

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			CATEGORY: <u>Red</u>
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE			NCBO : <u>Chinese Taipei</u> EVENT : _____
1 level 8-15 value, 5(4+) suit, 2 level 10-17, Maybe Light		Lead	In Partner's suit	PLAYERS : <u>Li Shuo , Lin Chien-Ya</u>
Resp : Cue = INV+, New suit = 1,3 level = F, 2 level = semi-F	Suit	4 th : MUD	4 th : MUD	
Jump Raise = Pre, Jump Cue = INV w/ 4+Fit,fit	NT	4 th : MUD	4 th : MUD	
R/O : 6-15 value, 4+ suit, Resp: Cue = F1	Subseq.	Low = encouraging		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			
2nd/4th seat = 15-18 value,R/O = 11-14 value	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY
RESP: systems on	Ace	Ax; AK(+);	Ax; AK(+);	GENERAL APPROACH AND STYLE
(1X) P (1Y) 1N unbid suit 54+ if PH	King	KQ(+); Kx; AKJT(+)	KQ(+); Kx; AKJT(+)	類型概要與方法
	Queen	QJ(+); Qx AQJx(+)	QJ(+); Qx; KQT(+); AQJ(+)	Natural 5542, 2/1
	Jack	JT(+);KJT(+); Jx	JT(+);KJT(+); Jx	Bidding Style : Aggressive, wild
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx;T9x(+);HT9(+)	Tx;T9x(+);HT9(+);	INT:(10+)11-14 value when NV at 1/2/4th seat. ;
2N=55+on two lowest unbid suits,10+value	9	9x	9x	others 15-17 value
JUMP O/C :pre	Hi-x	Sx,xSx,xSxx,HxxSx(+)	xSxx,xSx,Sx,HxxSx(+)	2/1= GF
	Lo-x	HxS, HxxS	HxS, HxxS	Transfer response after 1♠ opening
DIRECT and JUMP CUE BIDS (Styles; Responses) Reopen)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
(1m)-2m:55+Ms,10+value m	V.S.	Partner's Lead	Declarer's Lead	2♠ = 22+ value OR 15+,8.5 tricks
(1M)-2M:55+ oM and,10+value	Suit	Attitude	Count	Gambling 3NT = 7+ solid ; no AK in other suit
(1X/2X)-3X : ask for stopper		Count	S/P	Count
(2M/3M)-4m: Leaping Michael		S/P		Michaels cue-bid = 10+value
	NT	Attitude	Count	Unusual 2NT = 10+value
VS. NT (vs. Strong / Weak; Reopen; PH)		Count	S/P	Count
DBL: Penalty; PH DBL:4M & 5+m		S/P		2 level NFB after partner open then opp overcall & partner overcall
2♠:4+♥&4♠,10+value	Signals (including Trumps):Upside-Down Count & Attitude,O/E			Two-way:1X-1Y-1Z-2♠ = transfer 2D
2♦:1M,5+suit,10+value	5-level up: A ask for CT, K for ATT			-2♦ = GF
2♥/2♠:5+♥/♠&4+m,10+value				Transfer Responses after 1♠ Opening
				1♠-1♦/♥/♠ = 4+♥/♠/♦
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			1♠-(1♦/♥)-x/1♥/♠ = ♥/♠/no 4M · 1♦-(1♥)-x/1♠ = ♠/no 4M
DBL = T/O up to 4♥	TAKEOUT DOUBLES (Style; Responses; Reopening)			
(4♠)-X: PEN: (4♠)-4NT: T/O	技術性賭倍 (方式; 答叫; 平衡位置)			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	10+Value, Could Be light with Classic Shape			After GF
	R/O : 8+Value			1NT-(X=power) -Pass
Vs 1C 16+ : x=2M;1N=2m;1X=4+suit;PH then bid=16+value	T/O DBL thru 4♥			1NT(weak)-(X=any case) -Pass
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE DBLS/REDBLS			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
XX = 10+;	Negative DBL up to 4♥			1M maybe light and 4-cards at 3rd pos.
