

| DEFENSIVE AND COMPETITIVE BIDDING |
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| OVERCALLS (Style; Responses; 1/2 level; Reopening) |
| Sound at 2-level; up to about 16-17 HCP; Response New suit = NF ; |
| Jump New M suit = inv +; Response Jump raise = PRE, 1NT = 10+; |
| CUE = F1; Jump CUE = ask stopper |
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| |
| INT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 15-18 HCP; System as over 1NT opening (2♣ ask 4M and 5m) |
| LEBENSÖHL |
| 4th LIVE: NAT, 15-18 HCP |
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| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| 1 – Suit: PRE; Vul. against non-vul. = Intermediate |
| 2 – Suit: 2NT = 2 lowest suits |
| Reopening: 2NT = BAL(20-21); Jump O/C = 6+ good hand |
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| DIRECT and JUMP CUE BIDS (Styles; Responses; Reopen) |
| MICHAELS CUE (Medium +) in DIRECT |
| (1m) – 2m: ♥ + ♠, (1M) – 2M: OM + m, 2NT asks m; |
| JUMP CUE: NAT/m in direct; else STOP ASK |
| |
| VS. NT (vs. Strong / Weak; Reopen; PH) CAPP (4th DONT) |
| X : Penalty or enough tricks 4 th => X=:12+ t/f 2♣ (af DONT) |
| 2♣ : 1 suit 2♣ : ♣ + 1 suit |
| 2♦ : ♥ + ♠ 2♦ : ♦ + 1 suit |
| 2♥ : ♥ + 1 m 2♥ : ♥ |
| 2♠ : ♠ + 1 m 2♠ : ♠ |
| VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) |
| VS 2♥/2♠ OPENINGS: LEBENSÖHL |
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| VS STRONG ♣ OPENINGS: |
| DBL = t/o or ♦ suit |
| 1♦ = ♥ suit or ♠ + ♣ 1♥ = ♠ suit or ♣ + ♦ |
| 1NT = ♣ + ♥ or ♦ + ♠ 2 suit (5-4) |
| 1♠ = any hand |
| (1♠X) Rebid XX= ♣ + ♦, ♦ + ♥, ♥ + ♠ or ♠ + ♣ 2 suit (5-4) |
| (1♠X) Rebid 1NT= ♣ + ♥ or ♦ + ♠ 2 suit (5-4) |
| 2♣ = ♦ suit or 2M |
| |
| OVER OPPONENTS' TAKEOUT DOUBLE |

| LEADS AND SIGNALS | | | |
|---|---|-------------------------------|------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's suit | |
| Suit | 4 th ; 2 nd from weakness | same | |
| NT | 4 th ; 2 nd from weakness | same | |
| SubSeq | same vs suits; ATT vs NT | | |
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| | | | |
| LEADS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | AKx(+); Ax(+) | AKJT(+); asks UB or CT | |
| King | AK; KQx(+) | KQ(x+); KQJ(x); AKx; asks ATT | |
| Queen | QJ; QJ x(+) | QJx(+); KQT9(+): ask J | |
| Jack | JT (x+) JX | JTx(+); KJTx(+) | |
| 10 | T8x or (109x+) | T9; T9x; HT9x(+) | |
| X | 9x or QxX or KxxX | 9x | |
| Hi-x | Sx; xSxx(x+) | xSx | |
| Lo-x | HxS; HxxS; HxxSxx | xSxx; HxxS(x) | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declarer's Lead | Discarding |
| Suit: 1st | ATT : Lo = ENC | Count : Hi/lo = Odd | ATT |
| 2nd | Count : Hi/lo = Odd | S/P | Count |
| 3rd | S/P (dummy short) | | S/P |
| NT: 1st | As above | | As above |
| 2nd | S/P | | |
| 3rd | | | |
| Signals (including Trumps): First discard is O/E | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| May be light with classic shape; | | | |
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| | | | |
| SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES | | | |
| NEG DBL thru 3♥ (including opener's suit) and at 3-level | | | |
| 1m – (1♥) – DBL: often 4+♠; 1m – (1♠) – DBL: often 4+♥, 8+ HCP; | | | |
| Repeat same suit NEG DBL = t/o | | | |
| Non-forcing Free-bid at 1-level and 2-level | | | |
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CATEGORY: Natural - **RED**



NCBO: Daspazzi EVENT :

