

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>	
<b>(1C/1D)-2C: suit; (1C/1D)-2D:2 majors 5-5</b>	
1C/1D – 2NT (H+D / H+C 5-5)	
Cuebid is only forcing	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
<b>Vs strong 1NT(14-16/15-17/16-18)</b>	
<b>X:5m+4M; 2C: 2M; 2D: 1M; 2H/2S: 5+H/S+m; 2N:2m</b>	
<b>Vs weak 1NT(10-12/12-14/13-15)</b>	
<b>X:penalty; 2C: one suit; 2D: 2M; 2H/2S: 5+H/S +m</b>	
<b>2N: 2m; pass hand or reopen is same</b>	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Minor: constructive	
Major: preemptive	
<b>DIRECT and JUMP CUE BIDS (Styles; Responses;</b>	
Michael cue-bid	
Ask for stop	
<b>(1D precision) 2D: suit</b>	
<b>VS. NT (vs. Strong / Weak; Reopen; PH)</b>	
Same as strong 1NT overcall	
1C/1D – (1NT) – 2C/2D/2H/2S(same as 1NT overcall)	
1m – (1NT) – 2H(5+H +4+m or 5+om)	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
Vs. artificial 1C: exclusive bid, X=D or 2 Majors	
1D=H or S+C; 1H=S or 2 minors; 1S=C or H+D	
1NT=S+D or H+C; 2C=D or 2M 2D=H or S+m	
2H=S or H+m; 2S= 2 Majors or 2 minors	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
1m/1M-X-2NT(worst hand under 5 P)	
1M-X-3M(preemptive)	
1m-X-XX(forcing to 2NT)	
1M-X-XX(forcing to 2M)	
1m-X-3m (better raise Axxxxx,Kxxxxxx 8-10P)	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's suit	
Suit	4 <sup>th</sup> /0-1	4 <sup>th</sup> /0-1	
NT	4 <sup>th</sup> /0-1	4 <sup>th</sup> /0-1	
SubSeq			
<b>Others: after opening lead: 0/2</b>			
<b>LEADSXXX</b>			
Lead	Vs. Suit	Vs. NT	
Ace	♠ x ♠ Kx etc	♠ x ♠ Kx etc	
King	♠ x ♠ Qx etc	♠ x ♠ Qx etc	
Queen	♠ x ♠ Jx. etc.	♠ x ♠ Jx. K♠ 109.etc	
Jack	K♠ 10. ♠ 10x. etc.	K♠ 10. ♠ 10x. etc.	
10	K♠ 9 ♠ 9x etc	K♠ 9 ♠ 9x etc	
9	♠ x ♠ 8x etc	♠ x ♠ 8x etc	
Hi-x	Even	Even	
Lo-x	Odd	Odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declare's Lead	Discarding
Suit	UDCA	UDCA	UDCA
NT	UDCA	UDCA	Lavinthal
<b>Signals (including Trumps):</b>			
UDCA: upside down counting & attitude			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Resppones; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
Support double			
Responsive double			
Honor double			
Lightner double			
Competitive double: if our suit is S			
6H-X(2 tricks penalty); 6H-PASS(0 or 1 trick)			
6H-P-P-P(2 tricks)/ X(1 trick) /6S(no trick)			

CATEGORY: \_\_\_\_\_  
NCBO : \_\_\_\_\_ EVENT : \_\_\_\_\_  
PLAYERS : 陳輔弼(Steven Chen/ 鄭得統(Tom Cheng)

