

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses, 1/2 Level; Reopening)	
overall: 6-16HCP 5+card partner passed, overcall one level may be 4 card Resp: Cue F1; new suit: NF take-out double: up to 4H	
INT OVERCALL (2 ND /4 TH Live; Responses; Reopening)	
2nd: 16-19 4th: 12-15 Resp: same as our 1NT opening	
JMUP OVERCALLS (Style; Responses, Unusual NT)	
1-suit	
2-suit:	
Reopen:	
DIRECT and JMUP CUE Bid (Style; Responses, Reopen)	
VS. NT (vs. Strong/Weak; Reopening; PH)	
DONT: (option) X: 1 suit 2C: C & other suit 2D: D & Majors 2H: H & S 2S: S suit	CAPP: X: Penalty 2C: any one suit 2D: two Majors 2H: H & m 2S: S & m
VS. PREEMPTS (Double; Cue-bids; Jumps; NT bids)	
2D(Opp, 2M)-X=Take-out for S. 2NT: 16-18 nature, then Stayman & Transfer 2NT-X(Opp)-? same as 1N-X(opp)-?	
VS. ARTIFICIAL STRONG OPENINGS	
1C(strong): See bottom of next page	
OVER OPPONENTS' TAKEOUT DOUBLE	
1B-X-XX: 11+, want to punish OPP 1M-X-2M: may be weaker than normal raise 1M-X-1N/2C/2D/2H: nonforcing	

LEADS AND SINGALS (Polish Club Style, UDCA+OE)			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	02/Lo=even	Lo=encourage or even # of cards	
NT	02/4th, xSxx(+)	Same as above	
Subseq.			
Other: 10 is a large card			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+); Ax(+)	AK(+); A(+)	
King	AK; KQ(+); Kx	AKJ(+); KQ10(+);KQx; Kx	
Queen	QJ(+); Qx	AKQ(+); QJ(10/9)(+); QJx; Qx	
Jack	J10(+); Jx	(A/K)QJ(+); J10(9/8)(+); J10x; Jx	
10	KJ10(+); 109(+); 10x	A(K/Q)10(+); (A/K)J10(+); 109(+); 10x	
9	(K/Q)109(+); 9xx [9x leads x]	(A/K/Q)109(+);98(+);9xx; [9x leads x]	
Hi-x	Largest for 3 small	Largest for 3 small Second for 4(+) small	
Lo-x	Even # of cards Middle for Hxx	2 small, or 4th & large cards Middle for Hxx	
SINGALS IN ORDER OF PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit: 1st	Lo=encourage	Lo=even	Odd=welcome
2nd	Lo=even	Lo=even	Even=LAV Tr
3rd			
NT: 1st	Lo=encourage	Suit choice	Odd=welcome
2nd	Lo=even	Lo=even	Even=LAV Tr
3rd			
Signals(including trumps)			
NT lead honor: Attitude for dummy 2-c, Count for dummy 3+c 5/6-level: AK(+) first leads K. Other level: Not first lead: AK(+) leads K			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
OPP Open: other 4+ M or 16+HCP any shape OPP open multi 2D: double=X over 2S Resp: Cue GF; jump strong but non-F			
Special, Artificial and Competitive Doubles/Redoubles			
slam: Lightner X, Cooperative X Negative X to 3D 3-card Support X/XX INV X (Max X) X over opp multi 2D=X over 2S Opening Lead X for NT XX to show first control			

Category	2 over 1 (5533) Simplified +Multi W2	
NCBO		
Event	July, 2018	
Players	陳守良-李榮崇-莊順和 (楊昌彪/吳昇峰)	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
2D: weak one M or 20-21BAL 2H:H&other suit 2S:S&m 4th suit: game forcing Major: 5cM, 1N force, Bergen raise Minor: inverted 2N/3X: one weak suit or two strong suits		
1NT Openings: 15-17 (Lebensohl after OPP overcall)		
2 OVER 1 Response: 90% GF (game forcing)		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2D: weak one M, or 20-21 BAL 2H: weak, H & any other suit 54+ 2S: weak, S & m, 54+ 2N: weak 3C or better 5C or strong 55+C&D 3C: weak 3D or better 5D or strong 55+ D&H 3D: weak 3H or better 4H or strong 55+ H&S 3H: weak 3S or better 4S or strong 55+ S&C 3S: any one suit AKQXXXX, no outside A or K 3NT: weak, C or D suit. Same as open 4C/4D 4C/4D: strong 55+ C&H/ D&S OPP open INT: CAPP (DONT)		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Optional: (1) 1N 2B X=takeout		
Psychics:		
Against 2D(=2M)	Against 2S(=2m)	
X: 13+, 2m 54+	X: 2M	
2H/2S: C/D suit, 17+	2N: 16~19,BAL	
2N: 16~19,BAL	3C/3D: H/S suit, Inv.+	
3C/3D: 12~17 ,C/D suit	3H/3S: To play	
3H/3S: 2m, 55+, 4/3 losers		

