DEFENSIVE AND COMPETITIVE BIDDING		LEADS A	ND SIGNALS	5		
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENIN	NG LEADS STYLE]	
Normal style, promise 4+ suit, usually 5+ suit		Lead	In	Partner's suit		
1-level 7+, maybe very light with shape	Suit	4 th ; MUD	4 th ; MU	JD	CATEGORY: <u>Green</u>	
2-level 10+, maybe very light if partner passed.	NT 4 th ; MUD		4 th ; MU	JD		
	Subseq.	Low = encouraging	-		NCBO : <u>Chinese Taipei</u> EVENT :	
					PLAYERS : Ming-Chien Liu, Kuan-Hsuan Chen	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
15+~18 with stopper	Lead	Vs. Suit	,	Vs. NT	STOTEM COMMARY	
Response: systems on	Ace Ax; AK(+); Ax; AK(+);			GENERAL APPROACH AND STYLE		
Reopening: 9-11	King	King KQ(+); Kx; AK(+)		AK(+)	2/1 System	
	Queen	QJ(+); Qx;	QJ(+); Qx; /	AQJ(+)	Flexible at point range and suit length	
	Jack	JT(+); KJT(+); J×	JT(+); KJT(-	+); J×	1NT (14)15-17 value	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx; HT9(+);	Tx; HT9(+);		1M promise 4 cards at 3 rd /4 th opening	
natural, preemptive	9	T9x(+); 9x	T9x(+); 9x		Wild style when non-value	
2NT = 5-5+ two lowest unbid suits and 9+ value	Hi-x	xSxx; xSx; Sx	x5xx; x5x;	Sx		
Flexible at point range and suit length	Lo-x	HxxS(+); HxS	HxxS(+); Hx	κS		
		S IN ORDER OF P				
DIRECT and JUMP CUE BIDS (Styles; Responses) Reopen)		Partner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1m)-2m: 5-5+ both M's and 8+ value		Attitude	Count	Low=enc	2* = 22+ value OR 16+ value with 9 winners	
(1M)-2M: 5-5+ oM and m and 8+ value	Suit	Count	S/P		3NT = Solid 7+m gambling	
(1M)-3M & (2M)-3M: ask stopper		S/P			Two way check back after 1X-1Y; 1Z	
(1m)-3m: ask stopper		Attitude	Count	S/P	1X-1Y; 1Z-2C = puppet to 2D, rebid = INV	
VS. NT (vs. Strong / Weak; Reopen; PH)	NT	Count	S/P		1X-1Y; 1Z-2D = GF	
DONT vs Strong NT(14-16+)		S/P	0/1			
X = one suit, 2C = C + other, 2D = D + M, 2H = H + S	Signals	(including Trumps):				
CAPP vs Weak(13-15-)		ncouraging				
X = power, 2C = one suit, 2D = 44+ Majors, 2H/S = H/S + m	High-Lo					
Usually 9+ value, Flexible at point range and suit length	t light 20					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES					
DBL = T/O up to 4	TAKEO	JT DOUBLES (Style	· Responses · F	Reopenina)		
(4*)-X: STRENGTH; (4*)-4NT: T/O						
	11 / 8 (passed hand) + value with support in unbid suits OR 16+ value strong					
VS. ARTIFICIAL STRONG OPENINGS	Response: direct cue = F1, promises rebid				1	
Nature		8+ value with suppor			SPECIAL FORCING PASS SEQUENCES	
Vs 1C 16+, X=2M 44+, 1N=2m 44+					CITAL LOROTING LAGO DEQUEINCES	
VS IC 10+, X-2M 44+, IN-2M 44+	SPECIAL, ARTIFICIAL AND COMPETITIVE					
	Negative DBL up to 3♥ Support DBL/REDBL up to 2♥					
	Support	DBL/REDBL up 10 2	•			
OVER OPPONENTS' TAKEOUT DOUBLE	┣────				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
XX = strong					1	
Suit = non forcing					┨	
1M - (x); 2NT = 4+ fit, invite+, suit = NF, jump = fit showing					l	
1m - (x); 1X = 4+X F1, 1NT = 8 - 10BAL, 2m = 4+m NF,						
2D = 5+m BAL INV, 2M = weak, 2NT = 5+m unBAL INV					l	
3m = 5+m NF, 3X = weak					II	

ING	TICK IF ARTIFICIAL	No. RDS	NEG. DBL THRU						
OPENING		MIN. OF CA		DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING		
1*				11-21	1 ◆ / ♥ / ▲ = 4+ suit, F1; 1NT = 6-10; 2NT = 11-12	-1X: 1NT = 12-14, BAL ;			
