

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS</b> (Style; Responses, 1/2 Level; Reopening)
overall: 8-17 pts, 5+card (4-card possible at 1-lvl) partner passed, overcall one level may be 4 card Resp: Cue= limit raise+; new suit: NF; jump new suit: F take-out double: up to 4H Michael cuebid = weak or strong 1H(opp) 2H(we)=5 card S & 5 card m 2S(we)=S suit 1S(opp) 2S(we)= 5 card H & 5 card m
<b>1NT OVERCALL</b> (2 <sup>ND</sup> /4 <sup>TH</sup> Live; Responses; Reopening)
2nd: 15+-18 4th: 13-15 Resp: same as our 1NT opening
<b>JMUP OVERCALLS</b> (Style; Responses, Unusual NT)
1-suit: weak 2-suit: Reopen: medium
<b>DIRECT and JMUP CUE Bid</b> (Style; Responses, Reopen)
<b>VS. NT</b> (vs. Strong/Weak; Reopening; PH)
Multi-Landy: -X: penalty -2C: both majors, 54+ -2D: one un-specified major -2H: 5H & 4+m -2S: 5S & 4+m
<b>VS. PREEMPTS</b> (Double; Cue-bids; Jumps; NT bids)
2NT: 16-18 nature, then Stayman & Transfer 2NT-X(Opp)- ? same as 1N-X(opp)- ?
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1B-X-XX:11+, want to punish OPP 1M-X-2M: may be weaker than normal raise 1M-X-1N/2C/2D/2H: nonforcing

<b>LEADS AND SINGALS</b>			
<b>OPENING LEADS STYLE</b>			
Lead	In Partner's Suit		
Suit 0-2/4th, xSxx(+)	Hi=E or even number of cards		
NT Same as above	Lo=E or odd number of cards		
Subseq.			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+); Ax(+); AQJ(+)	AKJ10(+);AKQx(+);Ax	
King	AK; KQx(+); Kx	AKJx(+); KQ10x(+);Kx	
Queen	QJ(+); Qx;	AQJ(+);KQ109(+);QJ(10/9)(+);Qx;QJx	
Jack	J10(+); KJ10 (+); Jx	KJ10(+);J10(9/8)(+);Jx	
10	109(+);10x;(K/Q)109x	1098(+);10x;(K/Q)109x(+)	
9	98(+); 9x	987(+);9x	
Hi-x			
Lo-x			
<b>SINGALS IN ORDER OF PRIORITY</b>			
	Partner's lead	Declarer's lead	
Suit: 1st	Hi=encourage	Hi=even	Suit: 1st
2nd	Hi=even	Hi=even	2nd
3rd			3rd
NT: 1st	Lo=encourage	Suit choice	NT: 1st
2nd	Hi=even	Hi=even	2nd
3rd			3rd
Signals(including trumps)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES</b> (Style; Responses; Reopening)			
OPP Open: other 4+ M or 18+pts any shape OPP open multi 2D: double= take-out X over 2H Resp: Cue GF; jump strong but non-F			
<b>Special, Artificial and Competitive Doubles/Redoubles)</b>			
slam: Lightner X, Cooperative X Negative X to 3H 3-card Support X/XX INV X (Max X) X over opp multi 2D=T/O over 2H Opening Lead X for NT XX to show first control			

Category	2 over 1 (5533) Simplified +Multi +Namyats
NCBO	
Event	
Players	梁騰元 洪裕昌
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Two over one system 2D: weak one M or strong 55+(9-9.5tricks), except minors 2H:H&m 2S:S&m 4th suit: game forcing Major: 5cM, J2N, 1N semi-force, Bergen raise Minor: inverted (force to 2NT or 3min), 2-way checkback 1NT Openings: 15-17 (Lebensohl after OPP overcall) 2 OVER 1 Response: 90% GF (game forcing)	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2D: weak one M or strong 55+ 2H: weak, H & m, 55+ when vul., 54+ when non-vul. 2S: weak, S & m, 55+ when vul., 54+ when non-vul. 3N: one unspecified weak minor 4C/4D: semi-solid 7+-card H/S, 8.5-9 playing tricks 4NT: 65+ minors, 3-loser hand Michaels Cuebid OPP open 1NT: multi-Landy 3-card supporting double/redouble for M at 2-level	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
Psychics:	

