DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND	D SIGN	IALS		WORLD BRIDGE FEDERATION	
OVERCALLS (STYLE; RESPONSES; 1/2LEVEL; REOPENING)		OPENING LEADS STYLE						
Normal style, promise 4+suit, usually 5+suit			LEAD		IN PARTNER'S 5+CARDS SUIT			
Resp: Transfer; (1x)-1M-(Pa-Dbl)-2x~2M-1=Transfer; 3y=FSJ;			3 rd or low from even/odd		Same as left			
3x=Mixed Raise; 3M=PRE; 1/3 Level New Suit=F1/GF			2 nd /4 th		Count. ATT if raised.			
1N OVERCALL (2 ND /4 TH LIVE; RESPONSES; REOPENING)		SUBSEQ	ATT/CT		ATT/CT		CATEGORY: Blue	
2 nd /4 th live = 15-18 value; R/O 1N = 12-15 value		OTHERS: AT 4+ level, K from AK and de		nd dema	mands count		NCBO: CHINESE TAIPEI EVENT: ALL	
			LEA	DS			PLAYERS: Li-Hsiang KUO Ho-Yee SO	
JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)			LEAD VS. SUIT		VS. NT		SYSTEM SUMMARY	
PRE. Style=Wide range, Vul dependent.			AKx, Ax		AKx, AKxx, AQx			
UNT: $2N = 11+$ value, 5-5+ two-lowest unbidden suits			AK, Kx, KQx Strong ask UB		JB or CT	GENERAL APPROACH AND STYLE		
R/O: 10-14, 6+ cards					QJx, Qx, KQx+			
DIRECT & JUMP CUE BIDS (STYLE; RESPONSES; REOPEN)			KJT, JTx, Jx		AQJ, JTx, Jx		Flexible at points range and suit length	
Direct Cue = Michaels 5-5+ ove		10			HJTx, T9x, Tx		Precision: 1♣=16+, 1♦=0+♦ 11-16, 2♣ = 10-15 6+♣	
Jump Cue against NAT / (2M) 3	M= ask for stopper;	9	9x	ŀ	HT9x, 9x		5 card Majors (4 possible in 3 rd /4 th seat).	
Jump Cue against 1♦=0-2♦ = N		HI-x	xxX, xxXx, xxxxX, xxXxxx		Xx, Xxx, xXxx, xXxxx		1N = 10-13 1 st /2 nd seat NV, otherwise 14-16	
VS. Weak NT	VS. Strong NT or PH	LO-x	HxX, HxXx, HxxxX, HxX	xxx H	HxX, HxxX,	HxxXx	2♦ = PRE (5)6+♠ or ♥	
Dbl = Penalty	Dbl = 4+M 5+m						2♥ = PRE 4+♠ 4+♥	
2♣ = 4+♠ 4+♥	2♣ = 4+♠ 4+♥						2♠ = PRE 5+♠ 4+m	
$2 \blacklozenge = (5)6+ \bigstar/ \checkmark$ $2 \blacklozenge = (5)6+ \bigstar/ \checkmark$						2N = PRE both minors 5-5+		
2M = 5+M 4+m 2M = M+m 5-4+		SIGNALS IN ORDER OF PRIORITY					3N = Gambling solid 7+ minor suit w/ at most 1 side K	
2N = Strong 2 suits 2N = Both minors		PARTNER'S LEAD DECLARER'S			ARER'S	DISCARDING		
3x = Constructive+ NAT 3x = PRE NAT		1	U/D ATT	U/D C	СТ	U/D ATT		
VS. PREEMPTS (Doubles, Cue	SUIT 2	SUIT 2 U/D CT S/P		U/D CT		SPECIAL BIDS THAY MAY REQUIRE DEFENCE		
DBL: T/O up to 4	3	S/P			S/P	1♦-2♥/♠ = Both Majors, weak/GT		
LEB 2N after (2M)-x	1	1 U/D ATT U/D		CT S/P		Lebensohl/Rubensohl (Weaker hands bypass 2N)		
