

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1 level: 8-15 value, good 4+ suit
2 level: 11+ value, 5+ suit
Transfer response w/ 2N NAT, 11-12 value
R/O: 8-15 value, 4+ suit
1NT OVERCALLS
16-18p w/ stopper
13-15p at 4 th w/ stopper
RESP: Gladiator (2♣=puppet, 2♥/♠=5+, inv)
JUMP OVERCALLS
1-Suit: PRE, often 6/7 cards; may 5/6 cards when nonvul
2-Suit: 2NT=5-5+ two lowest unbid suits; intermediate+
DIRECT and JUMP CUE BIDS
(1♣/♦)-cue=5♥+5♠, intermediate+
(1♥/♠)-cue=5oM+5♣/♦, intermediate+
(1x/2x)-3x=ask stopper, good hand
(2M)-4M = ♣+♦ 5-5+, 3 losers; 4N = ♣+♦ 5-5+, 4 losers
VS. NT (Strong / Weak)
Astro vs. NT
Dbl: 14+
2♣: ♥+one suit (shorter in ♥ when w. ♠)=> 2♦=relay
2♦: ♠+one suit (shorter in ♠ when w. ♥)=> 2♥=relay
2♥/♠: 6+♥/♠
2NT=♣+♦/♦+♥/♥+♠/♠+♣ 6-5+, good hand
Lionel vs. NT (pass hand)
Dbl: ♠+ one suit; => 2♣= relay
2♣: ♥+♣
2♦: ♥+♦
2♥/♠: 6+♥/♠
VS. PREEMPTS
Dbl= T/O to 4♥; Suit = NAT; (2x)-3x=ask stopper;
4N = ♣+♦ 5-5+, good hand
VS. ARTIFICIAL STRONG OPENINGS
vs. strong 1♣: Pass=May be good hand; Dbl/1♦=5+♥/♠ 12-15;
1♥=♣+♦/♥+♠ 4-4+; 1♠=♣+♥/♦+♠ 4-4+;
1NT=♣+♠/♦+♥ 4-4+; 2NT=one suit good hand;
OVER OPPONENTS' TAKEOUT DOUBLE
1NT~2M-1=transfer; JS=fit-showing, 4+support, inv+;
ReDBL=F to 2NT, tend to PENALTY.
1♥/♠-(X)-2NT= inv 4+♥/♠; 2/3/4♥/♠=PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	01-4th; MUD	Same as left	
NT	01-4th; MUD	Same as left	
SubSeq	Hi=En, Lo=Dis	Lo=En, Hi=Dis	
Others: At 5+ level or preempt, K from AK and demands count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax(+)	AK; Ax; AKJx(+);	
King	AK; KQx(+); Kx; KQ	AKJTx(+);KQx(+);Kx	
Queen	QJx(+); Qx; QJ	QJx, QJTx(+); KQT9x(+)	
Jack	JTx(+);KJTx(+);Jx	JTx; Jx; JT9x(+); JT8x(+)	
10	Tx; HT9(+);	Tx; HT9(+);	
9	9x; J9x(+); T9x(+)	9x; J9x(+); T9x(+)	
Hi-x	XSxx(+); xSx; Sx	XSxx(+); xSx; Sx	
Lo-x	HxxS(+); HxS	HxxS(+); HxS; XxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	ATT	CT	ATT
	CT		CT
	LAV		
NT	U/D ATT	CT	LAV (suit pref.)
	CT		U/D ATT
Signals (including Trumps): ATT (NT U/D ATT)			
DOUBLES			
TAKEOUT DOUBLES			
11+ value; with support to other suit.			
16+ value strong hand			
(RESP: cue = F1, promise rebid. 2NT=Lebensohl)			
R/O: 9+ value, with support to other suits			
OTHER DOUBLES			
* Negative Dbl through 3♦			
1♣-(1♦)-X=4+♥, F, NOT negative Dbl			
* 1m-1M-(1X/2Y); DBL 15+p, semi-BAL, NOT support Dbl			
* 1m-1M-(DBL); REDBL 15+p, semi-BAL, NOT support Dbl			
* 1m-1M-(any); 1NT 3M support			
* 1♥-1♠: Support Dbl through 2♠			
* Reponsive Dbl through 2♠ : Lightner DBL			

CATEGORY: GREEN 6-July-2025

NCBO : Chinese Taipei EVENT : _____

PLAYERS: Chou, Ching-Chieh / Huang, Edward
(Linmuley) (Kyosuke)