PLAYERS: **陳文科** - **劉文齡**

| SYSTEM SUMMARY 2018. 6.18 |
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| GENERAL APPROACH AND STYLE |
| 5-card Majors in 1 st , 2 nd ; 1NT Openings: 15-17 HCP |
| Semi-forcing 1NT over 1♥/1♠ |
| 2♣ : 22+HCP or 8 1/2 tricks |
| 2♦ : ♥ suit weak or strong hand |
| 2♥ : ♠ suit weak or strong hand |
| 2♠ : ♣ suit weak or strong hand |
| 2-3-level openings are transfer to higher rank suit |
| 2 over 1 Responses 2/1 = Almost G/F |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| Gambling 3NT with less outside strength |
| 2-3-level openings are transfer to higher rank suit |
| LEBENSÖHL |
| 2♣ - 2♦ : waiting bid |
| Open 1♣ may hide ♦ suit |
| 1M – Jump shift (2nt/3♣/3♦) is re-Bergen raise |
| 1♥—1♠ waiting bid |
| 1♥—2♠ is Bergen raise 7-12 (have any singleton) |
| 1♠—2NT is Bergen raise 7-12 (have any singleton) |
| 1M—1NT: F1 (Pass hand: NF) |
| 1M—2♣: just G/F (do not promise ♣) |
| 1♣- 1♦- 1NT-(2♣/2♥=t/f or 2 way) |
| 1♣-1♥/♠ -1NT-(2♣/2♦=t/f or 2 way) XYZ |
| 1♦-1♥-1♠-2♣(2♣=F1) XYZ |
| SPECIAL FORCING PASS SEQUENCES |
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| IMPORTANT NOTES THAT DON'T FIT ELSEWHERE |
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| OPENING | TICK IF ARTIFICIAL | MIN. No. OF CARDS | NEG. DBL THRU | HIGH LEVEL BIDDING | | | |
|--|--------------------|-------------------|---------------|--|---|---|--|
| | | | | DISCRIPTION | RESPONSES | SUBSEQUENT AUCTION | PASSED HAND BIDDING |
| 1♣ | ✓ | 2 | 3♥ | 11-21 HCP; 12+ if BAL may hide ♦ suit 2 way - XYZ | 1♣ - 1♦: Ask 4M, waiting bid. 2♣ = 10+ inv min; 3♣ = 6-9, 5+♣; 1♣ - 2♦ =GF 5+♣ 13+ 1♥/1♠ = 5+ cards, F1. 2♥/2♠ = weak suit 6- 1NT = 6-11-. 2NT = 11-12 INV; 3NT = 13-16 | 1♣-1♥/♠-1NT-2♣: 2♣= puppet 2♦(2way) inv+ 1♣-1♥/♠-1NT-2♦:2♦= puppet 2♥(can pass 2♥) 1♣-1♥/♠-1NT-2n:2n= puppet 3♣ (can pass 3♣) | System on 2♣ = 10+ inv min; 3♣ = 6-9, 2♦ = 6-9, 6+♦; |
| 1♦ | | 4 | 3♥ | 11-21 HCP; 12+ if BAL 4♦/5♣ or 4♣/4♦ MIN OK 2 way - XYZ | 2♦ = 13+ GF 4+♦; 3♣ = 9-10, 6+♦; 3♦ = 6-9, 4+♦; 1NT = 6-10; 2NT = INV; 3NT = 13-16 1♥/1♠ = 4+ cards, F1. 2♥/2♠ = weak suit 6- | 1♦-1♥/♠-1NT-2♣: 2♣= puppet 2♦(2way) inv+ 1♦-1♥/♠-1NT-2♦:2♦= puppet 2♥(can pass 2♥) 1♦-1♥/♠-1NT-2n:2n= puppet 3♣ (can pass 3♣) | System on 2♦ = 10+ inv 4+♦ |
| 1♥ | | 5 | 3♥ | 11-21 HCP; 2 way - XYZ 4-cards in 3 rd /4 th possible 1♥-1NT-3♣ <=ASK GF | 1♥-1♠: waiting bid(do not promise ♠) ; Forcing 1NT (often); 2x = G/F; 2♣=95% G/F, waiting bid or suit Bergen raise 2♠=7-9(single), 2NT =10-12(single), 3♣=10-12, 3♦=7-9 | 1♥-1♠-1NT-2♣: 2♣= puppet 2♦(2way) 1♥-2♥-2NT: 2NT=> waiting bid. 2♠, 3♣, 3♦: Help suit | 2♣ = F1, any hand |