(Non-)Leaping Michaels: (2/3M)	-4m	NT 2	2 U/D CT S/P		U/D CT		Two-way-Puppet-Checkback: Direct 2M/2N/3x = GT/GT/GF	
VS. ARTIFICIAL STRONG OPE	VS. ARTIFICIAL STRONG OPENINGS		3 S/P				Non-Serious 3 ▲/3N after GF ♥/▲ fit	
Apply to 1♣, 1♣-1♦, 2♣ and 2♣-2♦			(INCLUDING TRUMPS):	UDCA-	+S/P	-	Bergen Raise after 1M	
Dbl = 4+♥ 4+♠		Reverse Smith Echo against NT					1M-(any)-2N = Mixed Raise unless 1♥-(2♠)-2N=NAT GT	
NT = 4+ ♦ 4+ ♣			DOUIS					
Suit = NAT			DOUE	SLES				
OVER OPPONENT'S TAKEOUT DOUBLE			T DOUBLE (STYLE; RESI	PONSE	ES; REOPE	NING)		
1 ♦ -(X); XX = 4+♥	1M-(X)-XX = GT+, 0-3M, F to 2N	11+value, with support to other suits						
1 v ~2 v = Transfer	1N~2M-1 = Transfer	16+value, strong						
2♠ = 9-11 5+♦5+♣	23M = PRE	R/O: 8+value, with support to other suits						
2N = PRE 5+♦5+♣	2N = Mixed Raise 4+M	RESP: CUE = F1, promise rebid						
3x+ = NAT PRE.	3x = FSJ 4+M, 5+x	SPECIAL	SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES					
	1M-(X)-3M+1 = 4+M with a void	NEG DBL	NEG DBL up to 4					
	3M+2 up = Stiff SPL	SUPP DB	L/REDBL up to 2M-1	M-1				
		RESP DB	RESP DBL up to 4					
	MAX DBL up to 3 •							
		LIGHTNER DBL against slam					PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1*	V	0		16+ ART F1	1♦=F1 0-7 any; 1♥=8-10 any; 1♠=BAL 8-13 or 16+;	Transfers after [1♣-1♦; 1♥] & [1♣-1♦; 1♠] & [1♣-1♥; 1♠].	-1♥ =8-10 5+ ♣ .
					1N2♣♦♥=11+ Transfer; 2▲=14-15 BAL;	-1♦-1♥: 2♠N3♣3♦=5-7 4441. 3♥♠=Singleton ♥/♠ Both ms.	-1N=5-7 5+♠5+♥.
					2N3♣3♦♥=11+ GF 4441 short ♣/♦/♥/♠.	-1♦-1♥-1♠: 3♦♥♠N=NF 5-5 2 suits.	-2 * =8-10 1-4-4-4.
1 •	V	0	3♠	(10)11-15	1M=F1 NAT (3)4+M; 2♣=GF 4+♣ unless 3343; 2♦=GF 5+♦; 2♥=PRE 5♠4-5♥; 2♠=GT 5-6♠ 4♥;	-1M-1♠N: 2x=GT; 3x=GF. 2♣-2♦-2x=To play. 3x=GT. -1M -2M: 2M+1=Relay; 2M+2 above= short	
					3*=PRE 6+*; 3x=NAT PRE	-1M -2M: 2M+1: 2N3♦=3M5♦; 3♣=3M5♣; 3M-1/3M=Max/Min 4M.	
1 • •		(4)5	3oM	(10)11-15 Maybe only 4 cards	1▲=NAT; 1N=Semi-F1; 2♣=GF NAT or GT 3M; 2♦=GF 5+suit; 2M=8-10; 3M=PRE; 3M-1=GF BAL 3M;	Jacoby: +1=Min; +2=Max BAL; +345=SPL ♣/♦/oM. Bergen: 3M+1=Ask for short: Else=GT or ST short	-2 . +=Drury, 3M Supp -2.+: 2.+=ART 12+ 5+M
				or lighter on 3 rd 4 th seat	2M+1/2M+2/2M+3=GF/GT/Mixed Raise 4+M:	1M-2M: 2M+1=GT+ Ask for values; 2M+2 up=GT+ Short.	-2♦=Drury, 4+M supp
				or lighter of 5 4 Seat	3M+1=4+M w/ void; $3M+2up=Stiff SPL$; $4M=To play$.	1M-24: 24=F1 Min any; $20M/2M/2N/3x=Max NAT/4+4/6+M/5-5$.	-2N=Mixed Raise 4+M
							-3♣/♦: FSJ 4+M 5+♣/♦
1N				10-13 1 st /2 nd seat NV	1	2 ♣-2♦-2♥ : Weak 4+ ▲ 4+♥.	
