

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				CATEGORY: _____ NCBO : _____ EVENT : _____ PLAYERS : 陳輔弼(Steven Chen) / 夏金龍(Allen Hsia)
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE				
(1C/1D)-2C: suit; (1C/1D)-2D:2 majors 5-5		Lead	In Partner's suit		
(1C/1D) – 2NT (2 lowest suits H+D / H+C 5-5)	Suit	3 rd or 5 th /0-1	3 rd or 5 th /0-1		
Cuebid is only forcing	NT	4 th /0-2	4 th /0-2		
(1X) 1Y (p) 1Z/2Z: Forcing one round	SubSeq				
	Others: after opening lead: 0/2				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADSXXX				
Vs strong 1NT(14-16/15-17/16-18)	Lead	Vs. Suit		Vs. NT	
X:5m+4M; 2C: 2M; 2D: 1M; 2H/2S: 5+H/S+m; 2N:2m	Ace	Ⓐx, ⒶKx etc.		Ⓐx, ⒶKx etc.	
Vs weak 1NT(10-12/12-14/13-15)	King	Ⓚx, ⓀQx, etc.		Ⓚx, ⓀQx, etc.	
X:penalty; 2C: 2M; 2D: 1M; 2H/2S: 5+H/S +m	Queen	Ⓚx, ⓀJx, etc.		Ⓚx, ⓀJx, KⓀ109,etc	
2N: 2m; pass hand or reopen is same	Jack	KⓂ10, Ⓜ10x, etc.		KJⓂ10, Ⓜ10x, etc.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	KⓂ9, Ⓜ9x, etc.		K10Ⓜ, Ⓜ9x, etc.	
Minor: constructive	9	Ⓜx, Ⓜ8x, etc.		Ⓜx, Ⓜ8x, etc.	
Major: preemptive	Hi-x	Even		Even	
(1x) 2N: 2 lowest suits	Lo-x	Odd		Odd	
(2/3x): 4m Leaping Michael	SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Styles; Responses;		Partner's Lead	Declare's Lead	Discarding	
Michael cue-bid	Suit	UDCA	UDCA	Odd/even	
Ask for stop					
(1D precision) 2D: suit					
Western cuebid	NT	UDCA	UDCA	Odd/even	
VS. NT (vs. Strong / Weak; Reopen; PH)					
Same as strong 1NT overcall					
1C/1D – (1NT) – 2C/2D/2H/2S(same as 1NT overcall)	Signals (including Trumps):				
1m – (1NT) – 2H(5+H +4+m or 5+om)	UDCA: upside down counting & attitude				
	Odd: encourage				
	DOUBLES				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Vs. artificial 1C: 1D/1H/1S CRASHs	Support double				
1N: one Suit	Responsive double				
2D/2H/2S: H or S+m/S or H+m/2M or 2m	Honor double				
	Lightner double				
OVER OPPONENTS' TAKEOUT DOUBLE	Competitive double: if our suit is S				
1M-X-2NT(better raise)	6H-X(2 tricks penalty); 6H-PASS(0 or 1 trick)				
1m/1M-X-3x/3M(preemptive)	6H-P-P-P(2 tricks)/ X(1 trick) /6S(no trick)				
1m-X-XX(forcing to 2NT)					
1M-X-XX(forcing to 2M)					

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU				
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	3S	11+ hcp C suit or balanced hand	2C: inverted GF 2D: C suit, GT(game try) 2H/2S: weak, 2N: Inv.3N 3C/3D/3H/3S: preemptive 3N: 13-15 hcp	1C-2C-2M: max.(15hcp+) or shape;1C-2C-2N: /11-12 or18-19hcp 1C-2C-3D/3H/3S: splinter 13-15hcp 1C-1M-2N-3C(asking Major): 3D(3M+4oM) 3oM(2M+4oM) 1C-1M-2N-3D/3H/3S: Tran.3H/3S/4M+5+m	
1♦		3	3S	11+ hcp D suit or balanced hand	2D: inverted GF 3C: D suit, GT(game try) 2H/2S: weak 3D/3H/3S: preemptive 3N: 13-15 hcp	1D-2C: F1(rebid 3C is NF); 1D-2C-2D/2H/2S: 5+D/4441/5D+4S Others: same as 1C opening	
1♥		5	3S	11+hcp and 5+cards	2H: 6-10hcp, 2NT: Jacoby , 13+hcp 3C: 6-9 4+H ; 2S:10-12 or 16+ void or sp. 3D: 10-12 ; 3S: 13-15 with void(3N ask) 3N/4C/4D: 13-15hcp splinter	1H-2H-X: need supporting suit 1H-2NT: 5 steps asking 1H-3S 13-15 4+H with one void then 3N asking	2C: Drury with 3 cards M 2D: Drury with 4 cards M 2N: 10-12 with singleton 3m: fit showing
1♠		5	3S	11+hcp and 5+cards	2S: 6-10hcp, 2N: 10-12 or 16+with void or singleton: 3C ask 3C: Jacoby; 3D: 6-9hcp 3H: 10-12 4+H, 3N:13-15 with void 4C/4D/4H: 13-15hcp splinter	➤ 1S-2N-3C-3D/3H/3S(10-12 singleton)/3N(16+ void) ➤ 4C/4D/4H(16+ splinter) ➤ Nebulous 2C Same as 1H opening	
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: relay 2H/2S/3C/3D: positive 2N: 8-10 bal., GF 3H/3S: short H/S with 2 minors	2C-2D-2H-2S-2N(22-24): same as 2N opening 2C-2D-2N/3C: tran. 3C/3D 2C-2D-3D: 22+4441/4414/4144/1444, 3H relay 2C-2D-3H/3S: short H/S, 3154, 2155/ 1354, 1255	
2♦				One weak Major	2NT: asking	3C/3D/3H/3S: wkH/wkS/goodS/goodH	4 th 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 th 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 th seat:Good 6+S(2 honors) 13-15
2NT				20-21 balanced hand	3S: tran 3N, 3N:5S+4H 3C: Puppet stateman	2N-3S-3N-4C/4D: C/D slam try 2N-3S-3N-4H/4S: short H/S with 2 minors(54 or 55)	
						HIGH LEVEL BIDDING	
3♣/♦				Preemptive	3C-3D: asking, new suit GF		
3♥/♠				Preemptive			
3NT				One solid minor	3N-4C: P/C		