

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses, 1/2 Level; Reopening)
<p>overall: 7-16HCP 5+card partner passed, overcall one level may be 4 card Resp: Cue F1; new suit: F1 take-out double: up to 4H OPP open 1B: overcall 2B up=Miachel Cue 2N=two minors</p>
INT OVERCALL (2 ND /4 TH Live; Responses; Reopening)
<p>2nd: 16-19- 4th: 12+-15 Resp: same as our 1NT opening</p>
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)
<p>CAPP + Landy 1. X = at least same 2. 2C = 2M 3. 2D = 1M 4. 2H/2S = M+m 5-4+ 5. 2NT = 2m 6. 3C up = Nature</p>
VS. PREEMPTS (Double; Cue-bids; Jumps; NT bids)
<p>2NT: 16-18 nature, then Stayman & Transfer 2NT-X(Opp)- ? same as 1N-X(opp)- ?</p>
VS. ARTIFICIAL STRONG OPENINGS
OVER OPPONENTS' TAKEOUT DOUBLE
<p>1B-X-XX:11+, want to punish OPP 1M-X-2M: PRE 1M-X-1N/2C/2D/2H: 8-10</p>

LEADS AND SINGALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	014 th MUD	014 th MUD	
NT	014 th MUD	014 th MUD	
Subseq.	Lo=Enc Hi=D	Lo=Enc Hi=D	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+); Ax(+); AQJ(+)	AK(+); A(+);AKJx(+)	
King	AK; KQx(+); Kx	KQ10x(+);K(+)KQx;	
Queen	QJ(+); AQJ(+);Qx	QJ(+); AQJ(+);Qx	
Jack	(K)J10(+);JTx(+);Jx	A(K)J10(+);JTx(+);Jx	
10	K(Q)T9(+);Tx	HT9(+);Tx	
9	109x(+); 9x	109x(+);9x	
Hi-x	odd length	odd length	
Lo-x	even length	even length	
SINGALS IN ORDER OF PRIORITY			
	Partner's lead	Declarer's lead	Discarding
Suit: 1st	Lo=encourage	Lo=even	Lo=encourage
2nd	Lo=even		
3rd	Suit choice		
NT: 1st	Lo=encourage	Lo=even or Smith echo (encourage)	lav
2nd	Lo=even		
3rd	Suit choice		
Signals(including trumps): UDCA, suit choice			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
<p>OPP Open: other 4+ M or 16+HCP any shape OPP open multi 2D: double=4-5 cards H, 11-16p vs 1M X Resp: two section Lebensohl (pls see note)</p>			
Special, Artificial and Competitive Doubles/Redoubles)			
<p>slam: Lightner X Negative X to 3H 3-card Support X/XX INV X (Max X) XX to show first control</p>			

Category	2 over 1
NCBO	
Event	
Players	洪裕昌 陳育聖
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
<p>2/1 system 5542 (1m) 2m = 2Ms 1M--1NT: forcing Inverted minor, NMF 1NT Openings: 15-17 (Lebensohl after OPP overcall) 2 OVER 1 Response: 90% GF, unless minor rebid</p>	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
<p>2D: weak one Major 2H: weak 5-5+ H & m (5-4 with non-value) 2S: weak 5-5+ S & m (5-4 with non-value) OPP open 1B, overcall 2B up: Miachel Cue OPP open 1NT: Landy + CAPP 3-card supporting double/redouble for M</p>	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Psychics: rare	

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min	Neg Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		2	3H	12-21 HCP, usually 2 cards	Inverted minor, new minor forcing : both inv. up		
1D		4	3H	12-21 HCP, usually 4 cards	Inverted minor, new minor forcing: both inv		
1H		5	3H	12-21 HCP, 5+card H	1NT forcing; 2/1 90% GF; unless minor rebid 2H=8-10p 2N=12+, Jacoby 3C/3D= inv., 3 or 4 cards fit, 3D>3C 3H=Preem		2C: reverse Drury 3C/3D: as non-passed hand
1S		5	3H	12-21 HCP, 5+card S	similar to 1H		similar to 1H
1N			No	15-17 balanced	2C: Stayman, may be no 4 cards major 4 way xfer 3C: ask 5cM6cm 3D=1444 or 4144 3H=3145 or 3154 3S=1345 or 1354 4C=Gerber 4D/4H:transfer	1N-(X)-XX: C suit or rescue; -2C: D suit -2D: H suit -2H: S suit 1N-(2any)-2N:Lebensohl	
2C	Yes	0		22+ or strong 8.5 tricks	2D:<7p or waiting 2N=8p up BAL	2 nd negative	
2D	Yes	0		One Major Weak	2M/3M/4H: Pass/Correct; 2N:ask, 4C:ask suit	2D-2N: 3C= minH suit, 3D=min S suit 3H=Max H suit 3S=Max S suit	
2H	Yes	5		Weak, H+m 5-4+	2N: ask 3m: P/C	2H-2N-3m: suit, min -3H/3S:C/D suit, max	
2S	Yes	5		Weak, S+m 5-4+	similar to 2H	similar to 2H	
2N		0		20-21 balanced	Relay puppet, Transfer		
3C		6		Weak, 1-3-4 law	New suit: forcing		
3D		6		Similar to 3C			
3H		6		Similar to 3C			
3S		6		Similar to 3C			
3N	Yes			solid minor AKQXXXX			
HIGH LEVEL BIDDING							
(1) ask A: RKCB 1430, Gerber, K: position (2) ask trump Q (3) forcing pass (4) slam: Lightner double (5)unnecessary jump: Splinter (6)DEPO (Double Even, Pass Odd)							