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	3D	12-21 HCP, 3+card C minor 33 open 1C	Inverted (1C-2C=forcing, 1C-3C=preemptive) 2H/2S=Prem 2N=11-12, 3N=13-15	New minor forcing 1C-1S-1N-2H=nonforcing	new suit=nonforcing
1D		3	3D	12-21 HCP, 3+card D minor 44 open 1D	similar to 1C		
1H		5	3D	12-21 HCP, 5+card H	1NT forcing; 2/1 90% GF; 2C=ask power, similar to reverse Drury 2S=Prem 2N=13+, Jacoby 3C/3D=Bergen, 3H=Preem 3N=16-17 Balanced	1H-2C-2H=Min, at most 12 1H-2C-2D=not Min 1H-2D-2H-3D=nonforcing 1H-2N=new suit: short 1H-(X)-new suit or 1N=nonforcing 2H=may weaker than normal raise	1N: forcing, same as not passed 2C: same not passed 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		
1N			2S	15-17 balanced	2C: Stayman, 2D/2H/4D/4H: TR 2S: one or wo minor (weak or strong) 3C/3D: C/D suit, invite 3N	1N-2S-2N: D better, 1N-2S-3C: C better 1N-(X)-XX: one suit; -2C: C& other suit -2D: D & major -2H: two major 1N-(2any)-2N: Lebensohl 1N-(X/2C)-: system ON	
2C	No	0	3D	22+ or strong 8.5 tricks	2D: <= 7HCP or wait; 2H=0~3HCP 2N=8+, H suit	2C-(2B)-P=GF; 2C-(2B)-X=0~3 HCP	
2D	Yes	0		Weak one M, or 20-21 BAL	2M/3M: Pass/Correct; 4H/4S: to play 2N: ask, at least INV 4C/4D=ask suit	2D-2N-3C/3D=weak H/S; -3S/3H=Max, H/S suit; -3N=20-21.BAL	2D 4C 4D/4H=H/s suit
2H	Yes	5		weak, H & other suit 54+	3H/4H: to play 3m/4m: Pass/Correct 2N: ask	2H-2N-3m: H&m min -3H/3S: H&S Min/Max Then 4C: ask short	2H 2S 2N/3C/3D Min.H+m / Max.H+C/D
2S	Yes	5		weak, S & m 54+	Similar to open 2H	2S-2N-3m:min, S&m -3H/3S:Max, S&m	
2N	Yes	0		weak 3C or better 5C or strong 55+C&D	3C:Pass/Correct; 3D: fit C, ask short 3H/3S: GF, NAT 3N:to play if weak 4/5 level new suit: CAB(control asking bid)	2N-3C-P: weak 3C -5C=9-10 tricks (open 5C) -3D/3H: strong C&D 4/3 losers	
3C	Yes	0		weak 3D or better 5D or strong 55+D&H	3D:Pass/Correct; 4C: fit D, ask short others: similar to open 2N	3C-3D-P: weak 3D -5D=9-10 tricks (open 5D) -3H/3S: strong D&H 4/3 losers	
3D	Yes	0		weak 3H or better 4H or strong 55+H&S	3H:Pass/Correct; 4C: fit H, ask short others: similar to open 3C	3D-3H-P: weak 3H -4H: 8~9 tricks (open 4H) -3S/3N: strong H&S 4/3 losers	
3H		0		weak 3S or better 4S or strong 55+S&C	3S:P/C: 4C:fit S, ask short	3H-3S-P:weak 3S -4S: 8-9 tricks (open 4S) -3N/4C: strong S&C 4/3 losers	
3S		0		any AKQXXXX suit, without outside A or K	3N: to play; 4C: P/C; 4D: ask which suit; 4M/5m: to play new suit:CAB		
3N		0		Weak 4C or 4D	4C: P/C; 4D: ask short		
4C		5		Strong 55+C & H	4H/5C: to play; 4D/4S: CAB		
4D		5		Strong 55+D & S	4S/5D: to play; 4H/5C:CAB		
HIGH LEVEL BIDDING						Against Strong 1C	
(1) ask A: RKC, all five key cards (Gerber 4C, 4N) 1-4, 0-3, 2,2 (2) ask trump Q (3) forcing pass (4) slam: cooperative double, Lightner (5) unnecessary jump: Splinter (6) DEPO (Double Even, Pass Odd) (7) DOPI (Double 0, Pass 1)						Opp open 1C(Strong): P: 13+HCP or nothing X: two M (44+) 1D/1H/1S/2C: nature 1N: two m(55+) 2D: weak H 2H: H & other suit 54+ 2S:S&m 54+ 1C(opp) P 1D ? same as above (but X is D suit)	