				5M/6m/Singleton possible	Others same as strong 1N		
1N				(13+)14-16 V or 3 rd /4 th NV	2 ♣ =Stayman; 2 ♦ /♥/3 ♣ /4 ♦ /♥=Transfer;	-2♣-2♦: 2♥/♠=GT, 5+♥/♠; 3♥♠=Smolen, GF, 5+oM 4M;	
				5M/6m/Singleton possible	2♠=GT no 4M or 6+♣; 2NT=Ask 5M 3N=to play	-2♠-2N/3x-3♥/♠=GF 6+♣ SPL ♥/♠	
				· · ·	3♦=GT 5♠5♥; 3♥=GF, 4144 or 3-1-(4-5);	-2♦/♥-2N = Super Accept 3♦/♥=Retransfer. Jumps are SPL.	
					3 ▲ =GF,1-3-(4-5); 4 ▲ =5+ ♥ 5+ ▲ ; 4 ▲ /4N=Quant	-2N: 3♣=No 5M; 3♥/♠=5♥/♠.	
2*	V	6	3♠	10-15 6+♣	2♦=Relay; 2♥♠=NF; 2N=Puppet to 3♣; 4♦=RKCB;	-2♦: 2♥♠N=NAT; 3♣=Min 6+♣; 3♦=6+♣ 4+♦ or 0-1♦; 3♥♠=6+♣ SPL.	
					3/4♣=Cons/PRE; 3♦♥♠=NAT GT; 3N4M=To play.	-2N-3♣: 3♦/♥=GT/GF 5+♠5+♥; 3♠=GF 6+♦; 3N=Mild ST 3+♣.	
2•	V			Mini-multi PRE 6+♥/♠	2/3M=P/C; 2N=Relay; 4. =Ask to transfer, set FP;	-2N: 3♣=MAX ♥/♠; 3♦=Min ♥; 3♥=Min ♠	4 th seat: 10-12 6+♦
					3♣/♦=GF NAT; 4♦=Bid your M; 4♥/♠=NAT.		
2♥	V	4		Lyrics PRE Ms. NV: 5-4+	2N=Relay; 3♣/♦= NAT NF; 3♥/♠=PRE	-2N: 3♣=Min; 3♦=Min 5≜5♥; 3♥=Max 5≜4♥; 3≜=Max 4≜5♥;	4 th seat: 10-12 6+♥
				V: 4+ ▲ 5+♥. 3 rd NV: 4-4+		3N=Max 5♠5♥ (4♣=♥, 4♦=♠); 4♣/4♦=Max 4♠6♥/6♠4♥.	
2	V	5		PRE 5+ ▲ 4+m	2N=Ask m; 3♣/4♣♦/5♣=P/C ; 3♦=♥ 3♥=GT+3+♠.	-2N: 3♣/3♦=Min NAT; 3♥/3♠=Max ♣/♦.	4 th seat: 10-12 6+ ▲
2N	V			PRE both minors 5-5+	34567♣♦=To play. 3♥=Ask SPL. 3♠=Puppet to 3N.	-3♥: 3♠/N=SPL ♠/♥. 4♣/♦=1156/1165. 4♥/♠=Void ♥/♠.	
					4N/5N=CoG/CoS.	-3 ▲ -3N: 4♣/♦=GT. 4♥/▲=ST ♣/♦.	
3*		6		PRE	3X=NAT F1; 4♦=RKCB.		
3 🔷 🕊 🔺		6		PRE	3X=NAT F1; 4&=RKCB.		
3N	V			1 solid m w/ 0-1 side K	456♣=P/C; 4♦=ask for short; 4M=To play; 4N=Quant.		
4*		7		PRE	4♦=RKCB.		
4 🔷 🗸 🛦		7		PRE			
4N	V			PRE both minors 6-5+		HIGH-LEVEL BIDDING	
						RKCB (1430); Quant; Splinter, Grand Slam Forcing;	
						Exclusion KB & Mini RKCB (0~0.5/1/1.5/2/2.5); D0P1(Bid=2/2.5/3/3.5); DE	PO; REPO