

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
7-17 HCPs,4+card	
New Suit is F1 (PH,semi-forcing)	
Cue bid F1 always fit, limit raise or better	
Jump raise is preemptive	
Jump Cue is mixed raise	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd :15~18HCPs	4 th :11-14HCPS
System on	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1 – Suit: PRE;	
2 – Suit: 2NT = 2 lowest suits	
4 th = opening value	
DIRECT and JUMP CUE BIDS (Styles; Responses; Reopen)	
MICHAELS CUE: any strength and Vul dependent	
(1M) – 2M: oM + m, 2NT asks m;	
1m-2D= 2Ms	
VS. NT (Reopen only 2C= 2Ms and rest nature)	
In Direct position:	
Vs 14+ NT: X= 5m+4M, 2C=2Ms 2D=one M 2H/S=H/S+m 54+	
Vs 14- NT: X= power and same the rest	
VS STRONG ♣ OPENING (4th nat)	
X= 2 Majors NT= Minors	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
1.Take out double up to 4H(include 4H) ; For 4S is optional	
2.Cue bid is inquiry stopper or slam try	
3.Jump is opening hand above ,NF	
4. NT is natural	
5. vs 3M opening, 4m= oM+m 55+	
OVER OPPONENTS' TAKEOUT DOUBLE	
Transfer response up to trump	
2NT is inv+	
1m-(X)-1NT=8-10 bal	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	0/2 3 rd =even, low=odd	0/2	
NT	2 nd from garbage, 4 th	0/2 4 th	
SubSeq			
Others: lead directing double: shorter major			
9/10 shows 02 higher; A from AK except AK doubleton			
LEADSXXX			
Lead	Vs. Suit	Vs. NT	
Ace	AK,AKX,AX...	AKJ10	
King	AK,KQx	KQxx,...	
Queen	Q,QJ,...	Q,QJ,KQT9....	
Jack	J,JT(X),JX	J,JT(X),JX	
10	HJT9(X)	T9X,HJT(X)	
9	9,H109x(x)	9x(x), HT9(X)	
Hi-x	Odd/Dis	Odd/Dis	
Lo-x	Even/En	Even/En	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declare's	Discarding
Suit	1 High- Odd/Dis	--	
	2 Low- Even/En	--	
	3	--	
NT	1 High- Odd/Dis	--	
	2 Low- Even/En	--	
	3	--	
Signals (including Trumps):			
UDCA			
Ace : counting King : attitude			
DOUBLES			
TAKEOUT DOUBLES (Style; Resppones; Reopening)			
1.Take out up to 4H			
2.Negative up to 3S (include 1NT opening)			
3.Most doubles in comp situation is for take out			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Support Double up to 2S			
Responsive Double up to 3S			
Invitational Double (when opps with good fit): 3S			
SnapDragon double			
Lightner for slam			

