

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE		
1 level=7+ hcp; 2 level=10+hcp;		Lead	In Partner's suit
New Suit Forcing	Suit	4th; MUD	Same as left
Cue bid = GF	NT	4th; MUD	Same as left
Reopen: Suit=8+hcp; X=10+hcp	SubSeq	Lo=ENCRG.	Same as left
Vs 1C(2-3card) opening 2C=C suit; 2D=2 Maj	Others: lead 2 nd with 3 or more small cards		
	VS SUIT/NT : 0 or 1 higher H		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADSXXX		
2 nd =15-17 ;Same as 1NT opening	Lead	Vs. Suit	Vs. NT
4 th =16-18; Same as 1NT opening	Ace	AKx(+); Ax(+)	AKx(+); Ax(+)
	King	AK; KQx(+); Kx	KQx(+); AKJTx(+);AK
	Queen	QJx(+); Qx	QJx(+); KQTx(+);
	Jack	JTx(+);KJTx(+);Jx	JTx(+);Jx
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx; HT9(+)	Tx; HT9(+);
Jump New=NAT, PRE;	9	9x;T9x(+)	9x;T9x(+)
2NT= 55 unbid lower suit (direct pos),	Hi-x	XSxx(+); xSx; Sx	XSxx(+); xSx; Sx
	Lo-x	HxxS(+); HxS	HxxS(+); HxS
4 th Jump New/2NT=13-15, NAT/18-19, BAL;	SIGNALS IN ORDER OF PRIORITY		
DIRECT and JUMP CUE BIDS (Styles; Responses; Reopen)		Partner's Lead	Declarer's
1-10 Michael, 8+HCP	1	Hi-Lo =D	same
Jump=Western Cue bid	Suit 2	Lo=Encourage	
Seeking Stopper	3	S/P	
	1	Hi-Lo =D	same
VS. NT (vs. Strong / Weak; Reopen; PH)	NT 2	Lo=Encourage	
2C: Landy 2D:One Major 2NT: Minors ;2H/S , H/S + minor	3	S/P	
	Signals (including Trumps): UDCA		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Hi-Lo intend to ruff		
Overcall= NF; Double= T/O response with Lebensohl style;			
2NT=16-18; Cue-bid in 3 level=Michael;			
	DOUBLES		
VS. ARTIFICIAL STRONG OPENINGS	TAKEOUT DOUBLES (Style; Responses; Reopening)		
X: Majors, 1-level = Nat, 1NT =minors	Till4H; 4NT over 4S(Pre);		
2C=C suit , 2D =H or S+m ;2H= H+minor	Jump 1 level: 8-10 hcp; Q-bid: F11;		
2S = S	Maybe Light with classic shape		
	SPECIAL FORCING PASS SEQUENCES		
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
New Suit=F at 1 level; Weak JUMP SHIFTS;	Supporting til 2M		
2NT= Limit Raise	Competitive Db in 3 level		
Double Jump= SPL	Negative til 2S (1C -(1D) -1M promise 4 card)		
	Responsive		
	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
	1m – 1M maybe only 3cards of M , maybe less than 6 pts , even 0		
	1NT may have 5 cards M or 6 cards m even with singleton		
	3 rd and 4 th may open 4 cards M and can open very light		

CATEGORY: Green

NCBO : Chinese Taipei EVENT : ALL

PLAYERS : Violet Liu(劉蘭秦) Beatrice Yang(楊茗清)
Date : 2020

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5542;2/1; Strong NT(15-17)

Inverted minor;

Flexible at points range and suit length

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Reverse Drury

2D 2 Ms , 4 4 up

2H Weak H 5 up

2S Weak S 5 up

Gamebling 3NT

Lebensohl; Michael Cue bid over NAT opening, Unlimit

Unusual NT overcall For 2 lower or Unbid 2 minor

				NCTU			
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	2♠	3+; 9+-21 hcp	1NT=8-10 ; 2nt=inv,11-13 ⁻ ; 3nt=13-15 Inverted minor raises 3C=PRE)3-6 HCP), 2C=GF(13+). W/O Major; 2D=C inv 4C=H, 4D=S	4SF=FG IF REVERSE AT 3 LEVEL; REVERSES C fit 4D Ace asking 0123 BY OPENING=F1;BY RESP=FG; OVER 1NT: 2C=INV; 2D=GF checkback	
1♦		4	2♠	3+; 9+-21 hcp	1♥/♠=4+ ^{suit} ,6+ ^{hcp} ;2♦=13+Hcps,4+♦, W/O MAJ; 1N=6~10hcps,BAL; 2N/3C= inv 2♣=4+ ^{suit} ,FG; 2N=INV 3N=13~15hcps, BAL	JUMP 4D=ACE ASKING, OTHERS= AS 1C 1MAJ 1N 2C(INV)/2D(GF) checkback	
1♥		5	2♠	5+; 9+-21 hcp	1♠=4+♠;1N=6~12,F1;2♣/♦=4+ ^{suit} ,FG 2♥=8~10;2NT=4+♥,FG 3♣=10-12 INVERTED BERGEN 4+♥ 3♦=6-9 4+♥	-1N: 2♣(****better hand waiting) /2♦=3+ ^{suit} ; 2♥=weak;2N=18~19,BAL;3♣/♦=19~21 2♠=19hcps+	1N=Semi F; 2C=Reverse Drury 3m=mixed raise 3H=PRE
1♠		5	2♠	5+; 9+-21 hcp	3♣=10-12 INVERTED BERGEN 4+♠	Same as 1♥ opening	Same as 1♥ opening
1NT				15+-17 hcp; BAL	2C=Stayman; 2,4D/H=TRF 2,4H/S; 2S=query minor; 2N=INV; 3m=NAT, INV; 3H/S= 55M, INV/ST; 3N=SO; 4C=Gerber; 4S/4N=INV 6x; 5N=INV 7x		
2♣	Yes			Value of 22+	2D= Relay; 2H:0-3 Neg 2S/3m/2NT =S/C/H 5+ w 2 honor, 6+ ^{hcp} ; 3H/3N=BAL, 6-10 or 13+/10-12 hcp	2N=BAL, 22-24hcp; 3N=to play;	
2♦		0	4D	WK;2 Majors 4-4 UP	2NT=ASKG 2H-4S PICK UP 3NT=TO PLAY	2NT – 3C = weak hand 3NT 54(45) 22 3D = 4-4 Majors Max. 4H/4S = 4-6/6-4 mix 3H/S = 5431 Max 4C/4D=5-5 Splinter	After 3C – 3D = realy 3H / 3S bid longer 3NT = 44 Mojor
2♥				WK;5 +	2NT=ASKG		
2♠				WK;5 +	2NT=ASKG		
2NT				20-22- hcp; BAL	3C=Stayman; 3,4D/H=TRF 3,4H/S; 3S=ask minor; 3N=SO; 4S/N=11/12hcp, BAL 5C=Gerber; 5N=INV 7x	3 NT:2 Major , then 4D/4H TRF	
3♣/♦				6+ PRE; Sound when vul	NAT, F;		
3♥/♠				6+ PRE; Sound when vul	NAT, F;	HIGH LEVEL BIDDING	
3NT				Gambling	no Ace and at most 1 K in side cards	RKCB: 5C/5D/5H/5S=14/30/2(5)/2+ trump Q Keycard Gerber, DOPI,DEPO	