

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Team: CATEGORY: <i>Green</i> NCBO: <u>Chinese Taipei</u> PLAYERS: <u> TSAI HSIEN-HSU CHEN CHIAO-EN</u> <u> LIN XUAN-DA</u>
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			SYSTEM SUMMARY
Normal style, promise 4+ suit, usually 5+ suit			Lead	In Partner's suit	
1-level 8-15, 2-level 10-17		Suit	4 <sup>th</sup> ; MUD	4 <sup>th</sup> ; MUD	
Reopen: 6-15, 4+ suit		NT	4 <sup>th</sup> ; MUD	4 <sup>th</sup> ; MUD	
		Subseq.	High = encouraging		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS			GENERAL APPROACH AND STYLE
15+~18 with good stoppers		Lead	Vs. Suit	Vs. NT	
Response: systems on		Ace	AKx(+); Ax(+); AK	Ax; AKx(+)	
(1X)-P-(1Y)-1N = unusual nt		King	AK; KQx(+); Kx;	KQTx(+);Kx	
		Queen	QJx(+); Qx; QJ	QJx, QJTx(+); QJ9x(+)	
		Jack	JTx(+);KJTx(+); Jx	JTx(+);KJTx(+); Jx	Like Natural 5542, 2/1
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Tx;T9x(+);HT9(+);	Tx;T9x(+);HT9(+);	1M promise 4 cards at 3 <sup>rd</sup> /4 <sup>th</sup> opening
2X = natural, preemptive		9	9x	9x	1NT Opening: 16-18 value
2NT = 5-5+ two lowest unbid suits, 10+ value		Hi-x	xSxx; xSx; Sx	xSxx; xSx; Sx	2-over-1 Response: 1M-2m GF
Reopen: 10-15, good 6+ suit		Lo-x	HxxS(+); HxS	HxxS(+); HxS	
		SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Styles; Responses) Reopen)			Partner's Lead	Declarer's Lead	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Michaels cue-bid: (1m)-2m: 5-5+ both M's, 10+ value			Attitude	Count	2 ♣ = 22+ value OR 8.5 winners
(1M)-2M: 5-5+ another M and m, 10+ value		Suit	Count	S/P	3NT = Gambling
(1M)-3M & (2M)-3M & (2m)-3m: ask for stopper			S/P		Michaels cue-bid
(1m)-3m: ask for stopper			Attitude	Count	Unusual 1NT/2NT
		NT	Count	S/P	NMF
VS. NT (vs. Strong / Weak; Reopen; PH)			S/P		4 <sup>th</sup> suit Forcing
DBL:15+HCP		Signals (including Trumps):			SPL
2C:2M 5-5+ 10+ HCP    2D:1M 5cards 12+HCP    2H:H+m 5-5+ 10+HCP		High = Encouraging			2 ♦ = 2M44+, weak
2S:S+1m 5-5+ 10+HCP    3C:5+cards 12+ HCP    3D:5+cards 12+HCP		High - Low = Even			