1M-(x)-2M-1:good support ; 1M-(x)-2M:bad support ;	Support DBL/REDBL up to 2♥			Frequent upgrade value
1M-(x)-2NT: fit M,GF, RESP: systems on ; fit showing jump	Lightner DBL			
Other NFB	Maximal DBL			
	Responsive DBL up to 3♠			

格式化表格

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	11-21 if non-vul at 1,2,4th seat. must unBal or 15+	1♦/♥/♠ = 4+♥/♠/♦, F1; INT = 6-10; 2NT = 11-12 2♣ = 4+♣ inv+ ; 3♣ = PRE 2♦ = 6+♦ inv ; 2♥/♠ = weak 3♦/♥/♠ = SPL	-1X: INT = 11-14, BAL ; if non-vul at 1,2,4th seat = 15-17,(semi)BAL 2NT = 18-19 BAL; 3NT = solid ♣ suit; 2♠ = (4)5+♠, 11-15; 3♠ = 6+♠, 16-18 -2♠: 2X = 3+ suit, FG; 2NT = BAL,F1; 3♠ = NF; 3X = SPL	
1♦		4	4♥	11-21 if non-vul at 1,2,4th seat. must unBal or 15+	1♥/♠ = 4+ suit, F1; INT = 6-9 ; 2NT = 10-12 2♣ = 4+suit,FG ; 2♦ = 4+♦ inv+ ; 3♦ = PRE 3♣ = 6+♣, inv 2♥/♠ = weak 3♥/♠/4♠ = SPL	-1M: Same as above -2♠: 2♦ = waiting,unbal ; 2♥/♠ = 4+suit, 15+ ; 2NT = BAL ; 3♣ = 54m 13+ or 44m 15+ ; 3♥/♠ = SPL -2♦: Same as above	
1♥		5	4♥	11-21	1♠ = 4+♠, F1 ; INT = F1 ; 2♥ = 3+♥, 8-10 2♠/♦ = FG,0+♠/5+♦, FG 2NT = 4+♠, FG 3♣ = 4+♥, inv ; 3♦ = 4+♥, 6-9 ; 3♥ = PRE 3♠/4♠/4♦ = SPL 3NT = any 4333 , 12-15	-INT: 2♠ = 1+♠; 2♦ = 4+♦; 2♠ = 4+♠, 16-21 ; 2NT = 18-19, BAL; 2♥ = 6+♥, 11-15; 3♥ = 6+♥, 16-18; 3♠/♦ = 2/3+ suit 19-21; 3NT = solid ♥ suit; 3♠/4♠/4♦ = SPL -2♠: 2♦ = 16+ ; 2♥ = 11-15 ; 2♠ = 4+♠, 16-21 ; 2NT = 4+♦, 16-21 ; 3♠/♦ = 5+suit , 11-13 ; 3♥ = 6+♥,semi-solid,16-21 ; 3NT = solid , NF -2♦: 2♥ = 11-15 ; 2♠ = 4+♠, 16-21 ; 2NT = 4+♠, 16-21 ; 3♠ = 3532, 16-19 ; 3♦ = 3+fit, 16-21 ; 3♥ = 6+♥,semi-solid,16-21 ; 3NT = solid , NF	INT semi-forcing 2♣=3♥fit,Drury 2♦=4♥fit,Drury 2NT= 4+♥,inv+ 3♠/♦=fit showing