		3	3•		2• = 5+& invite; 2& = 4+& GF; 3& = PRE	2NT = 18-19 BAL; 2* = 5+*, 11-15; 3* = 6+*, 16-18			
		5			3 ◆ / ♥ / ♠ = to play	-2*: 2X = 3+ suit; 3X = SPL; 3* = 6+*; 2NT = 11-14 BAL; 3NT = 18-19 BAL			
					2♥/♠ = to play				
					1♥/♠ = 4+ suit, F1; 1NT = 6-10 ; 2NT = 11-12	-1M: Same as above			
1					2* = 4+* suit, GF	-2*: 2• = waiting; 2•/* = 4+ suit; 2NT = 11-14, BAL; 3* = 4+*; 3• = 6+•, 15-21;			
1 🔶		3	3 🗸	11-21	3* = 5+* invite; 2* = 4+*; 3* = PRE	3♥/♠ = SPL; 3NT = 18-19, BAL			
					3♥/♠ = to play; 4♣ = SPL	-2•: 2M/3* = 3+ suit; 3M = SPL; 3• = 6+•; 2NT = 11-14 BAL; 3NT = 18-19 BAL			
					2♥/♠ = to play				
				11 21	1♠ = 4+♠, F1; 1NT = F1; 2♣/♦ = 4+♣/♦	-1NT: 2& = 2+&; 2 = 3++; 2& = 19-21; 2NT = 18-19 BAL; 2♥ = 6+♥, 11-15;	1NT semi-forcing		
					2♥ = 3+♥, 7-10; 2♠ = 7-10 4+♥ with short	3♥ = 6+♥, 16-18; 3♣/♦ = 4+ suit 19-21; 3NT = 20-21 BAL; 3♣/4♣/4♦ = 65+ 16+			
1 🗸		5	3•		2NT = Jacoby; 3 * = 10-12 4+ * with short	-2*: 2• = waiting; 2X = 4+ suit; 2NT = 16-18, BAL; 3• = good 6+•;			
1		5	5	11-61	3	3♣ = 4+♣ 15+; 3♦ = 5+♦, 15-21; 3♠ = fit ♣, SPL; 3NT = 19-21, BAL			
					3▲/4♣/4♦ = SPL, 3NT = 13-15 with 3♥	-2•: 2• = waiting; 2X = 4+ suit; 2NT = 16-18, BAL; 3• = good 6+•;			
						3♣ = 5+♣ or 4+♣ 15+; 3♦ = 4+♦ 15+; 4♣/3♠ = fit ♦, SPL; 3NT = 19-21, BAL			
				11 21	1NT = F1; 2&/ = 4+&/ ; 2 = 5+ suit	-1NT: 2*/ + = 3+ suit; 2* = 4+*; 2NT = 18-19, BAL; 2* = 6+*, 11-15; 3* = 6+*, 16-18;	1NT semi-forcing		
			3♥		2 = 3+ , 7-10; 2NT = 7-10 4+ with short	3♣ = 19-21; 3♦/♥ = 4+ suit 19-21; 3NT = 20-21, BAL; 4♣/♦/♥ = 65+ 16+			
1		5			3♣ = Jacoby; 3♦ = 10-12 4+♠ with short	-2*/*: Same as above			
1.		5	3 🗸		3♥ = 10-12 4+♠ no short; 3♠ = 4+♠, PRE	-2•: 2* = waiting; 2NT = 16-18, BAL; 3* = good 6+*;			
					4♣/4♦/4♥ = SPL, 3NT = 13-15 with 3♠	3♣/♦ = 5+ suit or 4+ suit with 15+; 4♣/♦ = fit ♥, SPL; 3NT = 19-21, BAL			
					2* = Stayman; 2•/• 4•/• = Transfer	-2*: 2*/* = 4-card suit			
					2▲ = 5-4+m ST OR 5-5+m/6+m weak	-2 • / •; 2 • / •: 2NT = 5 • / •, INV; 4 • / • = mild ST			
1NT				15-17 BAL	2NT = INV; 3m = suit, INV	-2*: 2NT =3+*; 3* =3+*; 3* = 4-4m			
					3NT = S/O; 4NT/5NT = QUANT	-2*; 2NT/3*/3*: 3*/3* = short */*			
					4. = Gerber	-4*: 4*/4*/4*/4NT = 0 OR 4/1/2/3 Ace			
					4. = QUANT better than 4NT				
2* 1					2♦ = relay (usually weak)	-2+; 3NT(25-27 BAL): 4+/4+ = Transfer 4+/4+; 4NT/5NT = QUANT			
	v			22+, any hand	2♥/2♠/3m = 5+ suit, 8+	-2♦; 2NT(22-24 BAL): 3♦/3♥ = Transfer 3♥/3♠; 4NT/5NT = QUANT			
				or strong suit	2NT = 8-10	3♣ = Stayman			
2•		5		Weak two, 6-10 value	2♥/♠ = NAT, F1 2NT = Ogust	-2NT: 3*/* = bad/good suit, 5-7; 3*/* = bad/good suit, 8-10; 3NT = AKQxxx			
2♥/♠		5		Weak two, 6-10 value	2NT = Ogust; New suit = NAT, F1	-2NT: 3*/* = bad/good suit, 5-7; 3*/* = bad/good suit, 8-10; 3NT = AKQxxx			
					3* = Stayman; 3*/¥ 4*/¥ = Transfer	-3*: 3*/* = 4*/*; 3* = no 4M			
				20 21 0 41	3 = 5-5 + m GF; 4 = 6 erber	-3 ♦/♥; 3 ♥/♠ = 3+♥/♠; 3NT = No 3+♥/♠			
2NT					3NT = S/0; 4NT/5NT = QUANT	-3*: 3NT =3+*; 4* = 3+*; 4* = 4-4m			
					4 = QUANT better than 4NT		1		
3♣/♦		6		Usually 7 cards	New suit = NAT, F1	HIGH LEVEL BIDDING			
3♥/♠		6		Usually 7 cards	New suit = NAT, F1	RKCB1430, DEPO			
3NT	v			7+ solid m: Gambling	4&/◆ = P/C; 4M = to play; 5/6&/◆ = P/C				
	V	I		7+ solia m, Gambling	+⊷/ ▼ - r/υ; 4/\\ = το ριαγ; υ/ο⊷/ ♦ = P/C				