SYSTEM SUMMARY	
<b>GENERAL APPROACH AND STYLE</b>	
Natural system with 2+ cards opening at minor and 5+	
Cards opening at Major, new minor GF	
1C: 2+cards	
1D: 4+cards	
1NT: 15-17 hcp, balanced hand	
2NT: 20-21 hcp, balanced hand	
2C: 22+ hcp or GF hand	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2D: one weak Major suit, preemptive	
2H: 54+ majors, preemptive	
2S: 5+S + 4+minor, preemptive	
3NT: one solid minor suit, gambling	
4NT: 2 minors	
Keycard asking:	
5C: 1 or 4; 5D: 0 or 3; 5H: 2 or 5; 5S: 2 or 5+Q	
<b>5N(even + void); 6x(side card K+odd)</b>	
Lowest bid after keycard asking: check trump Q	
Interference when keycard asking:	
X(even); PASS(odd) or still bid. Ex.H is trump	
4NT-5D-X(even=0) / PASS(odd) / 5H(2) /5S(2+Q)	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	3S	11+ hcp C suit or balanced hand	2C: inverted GF 2D: C suit, GT(game try) 2H/2S: weak 3C: preemptive	1C-2C-2M: max.(15hcp+) or shape;1C-2C-2N: /11-12 or18-19hcp 1C-3N 16-17 (4-3-3-3)1C-2C-3D/3H/3S: splinter 13-15hcp 1C-1M-2N-3C(asking Major): 3D(3M+4oM) 3oM(2M+4oM) 1C-1M-2N-3D(4+C fit, slam try) 1C-1M-4C (6 Good C + 4M )	
1♦		4	3S	11+ hcp D suit or balanced hand	2D: inverted GF 3C: D suit, GT(game try) 2H/2S: weak 3D: preemptive	1D-2C: F1(rebid 3C is NF); 1D-2C-2D/2H/2S: 5+D/4441/5D+4S  1D-1M-4D (6 Good D + 4M )	
1♥		5	3S	11+hcp and 5+cards	2H: 6-10hcp, 2NT: Jacoby , 13+hcp 3C: 10-12 4+H with void or singleton 3D: 10-12 4+H w/o void or singleton  3S/4C/4D: 13-15hcp splinter	1H-2H-X: need supporting suit 1H-2NT: 3x(void or singleton); 4x(long suit) 1H-2NT-3NT(6H,6322; 13+hcp)  1H-3NT(3H, 13-15hcp 4333)	2C: Drury 1H-2C-2D(normal open) 2H(light open)2S(4S16+)2NT(18-19)3C/3D(H5+C5,H5+D5 16+)3H(6H 16+) <b>3NT(RKCB)</b>
1♠		5	3S	11+hcp and 5+cards	2S: 6-10hcp, 2NT: Jacoby , 13+hcp 3C: 10-12 4+H with void or singleton 3D: 10-12 4+H w/o void or singleton  4C/4D/4H: 13-15hcp splinter	> 3S: preemptive Same as 1H opening	2C: Drury 1S-2C-2D(normal open)2H(normal) 2S(lightopen)2NT(18-19)3C/3D(S5+C5,S5+D5 16+) <b>3NT(RKCB)</b>
1NT				15-17hcp balanced hand 5M or 6m is allowed	2C:puppet stayman,2D/2H/2N/3C:transH/S/C/D 2S:one m inv. or 2m; 3D: 2M GT+ 3H/3S: 3145/1345; 4C: Gerbert(04/1/2/3) 4S/4NT: even/odd ST; 5H: choose one slam 5S/5NT: even/odd grand ST	1NT-2C-2D-2H/2S/2N possible 4S/4H/44 M GT+ 1NT-2C-2D-3H/3S 5S+4H/5H+4S smolen GF. 1NT-2C-2D-3H/3S-3NT-4H/4D(tran.4S/4H, 6-4) 1NT-(X)-2NT/3C/3D/3H tran.3C/3D/3H/3S GT+ 1NT-(2H)-3D: 4S GT+; 1NT-(2S)-3H 4H GT+	12-14hcp at balanced position
2♣				22+hcp or GF hand	2D: GF 2H: negative 2N: H suit, GF 3H/3S: short H/S with 2 minors	2C-2D-2N: same as 2N opening 2C-2D/2H-3H/3S: 4H+5+D/4S+5+D 2C-2D/2H-4C/4D/4H/4S: 24+4441/4414/4144/1444	
2♦				One weak Major	2NT: asking	3C/3D/3H/3S: wkH/wkS/goodS/goodH	4 <sup>th</sup> seat:Good 6+D(2 honors) 13-15
2♥				2 majors, 5-4+	2NT: tran.3C, 3C: GF reply, 3D: suit GF	2H-2N-3C-3D(3-3/4-4M,GT); 2H-3C-3D/3H/3S/3N(45/54/55/65)	4 <sup>th</sup> seat:Good 6+H(2 honors) 13-15
2♠				S+minor, 5-4+	2NT: asking	3C/3D/3H/3S: wk5-4+C/wk5-4+D/5-5C/5-5D	4 <sup>th</sup> seat:Good 6+S(2 honors) 13-15
2NT				20-21 balanced hand	3S: minor ask, one or 2 minors slam try 2NT-3C-3D-3H/3S(4H+5S/4S+5H) 2NT-3C-3D-3H/3S-3NT-4D/4H(tran.4H/4S) 2NT-3D-3H-3S(5-5 S+H)	2N-3S-3N-4C/4D: C/D slam try 2N-3S-3N-4H/4S: short H/S with 2 minors	2N-3S-4C-4N(6+D inv.) 2N-3S-4D-4N(6+C inv.)
<b>HIG LEVEL BIDDING</b>							
3♣/♦				Preemptive	New suit bid is GF, bid 3NT if not fit	3C-3D (asking C)-3H (KQ,AJ102 honor C)/3S(AKJ,AQJ C)/3NT(CK only) 3D no asking, 4NT(RKCB)	
3♥/♠				Preemptive	New suit bid is GF, bid 3NT if not fit	4NT (RKCB)	
3NT				One solid minor		4C/5C pass or correct , 4D (slam try asking other K)-4H (0 KING)/4S (1 K)	