

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 (RESP: Gladiator)

13-15p at 4th w/ stopper (RESP: 4-way transfer)

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)

Vs. Strong NT (15-17 up) or pass hand

Dbl: ♠+one suit => 2♣=relay (ask 5 cards suit)

2♣: ♥+♣ 5-4/4-5

2♦: ♥+♦ 5-4/4-5

2♥/♠: 6+♥/♠

2NT=♣+♦ 5-5+

Vs. weak NT (below 14-16)

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

VS. PREEMPTS

Dbl= T/O to 4♥; Suit = NAT; (2x)-3x=ask stopper;

(2M)-4M = ♣+♦ 5-5+, 3 losers; 4N = ♣+♦ 5-5+, 4 losers

VS. ARTIFICIAL STRONG OPENINGS

vs. strong 1♣: Pass=May be good hand; Dbl/1♦=4+♥/♠ 12-15;

1♥=♣+♦/♥+♠ 4-4+; 1♠=♣+♥/♦+♠ 4-4+;

1NT=♣+♠/♦+♥ 4-4+; 2NT=one suit good hand;

2/3/4♣/♦/♥/♠=NAT 5/6/7+card in non-vul.

2♣/♦/♥/♠= 6+ or 5-5 above two suits in vul.

OVER OPPONENTS' TAKEOUT DOUBLE

1♥/♠-(X)-1NT~2M-1=transfer; JS=fit-showing, 4+support, inv+;

1♥/♠-(X)-XX=F to 2NT, tend to PEN; 1♥-(1♠)-= 1♥-(X)-;

1♥/♠-(X)-2NT= inv 4+♥/♠; 2/3/4♥♥/♠=PRE;

LEADS AND SIGNALS

OPENING LEADS STYLE

Lead

Suit

NT

SubSeq

Others: At 5+ level or preempt, K from AK and demands count

LEADS

Lead

Vs. Suit

Vs. NT

Ace

King

Queen

Jack

10

9

Hi-x

Lo-x

SIGNALS IN ORDER OF PRIORITY

Partner's Lead

Declarer's Lead

Discarding

Suit

U/D ATT

S/P

U/D CT

NT

U/D ATT

S/P

U/D CT

Signals (including Trumps): UDCA

Reverse count signal in trump suit may show interests in ruffing

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

1♦-(X)-XX=4+♥, F, NOT suggest penalty

* 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, unBAL

* 1♥-1♠: Support Dbl through 2♠

* Reponsive Dbl through 2♠ ; Lightner DBL

CATEGORY: GREEN 30-June-2025

NCBO : Chinese Taipei EVENT :

PLAYERS : Kuo, Teng-Kai / Lee, Yung-Ping
(ktk) (xpin)

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

2♣=21+ any, or 16+, 8.5+ tricks, or 20+-22 BAL

2♦= 6+♠ or ♥, PRE; May be 5 card at 3rd place

2♥= 4+♠ 4+♥ (Vul:6-10, Nonvul:3-10)

2♠= 5♠ 4+m, PRE

1♣-1♦♥♥/♠= 4+♥♥/♦; 1♣-1♦-1♥= 4+♠

1♣-1♦♥♥-1♠=12-14, unBAL (nothing about ♠)

1♣-(1♦)-X/1♥/1♠= 4+♥♥/♠/no 4M;

1♣-(X)-1♦♥♥/♠=4+♥♥/♦; 1♦-(X)-XX/1♥/♠= 4+♥♥/♠/no 4M;