| 1♠ | | 5 | 3♥ | 11-21 HCP; 2 way - XYZ 4-cards in 3 rd /4 th possible 1♠-1NT-3♣ <=ASK GF | Forcing 1NT (often); 2x = G/F; 2♣=95% G/F, waiting bid or suit Bergen raise 2NT=7-10(single), 3♦=11-13, 3♣=10-12, 3M=weak; RESPONSE 1NT rebid 2♣=2+, 2♦=4+ | 1♠-2♠-2NT: 2NT=> waiting bid. 3♣, 3♦, 3♥: Help suit 1♥-1♠-1NT-2♦:2♦= puppet 2♥(can pass 2♥) | 2♣ = F1, any hand |
| 1NT | | | | 15-17 HCP May have 5M or 6m | 2♣ puppet; 2♦/2♥/2♠: t/f 2♥/2♠/2NT; 2NT/3♣: t/f 3♣/3♦; 3♦=2M inv +; 2♣ puppet; 2♦=>3♥/3♠ Smolen m 3♥ =Smolen 5♠+4♥, G/F; 3♠ = 5♥+4♠, G/F; 4♣ = Gerber 0-4.1.2.3. | 1NT-2♠: t/f 2NT = ? 3♣/3♦ = inv; 3♥/3♠ = 0355 or 3055 G/F | System on |
| 2♣ | ✓ | | | ART, strong hand | 2♦ = waiting bid (4-8) or ♥ suit 8+; 2♥ =0-3; 2♠=♠ suit 8+ =>puppet 2NT = 9-12, BAL (forcing to 4NT) 2♣-2X-2NT=>4♠=1-3A inv+ 6NT; 4NT=0-2A inv 6NT; 5♣=2-4 A inv 7N | 2♣-2♦-2♥; 2♥ (do not promise ♥) 2♣-2♦-2NT-3♣: 3♣ => ask 4M or 5m | System on |
| 2♦ | ✓ | | | ♥ suit weak or strong hand 5♥+5♠ with 15+-19 HCP; 2♦-2♥- Rebid 3♥= inv 4♥ | 2NT = Game interest when face weak hand New suit forcing Open 2♦-2♥ Rebid 2♠= 5♥+5♠ in 15+-19 HCP | 2♦-2♥-2NT: 2NT = strong hand 2♦-2♥-3♥: 3♥ = inv hand | |
| 2♥ | ✓ | | | ♠ suit weak or strong hand Re jump =good hands 2♥-2♠ Rebid 3♠= inv | 2NT = Game interest when face weak hand New suit forcing 3♣=ASK 3-card ♥, 3♥=6 cards | 2♥-2♠-2NT: 2NT = strong hand 2♥-2♠-3♠: 3♠ = inv hand | |
| 2♠ | ✓ | | | ♣ suit weak or strong hand | 2NT = ASK 3-card ♥ or ♠, RESPONSE 3♣=YES, 3♦=NO. New suit forcing 3♥ and 3♠=6 cards | 2♠-2NT-3♣-3♦: 3♦ = G/F, ask 3M Rebid 3♠ = 3 cd ♠, 3NT = 3 cd ♥ | |
| 2NT | | | | 20-21 HCP May have 5M or 6m | 3♣ puppet; 3♠ = ask good m; 4♣ = Gerber 4♠=1-3A inv+ 6NT; 4NT=0-2A inv 6NT; 5♣=2-4 A inv 7NT; | 3♦ = at least one 4M , 3♥ = NO 4M , 3♠ = 5 cd ♠, 3NT = 5 cd ♥ | |
| 3♣/♦/♥ | ✓ | | | Transfer to ♦/♥/♠ | New suit forcing | 3♦-3♥-4♥: 4♥= 14+; 3♥-3♠-4♠: 4♠=14+ | |
| 3♠ | ✓ | | | Transfer to 3NT | Gambling 3NT with less outside strength; 3NT=to play, 13+; 4♣ = P/C; 4♦ = F1; 4M = to play | | |
| 3NT | ✓ | | | | Gambling 3NT with side K or QJT; 4♣ = P/C; 4♦ = F1; 4N = blackwood | | |
| 4♣/4♦ | | | | suit | | | |
| 4♥/4♠ | | | | suit | | | |
| HIGH LEVEL BIDDING | | | | | | | |
| SPL RAISES: double jump shift / suit opening, double jump 4 th suit, One level above reverse, | | | | | | | |
| Slam methods: RKCB-1403; DEPO | | | | | | | |
| Gerber: 1NT/ 2NT opening | | | | | | | |