT	
	Ace	AKx(+); Ax	AK(+); Ax	
	King	KQ(+); AK; Kx	AKJ10(+); KQ(+)	
	Queen	QJ(+); Qx;	QJ(+); Qx; KQ109(+)	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> 1-suit: weak; 2-suit: Unusual NT 2 lower unbid suit BAL. position = 12-15, 6+card suit VUL Jump = 12-15, Inter-medium 6 or 7-card suit.	Jack	KJT(+); J10(+);Jx;	J10(+); AQJ(+); Jx	
	10	K109(+);109(+);10x	109(+); AJ10(+); KJ10(+);10x	
	9	9(+); 9(x),H98x	9(x); H109(+),H98x	
	S	Sx	xSxx(+); Sxx, Sx	
<b>DIRECT and JUMP CUE BIDS (Styles; Responses; Reopen)</b> Michael cue bid: 1m-2m=2Ms; 1M-2M=OM+m, 55+; (PREE or STR) (2M)-4m = m+oM, 5-5 , good hand. (1M/2M)-3M = asking stopper. (1m)-3m = asking stopper.	<b>SIGNALS IN ORDER OF PRIORITY</b>			
		Partner's Lead	Declare's Lead	Discarding
<b>VS. Strong /Weak NT</b> DBL=power or good lead; 2♣=any 1 suit; 2♦=2Ms; 2♥=♥+m 5-4+ ; 2♠=♠+m 5-4+; 2NT=M+m w/good hand;				
	1	Reverse attitude	Reverse count	Reverse attitude
	Suit 2	Reverse count	S/P	U/D CT
	3	S/P		
	1	Reverse attitude	U/D CT	lav
	NT 2	Reverse count	Reverse count	U/D CT
	3	S/P Lavinthal		

**CATEGORY: Green**

**NCBO : Chinese Taipei EVENT : Any**

**PLAYERS : ALL**

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**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♦= 1Major WK , ♠ or ♥ ,

2♥= WK , ♥+m

2♠= WK , ♠+m

3NT= Gambling

R. Drury.

Lebensohl.

3♣=2ms 5-5+; 3♦/♥/♠=PREE. (P.H.: DBL= both minors.)	<b>Signals</b> (including Trumps):	Bergen Raise
<b>Reopen:</b> 2♣=2Ms; 2♦=any 6+M, Inter-medium. 2♥/♠= natural.	A for Count ; K for Attitude. Trump : hi-lo = ruffing intention	CAPP against 1NT.
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		4 <sup>th</sup> seat opening : 2D/2H/2S = 12-15 , 6+ good suit.
LEB after (WK2x)-DBL-(P)-2NT; 1/2M-3M=stopper asking;	<b>DOUBLES</b>	
Over WK 2M: 4♣=♣+OM, 55+; 4♦=♦+OM, 55+;		
<b>VS. ARTIFICIAL STRONG OPENINGS : 1♣</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>	
	11+ with classic shape; Cue bid promise rebid;	
Dbl= 2Ms. 1♦/1♥/1♠/2♣= natural , 1NT = 2ms ; 2♦/♥/♠ = natural,	Reopening maybe lighter;	<b>SPECIAL FORCING PASS SEQUENCES</b>
wk , 3♣/♦/♥/3♠ = 6+suit, wk.		
<b>VS precision 1♦:</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>	
<b>1♥/♠/2♣/2♦=NAT ; 1NT=15+~18-, BH.</b>	T/O DBL thru 4♥.	<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>2♥= 2Ms, 5-5+, WK/STR.</b>	Neg. DBL thru 3♠.	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	Resp. DBL thru 3♠.	Probably light opening at 3 <sup>rd</sup> position
After 1M (X): 1 level suit is forcing / 2 level suit non-forcing	Sup. DBL thru 2♥.	May not response 4 card Major after Stayman ( look as 3 cards if
XX=show power , usually 10 HCP or more , B.H.	Lightener DBL;	suit strength worst than J9xx. Or 4333 prefer play NT )
2N= INV+ 4M , 3M = PREE.	MAX. DBL.	May not open 1M if suit worse than J9xxx (open 1C/D instead)
After 1m (X) : 2N= PREE , 3m = INV value.	1m-(1H)-X= 4+S , F1 / 1S= Negative Dbl , S < 4.	<b>PSYCHICS:</b> Rare.