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Modified KS (Natural Green, weak NT)
Natural 5533, 2/1, Forcing 1NT
2 over 1 response: GF unless rebid
1NT: 12-14, BAL (may be w/ 5M or 6m)
1M maybe 4 cards at 3rd/4th seat
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Transfer response:
1♣-1♦/♥/♠ = 4+♥/♠/♦
1♣-(X)-1♦/♥/♠ = 4+♥/♠/♦
1♣-(1♦)-X/♥/♠ = 4+♥/♠/ no 4M
1♣-(1♥)-X/♠ = 4♠/5♠
1♣-1♦-1♥ = 4♠
1♣-1♦/♥-1♠=12-14, unBAL (nothing about ♠)
Mini-splinter:
1♥-2♠ / 1♠-2NT = semi-BAL, w/ 4+ fit, inv+
1♥-2NT/3♣/♦ = ♠/♣/♦ SPL, w/ 4+ fit, inv+
1♠-3♣/♦/♥ = ♣/♦/♥ SPL, w/ 4+ fit, inv+
Astro vs. NT;
pass hand use Lionel vs. NT
ROC vs. strong 1♣
Lebensohl, Rubensohl
SPECIAL FORCING PASS SEQUENCES
Forcing pass applied in almost every GF sequence.
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	Chou, Ching-chieh	Huang, Edward		
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	1♠	12(11)~23 value	1♦/♥/♠=4+♥/♠/♦ (transfer response); 1NT=5-8, no 4M; 2♣=9+, 4+♣, no 4M; 2♦/♥/♠= 6+, weak; 2NT=12+, 3343, BAL or 0-5p, 5+♣; 3♦/3♥/3♠=0-5p,7+; 3♣/4♣=6-8p, 5+♣;	* 1♣-1♦-1♥=4♣; 1♣-1♦/♥-1♠=12-14 (nothing about ♠); * 1♣-1♦-1♥-1♠=9-11, Art. F; 1♣-1♦-1♥-2♦= 12+, Art. GF; * 1♣-1♠-2♣ = 12-14; 1♣-1♦/♥-2♣ = 15-16; * 1♣-1Y-1N/2N=15-17/18-20 semiBAL * 2WPCB used in 1♣-1Y; 1NT sequence	
1♦		3	1♠	12(11)~23 value	1♥/♠=4+♥/♠; 1NT=5-8, no 4M; 2♣=9+, 4+♣; 2♦=9+, 4+♦, no 4M; 2♥/♠=6+, weak; 2NT=12+, 3334, BAL; 3♦/4♦=6-8p, 5+♦; 3♣/♥/♠=0-5p,7+;	* 1♦-1♥-1♠= 4♣; 1♦-1♥-1♠-2♣=9-11, Art. F; -2♦=12+, Art. GF; * 1♦-1♥/♠-2♣ = 15+, 2+♣, F; (2♦=8-, weak, other resp GF) * 1♦-1♥/♠-2♦ = 12-14; 1♦-1♥/♠-3♣ = 5♦5♣, 12-14; * 1♦-1Y-1N/2N=15-17/18-20 semiBAL * 2WPCB used in 1♦-1M; 1NT sequence	
1♥		5 (4)	3♦	11(10)+~21 value May be only 4 cards or lighter at 3 rd 4 th seat	1♠=4+♠, F; 1NT=6-12, F; 2♣/♦=almost GF; 2♥=8-10; 2♠=4+♥, inv+, semiBAL; 2NT/3♣/♦ = ♠/♣/♦ SPL, w/ 4+ fit, inv+ 3♥=4+♥, PRE	-1♠-2♣/♦=15+, 2+♣; 2♥=12-14, 6+♥; 2♠=4♠, 12-14; 3♣/♦=12-14, 5♣/♦; 1NT= 12-14, else hands; -1N-2♣/♦=3+m (2♣ may be 4522, 12-14); 2♥=12-14, 6+♥; 2♠=reverse; 2NT=17-18, BAL; 3X=18+, NAT; 3NT=19-20 -2♥-2♠= inv+ w/ short; 2N/3♣/♦ = ♠/♣/♦ help suit, inv+; -2m-2♥-3m= inv, NF;	-2♣=Drury, opener's 2♥ is light -2NT = ♣ fit-showing jump -3♣ = 6+♣ suit inv. -2♠/3♦ = fit-showing jump