CATEGORY: Nature GREEN

NCBO : Chinese Taipei open

PLAYERS: CY Hung/MH Wu



SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5533 and 1NT Openings: 14+-17 HCP	
2 over 1 Responses for Major opening = GF except m rebid	
Semi-forcing 1NT over 1H/S	
2D= one weak Major, Vul dependent	
2♥/♠= weak H/S+ minor	
XYZ and Gazzilli	
Balance minimum opening= 12 HCP	
Serious 3NT (15+) when M fit in GF sequence	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
3NT= namyats, strong H or S suit with 3-4 losers	
1x-1y-1NT : might have 4 card major	
Transfer response after opp's X	
Leaping Michaels vs 2/3 H/S(5+ card) weak opening	
Vs 2 suited O/C and Opening:	
cue lower/higher suit= lower/higher of other two suit F1; Raise/Unbid=NF	
NT= two other suits; X= power and balanced hand	
Using Leb response in the following:	
Opp weak 2 opening	
1NT opening (fast deny)	
reverse sequence (4 th suit as well)	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
3 rd seat opening wide	
1NT opening might have singleton Honor	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	♠ ♥ ♦ ♣			
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4D	11~21,3-cards above	1C-2C:inv+; 1C-3C: 5-7 1D: nature or relay 2D= 6-9 5S+4+H or C mixed raise 2H/S: H/S inv 1NT: 8-10; 2NT= 13-15 or 18+ 3NT= 16-17 3 D/H/S: preempt	XYZ (1C-1D-1NT not included) Walsh style 1C-2D then 2H/S= P/C ; 2NT= asking 3C=C mixed raise 3D=5S+ 4+H	New minor forcing
1♦		3	4D	11~21,3-cards above	1D-2D: inv+; 1D-3C: mixed raise 1D-3D: 5-7- 1H/1S: F1 2H/S: inv ; 1NT:6-10 2NT=13-15 or 18+ 3NT= 16-17 3D/H/S= preempt	XYZ Walsh style	
1♥		5(4)	4D	11~21,5+ card 3 rd open: 4-card possible	2M= constructive raise 2S= S inv 2NT= GF 4+ card raise 3C= 4 card raise inv 3D=3 card raise inv+-min GF 3S= 10-12 void somewhere (relay to ask) 3NT/4C/4D= 10-12 S/C/D singleton		2C:Rev-drury; Jump shift= mini splinter
1♠		5(4)	4D	11-20, 5+ card 3 rd open: 4-card possible	similar structure as 1H opening 3C= H inv;3D=4 card fit inv; 3H= 3 card inv-minGF		2C:Rev-drury
1NT			4D	5-card major, semi-BH, singleton possible	2C= puppet stayman; 2D/H=H/S; 2S= C/D inv or minors, 2NT=club or (4441), 3C=diamond 3D=2 Majors 55 inv+ 3H/S:3145/1345 G.F 3NT:to play; 4NT:inv 4C=Gerber 4D/H/S/5C=xfer H/S/C/D	1N-2C-2D-2H/S=asking, 1N-2C-2D-2/3NT= 2Ms inv/GF 1N-2D/H-2H/S-4N:inv	System on
2♣	v		4D	Art strong, 21+	2D:FG 2H: NO A and K, 0-4(1Q2Js) 2S/2N/3C/3D: 5+ S/H/C/D with two of AKQ 3H/3S/4C/4D: 7+ weak suit	2C-2D-2H= kokish relay: 24+bal or H+x GF 2C-2H-3N: 25-27	System on
2♦	v			1 Major Weak 5-10	2H/2S/3H: P/C ; 3S= inv ; 3N/4H/4S:to play 2NT:ask 3C/3D: F1 4C:xfer M 4D: bid M	2D-2NT-3C/3D/3H/3S : H/S Min (relay GT) S/H Max(GF)	System on
2♥/♠	v	5+4		H/S+m 3-10	2NT:ask 3C/D= P/C another M= F1	3C/D/H/S=min C/D/max C/D	System on
2NT				20-22- BH or semi-BH	3C: puppet stayman 3D/3H/4D/4H:xfer 3H/3S/4H/4S 3S:xfer 3N; 3NT=5S+4H 4C=2Ms 55+; 4NT=inv 4S/5C=xfer C/D	2NT-3C then 3D=4 card M; 3H= no M; 3S/3NT= 5 card S/H 3S relay to 3NT: pass = to play; 4NT= 22(54) slam inv 4m= single m slam try 4M= shows 2ms and shortness	System on
3♣♦♥♠		6+		Preemptive	New suit(except 3S then 4H)= control asking, 0/2 nd /1st	HIGH LEVEL BIDDING RKC 1430, next step=Q asking,5NT=specific K, DOPI/DEPO	
3NT		7+		3-4 loser ♥ or ♠	4C= asking relay= 3 losers, 4D= show M		
4♣♦		7+		Preemptive	New suit= control asking 0/2nd/1st	jump to 5 level Exclusive KC1430	
4♥♠		7+		Preemptive	New suit= control asking 0/2nd/1st	RKC asking, jump = 2 KC+ void (5NT= void higher than trump)	
5♣♦		7+		Preemptive	New suit= control asking 0/2nd/1st	Jump to 5NT= pick up slam if no trump agreed firmly, GSF if trump agreed	