OPENING	TICKET OFFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	Well Done open team			
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	3♠	12-21	1♦/♥/♠=4+♦/♥/♠; 1NT=6-9HCP; 2♣=5+♣, GF;	1♣-1M-1NT: 2♣= puppet to 2♦ ; 2♦=GF (See note 1)	1C-2C= 6-9 , 5+C 1C-3C= 10-11 , 5+C
				May be very light in third	2♦=5+♣, INV; 2♥/2♠=3-7HCP		Jump new suit = fit showing
					2NT=11-12, Inv ; 3♣=5+♣, PRE	1m (1NT) ? (See note 1)	
					3NT=13-15; 3X=SPL,12-15HCP, 5♣+;		
1♦		4	3♠	12-21	2♣=5+♣, GF;2♦=4+♦,GF; 2♥/♠= same 1♣	1♦-1M-1NT-2♣=puppet to 2♦ ; 2♦=GF	1D-2D= 6-9 , 4+D
				May be very light in third	Others=the same as 1♣ open;		1D-3D= 10-11 , 4+D
					3♦=5+♦,PRE		Jump new suit = fit showing
1♥		5	3♠	12-21	1NT=F1R, 2/1=almost GF; 2♣/♦=3+♣/5+♦.	1♥-2♣; 2X-2NT=13-15, BAL.	R Drury
				May be very light in third	2♥=8-10;2♠=3-7HCP, 6+suit,3♣=7-9 HCP 4+♥;3♦=4+♥,10-12;		2NT=4+♥ SPL w/a shortage 3♣/♦= Fit show
					2NT=Jacoby, 4+♥, GF; 3♥=4+♥ 0-6; 3♠/4♣/ 4♦=12-15HCP,SPL	1♥-2NT; 3X= short suit / 4X=5+suit, S.I.	
					4♥=PRE 0-8HCP 5+♥;	1M (1NT) ? (See note 2)	
1♠		5	3♥	12-21	the same as above; 3♥= PREE;	The same as above;	The same as above;
				May be very light in third	2♣/♦=2+♣/5+♦.		
1NT				15-17,BAL.	2♣=puppet stayman; 2♦/2♥=transfer ♥/♠; 4♣=Gerber 4♦/♥= Texas TRF.	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.	

				2♠=(1)WK/INV/ST with ms (2) INV with Bal	1NT-2♠-:2NT=min / 3♣/3♦=Max with good suit.
				2NT/3♣=Transfer to 3♣/3♦	1NT (X/2C/2X) ? (See note 3)
				3♦=2Ms 5-5+, INV or better.	(1X) 1NT (P) ? (See note 4)
				3♥=3154 or 3145;	(1X) 1NT (2X) ? (See note 5)
				3♠=1354 or 1345;	
2♣	*	0	Strong hand	2♦=GF; 2♥=0-3Hcp;	-2♦: 2♥=puppet to 2♠ then 2NT=25-27
				2♠/3♣/3♦=5+♠/6+♣/6+♦; 2NT=5+♥s	
2♦	*	0	WK M	2♥/2♠/3♥/3♠/4♥=P/C, 2N=ask, 3♣=M inv3♦=oM GF, 3N/4♠=to play, 4♣=ask to Xfer 4♦=ask M	2♦-2N; 3♣=min,3♦/♥=bad♥/♠, 3♠/N=Good♥/♠
2♥		5	♥+m (vul promise 55+)	2N=ask minor, GF 3♣=P/C, 3♦=M inv, 3M=preemptive, 3oM=oM suit inv NF	2M-2N, 3♣-3M/4♣/♦=M/♣/♦ST;3♦=♦inv, 2M-2N, 3♦-4♣=♣ST, 3M=M ST,
2♠		5	♠+m (vul promise 55+)	2N=ask minor, GF 3♣=P/C, 3♦=M inv, 3M=preemptive, 3oM=oM suit inv NF	2M-2N, 3♣-3M/4♣/♦=M/♣/♦ST;3♦=♦inv, 2M-2N, 3♦-4♣=♣ST, 3M=M ST,
2NT			20-21HCP	3♣=puppet stayman;3♦/♥/4♦/♥=TRF to ♥/♠;	2NT-3S ; 3NT= none / 4♣=4+♣ / 4♦=4+♦ / 4♥=
				3♠= minor asking	2344 / 4♠=3244
				4♣= Gerber (0-4/1/2/3)	HIGH LEVEL BIDDING
3♣/ ♦3♥ /♠		6	Preemptive	New Suit = suit, F ; 3NT=to play. JNS=CAB , 4NT= RKCB	Gerber ; D0P1 ; DEPO ; R0P1
3NT	*		one solid 7+ minor suit	4♣/♦/5♣=P/C; 4♥/♠= to play	RKCB=1-4 / 0-3/ 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:

**1.1m (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.**

**2.1M (1NT) ? X = penalty.**

**2M = simple raise.**

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

**2NT = 4+M with GI value.**

**3C/D/H/S = preemptive.**

**3.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.**