1♣-2♣/♦= 4+♣, 12+/9-11, F

1♦-2♦♥= 4+♦, 12+/9-11, F

1♣-2♥/1♦-2♠=SJS with one suit, +1=relay

1♣-2♠=5+♦ 4+♣, 0-16, F

1♣-(X)-2♣/♦♥♥/♠=5-8/12+/9-11, w/4+♣ / 5+♦ 4+♣, 0-16, F

1♦-(X)-2♦♥♥/♠=5-8/12+/9-11, w/4+♦

1♥-2♠/1♠-2NT= SJS with one suit, +1=relay

1♥-2NT/1♠-3♣= semi-BAL, w/ 4+ fit, inv+

1♥-3♣/1♠-3♦= 8-10, 4M fit or splinter w/ 4+ fit, inv+

1♥-3♦♥♥/♠/NT= mini-splinter w/ 4+ fit, inv+

1♠-3♥♥/♠/NT/4♣= mini-splinter w/ 4+ fit, inv+

ROC vs. strong 1♣

Astro vs. weak NT(14-16) and Lionel vs. strong NT(15-17)

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Lebensohl, Rubensohl and Transfer Lebensohl

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	Lee, Yung-Ping Kuo, Teng-Kai			
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	3♦	12(11)~23 value	1♦/♥/♠=4+♥/♠/♦, 5+value, WALSH; 1NT=5-8, no 4M; 2♣/♦=12+/9-11, 4+♣; 2♥=SJS with one suit; 2♠=0-16, 5+♦4+♣; 2NT=12-15p, BAL; 3♣/4♣=5-7, 5+/6+♣; 3♦/♥/♠=0-5p, 7+; 3NT=16-18p, 3343;	* 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♣-1♦/♥/♠-1NT=15-17, BAL; 1♣-1♦/♥/♠-2NT=18-20, BAL; * 2WPCB used in every 1♦-1Y; 1NT sequence	1♣-2N = any 3334, inv
1♦		3	3♦	12(11)~23 value	1♥/♠=4+♥/♠, 5+value, WALSH; 1NT=5-8, no 4M; 2♣=9+, 4+♣; 2♦/♥=12+/9-11, 4+♦; 2♠=SJS with one suit; 2NT=12-15p, BAL; 3♦/4♦=5-7p, 5+/6+♦; 3♣/♥/♠=0-5p, 7+; 3NT=16-18p, 3334;	* 1♦-1♥-1♠=4♣; 1♦-1♥-1♠-2♣=9-13, Art. F; * 1♦-1♥/♠-2♣= 15+, 2+♣, F; (2♦=8-, weak) * 1♦-1♥/♠-2♦= 12-14; 1♦-1♥/♠-3♣= 5♦5♣, 12-14; * 1♦-1♥/♠-1NT=15-17, BAL; 1♦-1♥/♠-2NT=18-20, BAL; * 2WPCB used in every 1♦-1Y; 1NT sequence	1♦-2N= any 3334, inv
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♠=SJS with one suit; 2NT=4+♥, inv+, semi-BAL; 3♣=8-10, 4♥ fit or ♣ splinter w/ 4+♥ fit, inv+ 3♦/♥/♠/3NT=mini-splinter w/ 4+♥ fit, inv+ 4♣=RKCB; 4♦=5+♥ w/ 2KC; 4♥=5+♥, weak;	-1♠-2♣/♦=15+, 2+♣; 2♥=12-14, 6+♥; 2♠=4♠, 12-14; 3♣/♦=12-14, 5♣/♦; 1NT= 12-14, else hands; -1N-2♣/♦=2+/3+m; 2♥=12-14, 6+♥; 2♠=reverse; 2NT=18-19, BAL; 3X=18+, NAT; 3NT=12-14, AKQxxxx; -2♥-2♠= inv+ w/o short; 2N/3♣/♦= ♠/♣/♦ short, inv+; -2♥-3♥: to play; -2NT-3♣= ♣ short or semi-BAL; -3♣-3♦=ask;	-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=SJS with one suit; 3♣=4+♠, inv+, semi-BAL; 3♦= 8-10, 