1♠		5	4♥	11-21	1NT = F1 ; 2♠ = 3+♠, 8-10 2♠/♦/♥ = FG,0+♠/5+♦/5+♥, FG 2NT = 4+♠, FG 3♣ = 4+♠, inv ; 3♦ = 4+♠, 6-9 ; 3♠ = PRE 4♠/4♦/4♥ = SPL 3NT = any 4333 , 12-15	-INT: 2♠ = 2+♠; 2♦/♥ = 4+suit ; 2NT = 18-19, BAL ; 2♠ = 6+♠, 11-15; 3♠ = 6+♠, 16-18; 3♠/♦/♥ = 2/3/4+ suit 19-21; 3NT = solid ♠ suit; 4♠/4♦/4♥ = SPL -2♠: 2♦ = 16+ ; 2♥ = 4+♥, 11-15 ; 2♠ = 11-15 ; 2NT = 4+♥, 16-21 ; 3♠/♦/♥ = 5+suit , 11-13 ; 3♠ = 6+♠,semi-solid,16-21 ; 3NT = solid , NF -2♦: 2♥ = 4+♥, 11-15 ; 2♠ = 11-15 ; 2NT = 4+♥, 16-21 ; 3♠/♦ = 4+/3+suit, 16-21 ; 3♥ = 5323, 18-19 ; 3♠ = 6+♥,semi-solid,16-21 ; 3NT = solid, NF -2♥: 2NT = 4+♦, 16-21 ; 3♠ = 4+suit, 16-21 ; 3♦ = 5233, 18-19	INT semi-forcing 2♣=3♠fit,Drury 2♦=4♥fit,Drury 2NT= 4+♠,inv+ 3♠/♦=fit-showing
1NT				(semi)BAL 15-17 or (10+)11-14 if non-vul at 1,2,4th seat.	2♣ = Stayman ; 2♦/♥ 4♦/♥ = Transfer 2♠ = ask m ; 2NT/3♠ = transfer 3♠/♦ 3♦ = 55M,FG ; 3♥/♠ = 3145/1345,FG 5NT = QUANT ; 4♣ = Gerber 4♠/4NT = QUANT w/ even/odd keycards	-2♠: 2♥/♠ = 4-card suit -2♠: 2NT=3♦; 3♠=3+♠ (3-3m bid better) Then 3♥/♠ = 2155/1255 -2NT-3♠ Then 3♦/♥/♠/NT = 4414/4144/1444/4441,GF -3♠-3♦ Then 3♥/♠ = 3154/1354,GF	
2♣	v			22+ any or 15+, 8.5 tricks	2♦=6F ; 2♥= 0-3 2♠/3♠/3♦ = 5+ suit, 8+ 2NT = 5+♥,8+	-2♦/♥: 3NT(25-27 BAL): 4♦/4♥ = Transfer 4♥/4♠ ; 4♠ = 55+Ms ; 4♠ = 55+ms -2♦/♥: 2NT(22-24 BAL): same as open 2NT	
2♦/♥/♠	ψ	5		Weak usually 6(5)cards; 4th: Nat	2NT = asking New suit = F1	-2NT: 3♠/♦ = bad hcp, bad/good suit 3♥/♠ = good hcp, bad/good suit	
2NT				20-21 BAL	3♣ = Puppet-Stayman ; 3♦/3♥/4♦/4♥ = Transfer 3♠ = ask 4m ; 3NT = 5♠+4♥ 5NT = QUANT ; 4♣ = 1444 or 4144 slam try 4♠/4NT = QUANT w/ even/odd keycards	-3♠: 3♥/♠ =5-card suit ; 3♦ = have 4M Then 3♥/♠ = ask 4♠/♥ -3♠: 4♠ = 4+♠ ; 4♦ = 4+♦ -4♠: 4♦ = ask 4M ; 4♥/♠ = fit ♠/♦ ; 4NT = to play	
3♠/♦		6		Weak Usually 7 cards 4th: Nat	4♦(3♠)/4♠(3♦) = RKCB ; 4♥/♠ = to play	HIGH LEVEL BIDDING	
3♥/♠		6		Weak Usually 7 cards 4th: Nat	4♣ = RKCB	RKCB1430 , DEPO , DOP1 , Blackwood , Gerber , Splinter , EKBO4123	
3NT	v			7+ solid ; no AK in other suit Gambling	4♠/♦/5♠ = P/C 4♥/♠/5♦ = to play 4NT = inv		