		DOUBLES			
DBL = T/O up to 4 ♥		TAKEOUT DOUBLES (Style; Responses; Reopening)			
(4 ♠)-X: PEN; (4 ♠)-4NT: T/O		12 / 10 (passed hand) + value with support in unbid suits OR			
		16+ value strong			
VS. ARTIFICIAL STRONG OPENINGS		Response: direct cue = GF			
1.1D:5+H    2.1H:5+S    3.1S:4S+5m    4.1NT:5+m 5.2C:5C+4H    6.2D:5D+4H    7.2H:6+H/5H+4m    8.2S:6+S/5S+4m 9.2NT:2m55+    10.X:2M44+( not vulnerable) /2M55+ (vulnerable)		Reopen: 8+ value with support in unbid suits			SPECIAL FORCING PASS SEQUENCES
6+HCP (vulnerable) 4+HCP (not vulnerable)		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
		Negative DBL up to 3 ♥			
		Support DBL/REDBL up to 2 ♥			

OVER OPPONENTS' TAKEOUT DOUBLE	Take out DBL up to 4 ♥	IMPORTANT NOTES THAT DON'T FIT LSEWHERE
XX = tend to PEN;	Maximal DBL	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		2	3 ♥	11-21	1 ♦ / ♥ / ♠ = 4+suit; 1NT = 6-9; 2NT = 10-11 2 ♣ = 6-9, 5+ ♣; 3 ♣ = 10-11, 5+ ♣ 2 ♦ / 2 ♥ / 2 ♠ = weak; 3 ♦ / 3 ♥ / 3 ♠ = spl 4 ♣ = S/T		
1 ♦		4	3 ♥	11-21	1 ♥ / ♠ = 4+suit; 1NT = 6-9; 2 ♣ = 12+, ♣ suit 2 ♦ = 6-9, 4+ ♦; 3 ♦ = 10-11, 4+ ♦ 2 ♥ / ♠ / 3 ♣ = weak; 3 ♥ / ♠ / 4 ♣ = spl; 4 ♦ = S/T		
1 ♥		5	3 ♥	11-21	1 ♥ -1 ♠ : 5+ ♠, F1; 1 ♥ -1NT, F1; 2 ♣ / ♦ = 12+, ♣ / ♦ suit FG	-2 ♣ : 2 ♥ = 6+ ♥, 12-15; 2X = 4+ suit; 2NT = 12-15, BAL; 3 ♥ = 6+ ♥, 16-21; 3 ♣ = 3+ ♣ fit; 3 ♦ / oM = fit ♣, SPL; 3NT = 16+, BAL	2 ♣ = Durry
					1 ♥ -3 ♣ / 4 ♣ / 4 ♦ = ♥ fit, ♠ / ♣ / ♦ SPL;	-2 ♦ : 2 ♥ = 6+ ♥, 12-15; 2NT = 12-15, BAL;	
					1 ♥ -3 ♣ / 3 ♦ / 3 ♥ = 4+ ♥; 3 ♣ = 10-11; 3 ♦ = 7-9; 3 ♥ = 0-6;	3 ♥ = 6+ ♥, 16+; 3 ♣ = 4+ suit; 3 ♦ = 3+ ♦ fit; 4 ♣ / 3 oM = fit ♦, SPL; 3NT = 16+, BAL	
					1 ♥ -2NT, 4+ ♥ fit, FG	-2NT: 3 ♣ / 3 ♦ = 4+suit; 3 ♥ = 6+ ♥, 16+; 3 ♠ = ♠ short; 3NT = 5332, 16+; 4 ♣ = ♣ short; 4 ♦ = ♦ short;	
1 ♠		5	3 ♥	11-21	1 ♠ -4 ♣ / 4 ♦ / 4 ♥ ♠ fit, ♣ / ♦ / ♥ SPL;	-2 ♣ / ♦ : Same as above	2 ♣ = Durry
					1NT, F1 2 ♣ / ♦ / ♥ = 12+, ♣ / ♦ / ♥ suit FG	-2 ♥ : 2 ♠ = 6+ ♠, 12-15; 2NT = 12-15, BAL;	