**OPENING BID DESCRIPTIONS**

Opening	Artificial	Min	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	3H	11-21 HCP, 3+card C minor 33 open 1C	Inverted (1C-2C=forcing, 1C-3C=preemptive) 2D/2H/2S= invitation 2N=11-12, 3N=13-14, om4333	2-way checkback; relay after 1m-1M-2NT; 1m-1M-4m = 4-card M + good m, slam interest 1m-1M-3NT= solid minor suit, to play 1m-1X- jump reverse = GF one-suiter	new suit=nonforcing 1C-2D = limit raise 1m-2m = constructive raise
1D		3	3H	11-21 HCP, 3+card D minor 44 open 1D	similar to 1C	Similar to 1C	P-1D-3C = limit raise
1H		5	3D	11-21 HCP, 5+card H	1NT semi-forcing; 2/1 90% GF; 2C/2D=GF unless responder's same suit rebid 2S=Prem 2N=13+, Jacoby 3C/3D=Bergen, 3H=Preem 3M+1=void splinter (1H-3NT=S singleton)	1M-2M-2M+1= short-suit invitation 1M-2M-3M=to play, 1M-2M-3NT=game choice 1M-3C-3D or 1M-3D-3oM = relay 1M-2N-new suit: short 1M-(X)-new suit or 1N=nonforcing 2M=may weaker than normal raise	1N: semi-forcing, same as un-passed 2C: reverse Drury 2/1 nonforcing
1S		5	3D	12-21 HCP, 5+card S	similar to 1H 2N=13+, Jacoby 3C/3D=Bergen, 3H=Preem, 3S=Prem	Similar to 1H	
1N			2S	15-17 balanced	2C: Stayman, 2D/2H/4D/4H: TR 2S: minor suit Stayman(weak or strong) 3C/3D: C/D suit, invite 3N 2NT: any 4441 shape, GF 3M:54 minors and M singleton, GF	1N-2S-2N: D better, 1N-2S-3C: C longer Smolen with transfer Super-acceptance after Jacoby transfer 1N-(2any)-2N:Lebensohl 1N-(X)-: xfer from XX to 2H	
2C	Yes	0	3D	22+ or strong 9.5 tricks	2D: wait, 4+pts 2H: instant 2 <sup>nd</sup> negative, 0-3pts 2NT: 5+H suit headed by A/K, 8+pts		
2D	Yes	0		1.Weak one M or 2.Strong 55+ except minors	2M/3M/4M: Pass/Correct; 2N:ask, at least INV	See supplement	
2H	Yes	5		weak, H & m 55+ when vul, 54+ when non-vul.	3H/4H: to play 3m/4m: Pass/Correct 2N:ask, at least INV 2S: 5+S suit, GF	2H-2N-3m: H&m, but not 55+ Max 2H-2N-3H/3S: 55+C/D Max	
2S	Yes	5		weak, S & m 55+ when vul, 54+ when non-vul	Similar to open 2H	Smilar to open 2H	
2N		0		20-21 balanced	Romex Stayman, Jacoby & Texas Transfer Club Stayman, 4C= xfer to D, slam try		
3X		6		Natural preemptive	New suit: forcing		
3N	Yes			One unspecified minor, wk	4m/5m/6m= P/C		
4C	Yes			7+H,semi-solid, 8.5-9 tricks	4D:slam try 4NT:RKCB 4H: to play		
4D	Yes			7+S, semi-solid, 8.5-9 tricks	4H:slam try 4NT:RKCB 4S: to play		
4N	Yes			65+ minors, 3-loser hand	5/6/7m= to play 5M=ask 1 <sup>st</sup> control 5NT= ask 5 in 6 minor-honors for GS		
4H		7		Natural preemptive	May have 12 HCP or two Aces		
4S		7		Natural preemptive	May have 12 HCP or two Aces		

**HIGH LEVEL BIDDING**

(1) ask A: RKB, all five key cards, 1-4,0-3, 2,2 (2) ask trump Q (4) EKCB	(3) forcing pass (5)unnecessary jump: Splinter	Against Strong 1C (optional)	Natural
---	---	------------------------------	---------