1♠		5 (4)	3♦	11(10)+~21 value May be only 4 cards or lighter at 3 rd 4 th seat	1NT=6-12, F; 2♣/♦/♥=almost GF; 2♠=8-10; 2NT=4+♠, inv+, semi-BAL; 3♣/♦/♥ = ♣/♦/♥ SPL, w/ 4+ fit, inv+ 3♠=4+♠, PRE	-1N-2♣/♦=3+m; 2♥=4+♥; 2♠=12-14, 6+♠; 2NT=17-18 BAL; 3X=18+, NAT; 3NT=19-20 -2♠-2N= inv+ w/ short; 3♣/♦/♥=help suit, inv+; -2m-2♠-3m= inv, NF; -2♥-2♠-3♥= inv, NF; -2♥-3♥= GF;	-2♣=Drury, opener's 2♠ is light -2NT = ♣ fit-showing jump -3♣ = 6+♣ inv. -3♦/♥ = fit-showing jump
1NT				12(11)-14 maybe 5M/6m/5422 maybe single honor	2♣=5M Stayman (NF); 2♦=GF; 2♥/♠=5+♥/♠, To play (may be raised) 2NT=inv w/ 6+suit; 3♣/♦/♥/♠=preempt; 4♣/♦=6+ good♥/♠; 4♥/♠=To play	-2♣-2♦:2♥/♠=4+M inv; 2NT=no 4M inv; 3♣=5+♣ S/O; 3♦=5♠4♥ inv; 3♥=5♠5♥ inv; -2♣-2♥/♠/NT/3♣=5♥/5♠/6♦/6♣; -2NT-3♣/♦/♥/♠ = not accept inv. and try to S/O	
2♣	V			20+-22/25+ BAL, maybe 5422 22+value M or 24+value m suit 16+, 8.5 tricks	2♦/♥=0-2/3+CT; 2♠/NT=5+♥/♠ w/ 2 of AKQ; 3♣/♦= 6+♣/♦ w/ 2 of AKQ; 3♥/♠=KJTxxx+; 3NT= ART, any one suit w/ AKQxxx+	-2♦-2♥: 2♠=0-3; 2NT=5+♥/♠; 3♣=2-♥; 3♦=3♥; 3♥=4♠4♥; 3♠=4♥, no 4♠; Double-negative sequences: (2♣-2♦-2♥-2♠) (2♣-2♦-2♠-2NT)	
2♦		6(5)		PRE	2NT =ask; 3♦/4♦= preempt; 2♥/♠/3♣= ♥/♠/♣ suit, F; 3♥/♠/4♣= CAB, F; 3NT/4♥/♠= to play;	-2NT: 3♣= min bad suit; 3♦=min, good suit; 3♥=max, bad suit; 3♠=max, good suit; 3NT=AKQxxx;	4th seat: 10-12 6+♦
2♥		6(5)		PRE	2NT=ask; 3♥/3NT/4♥= to play; 2♠/3♣/♦= ♠/♣/♦ suit, F; 3♠/4♣/4♦=CAB, F;	-2NT: 3♣= min bad suit; 3♦=min, good suit; 3♥=max, bad suit; 3♠=max, good suit; 3NT=AKQxxx;	4th seat: 10-12 6+♥
2♠		6(5)		PRE	2NT =ask; 3♠/3NT/4♠= to play; 3♣/♦/♥= ♣/♦/♥ suit, F; 4♣/♦/♥=CAB, F;	-2NT: 3♣= min bad suit; 3♦=min, good suit; 3♥=max, bad suit; 3♠=max, good suit; 3NT=AKQxxx;	4th seat: 10-12 6+♠
2NT				23-24 BAL, maybe 5422	3♣=Romex; 3♦/♥/♠/4♣=transfer, ♥/♠/♣/♦suit 4♦/♥/♠/NT =transfer, 6+♥/♠/♣/♦, mild ST	HIGH-LEVEL BIDDING	
3X		7(6)		Weak	3Y=NAT, F; 4Y=CAB;	RKCB/EKB: 1430	
3NT	V	7		solid minor w/ 0-1 side K	456m=P/C; 4M=to play;	When interrupted, pass=lower bid, dbl=this bid, else the same. If over two ranks, use DEPO.	
4♣/♦		8(7)		Weak	new suit=CAB;		
4♥/♠		8(7)		Weak	new suit=CAB;		
4NT	V	5		Both minors	56m to play		
5♣/♦		8		Weak			