4♠ fit or ♦ splinter w/ 4+♠, inv+ 3♥/♠/NT/4♣=mini-splinter w/ 4+♠, inv+ 4♦=RKCB; 4♥=5+♠ w/ KC; 4♠=5+♠, weak;	-1N-2♣/♦=3+m; 2♥=4+♥; 2♠=12-14, 6+♠; 2NT=18-19, BAL; 3X=18+, NAT; 3NT=12-14, AKQxxxx -2m-2♠-3m: inv, NF; -2♥-2♠-3♥: inv, NF; -2♥-3♥: GF; -2♠-3♠: to play -2♠-2N= inv+ w/o short; 3♣/♦/♥=short, inv+; -3♣-3♦= ♦ short or semi-BAL; -3♦-3♥=ask;	-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	2♣=ask 5M or 6m; 2♦=GF relay; 2♥/♠=5(4)+♥/♠, S/O; 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♦=flint, 5+♥/♠, S/O -2♥/♠=5+♥/♠, inv -2NT=5♠5♦, S/O -3♣/♦/♥/♠= 6+suit, inv
2♣	V			20+-22/25+ BAL, maybe 5422 22+value unBAL M suit 24+value unBAL m suit 16+, 8.5+ tricks	2♦/♥=0-2/3+CT; 2♠/NT=5+♥/♠ w/ 2 of AKQ; 3♣/♦= solid ♣ or ♦ / ♥ or ♠ suit w/o side A; 3♥/♠=7+♥/♠ w/ 2 of AKQ; 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♠; 3NT=5♦5♠; Double-negative sequences: (2♣-2♦-2♥-2♠) (2♣-2♦-2♠-2NT)	
2♦	V	6(5)		PRE, 6+ ♠ or ♥ suit	23M=P/C; 2NT=relay; 3♣=one minor suit GF; 3♦=one major suit GF; 4♣=ask for TSF; 4♦=bid your suit; 4♥=P/C; 4♠=To play	-2NT:3♣=min; 3♦/♥=max. bad♥/♠; 3♠/NT=max. good♥/♠ -3♣: 3♦/♥=♥/♠suit; 3♠/NT=♥/♠suit w/o minor fit; -3♦: 3♥=♥ suit; 3♠/NT/4X=♠ suit, w/ 1-/2/3♥ fit	3rd seat: -3♣/♦= NAT, to play 4th seat: 10-12 6+♦
2♥	V	4		PRE, 4+♠ 4+♥ (vul:6-10, nonvul:3-10)	2♠, 3♥/♠, 4♥/♠= S/O; 2NT=relay; 3♣/♦=S/O; 4♣/♦= NAT, GF	-2NT: 3♣= min 45/54 M; 3♦=min 44M; 3NT=Max 44M 3♥/♠=Max 45/54 M; 4♣=Max 55M short ♠; 4♦= Max 55M short ♦; 4♥=min 55M	4th seat: 10-12 6+♥
2♠	V	5		PRE, 5♠ 4+m	2NT=relay; 3♣= P/C; 3♦=3+♠ inv+; 3♥/4♣/♦= NAT, GF; 4♥/♠= S/O	-2NT: 3♣/3♦=min♦/♣suit; 3♥/♠=Max ♣/♦suit; 3NT=5044 Max; 4♣=Max 5305; 4♦=Max 5350; 4♥=Max 5035; 4♠=Max 5053 -3♦: 3♥/♠= min 4♣/♦; 3NT= Max 4m; 4X=Max, 5m	4th seat: 10-12 6+♠
2NT				23-24 BAL maybe 5M/6m/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;	When interrupted, pass=lower bid, dbl=this bid, else the same. If over two ranks, use DEPO.	
3NT	V	7		solid minor w/ 0-1 side K	456m=P/C; 4M=to play;		
4♣/♦	V	8		Weak w/ one solid major suit	new suit=CAB;	5NT(Grand Slam force): 6 trump=0 KC, 6X=1 KC, 6NT=2 KC, 7 trump=3 KC	
4♥/♠		7		Weak	new suit=CAB;		
4NT	V	5		Both minors	56m to play		
5♣/♦		8		Weak			