					1 ♠ -3 ♣ / 3 ♦ / 3 ♠ = 4+ ♠; 3 ♣ = 10-11; 3 ♦ = 7-9; 3 ♠ = 0-6;	3 ♠ = 6+ ♠, 16+; 3 ♣ / ♦ = 4+ suit; 4 ♣ / ♦ = fit ♥, SPL; 3NT = 16+, BAL	
					1 ♠ -2NT, 4+ ♠ fit, FG	-2NT: 3 ♣ / 3 ♦ / 3 ♥ = 4+suit; 3 ♠ = 6+ ♠, 16+; 3NT = 5332, 16+; 4 ♣ = ♣ short; 4 ♦ = ♦ short; 4 ♥ = ♥ short;	
1NT				15-18 BAL	2 ♣ = Stayman; FG except 1.1NT-2C 2D-2H (5H+4S, weak) 2S (5S+4H, weak) 2.1NT-2C 2x-pass	1NT-2C 2 ♦ -2NT=ask m 3 ♣ / ♦ = 5 ♣ / ♦; 3 ♥ = 3244=; 3 ♠ = 2344	
					2 ♦ / ♥ 4 ♦ / ♥ = Transfer 2 ♥ / ♠ 4 ♥ / ♠ = Transfer	-2 ♦ / ♥; 2 ♥ / ♠ : 2NT = 5 ♥ / ♠, INV; 4 ♥ / ♠ = mild ST -2 ♦ / ♥; 2NT = 4+ ♥ / ♠ fit, low HCP; 3 ♥ / ♠ = 4+ ♥ / ♠ fit, high HCP	
					2 ♠ = 5-5+m or 6+m weak;	-2 ♠ : 2NT = 3+ ♦; 3 ♣ = 3+ ♣	
					2NT = INV; maybe have 4M 3NT = S/O	.1NT-2NT 3 ♣ -44M-3 ♦ = 4 ♥; 3 ♥ = 4 ♠;	
2 ♣	v			22+, any hand OR strong suit	2 ♦ = waiting; 2 ♥ = 5+ ♠, 5p+ ; 2 ♠ = 5+ ♥, 5p+; 2NT = 5+ ♣, 8p+ ; 3 ♣ = 5+ ♦, 8p+; 3 ♦ = 44M, 5p+ ; 3 ♥ = 4144, 5p+; 3 ♠ = 1444, 5p+	-2X; 3NT (25-27 BAL): 4 ♦ / 4 ♥ = Transfer 4 ♥ / 4 ♠; 4NT/5NT = QUANT	
						-2X; 2NT (22-24 BAL): 3 ♦ / 3 ♥ = Transfer 3 ♥ / 3 ♠; 4NT/5NT = QUANT; 3 ♣ = Stayman; 3 ♦ = no 4M; 3 ♥ = 4+ ♥; 3 ♠ = 4+ ♠	

2♦	v			54+M,weak(V) 44+M,weak(NV)	Open 2♦ (vulnerable)=6-11,54+M 2♥/♠=S/O; 2NT=ask 3♥/♠=weak; 4♥/♠=to play 2♦--2NT 3X-4C=♥ slam try 4D=♠ slam try Open 2♦ (not vulnerable)=weak, 44+M 2♥/♠=S/O; 2NT=ask 3♥/♠=weak; 4♥/♠=to play 2♦--2NT 3X-4C=♥ slam try 4D=♠ slam try	2♦ (vulnerable)-2NT=ask - 3♣=54M,6-8; -3♦=ask-3♥=5♥4♠,; 3♠=4♥5♠ -3♦=54M,9-11; -3♥=ask-3nt=5♥4♠ 3♠=4♥5♠,; -3♥=5♥5♠,6-8; -3♠=5♥5♠,9-11 -3nt=65+M 2♦ (not vulnerable)-2NT=ask - 3♣=54M,0-8; -3♦=ask-3♥=5♥4♠,; 3♠=4♥5♠ -3♦=54M,9-11; -3♥=ask-3nt=5♥4♠ 3♠=4♥5♠,; -3♥=4♥4♠,0-8; -3♠=4♥4♠,9-11 -3nt=55+M Vs. 2♦: x=13-15; 2♥=♣ Suit, 11-14+; 2♠=♦ Suit, 11-14+; 2NT=16+, BAL; 3♣/♦=Suit,;15+; 3♥/♠=ask stop	
2♥/♠		6		Weak two, 6-10 value	2X = NF; 2N = ask short suit 3X = suits, good hand, forcing		
2NT				19-21 BAL	3♣ = Stayman; 3♦/♥ 4♦/♥ =Transfer; 3NT = S/O		
3♣/♦/ ♥/♠		6		6-10 value	New suit = NAT, F1	HIGH LEVEL BIDDING	
3NT	v			7+ solid m; Gambling	4♣/♦=P/C;4♥/♠=To play;5♣/♦=P/C	RKCB1430	