



<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Wide range at 1-level 6-18 (usually 8-16), rarely 4-card suit. Sound at 2-level 10-16(17) (can be lighter in protective seat) – usually six-card suit minor or good five-card suit (2♥). Over (1x) 1M (P) 2♣ usually 2 <sup>+</sup> M 9 <sup>+</sup> hpc; 2♦ hearts, otherwise CUE INV or better, support not promised after m overcall. New suit CONST. Jump new suit fit showing. Raise competitive; jump raise WK but CONST; 1NT 8-12; 2NT (non-jump) INV. RESP DBL. Einar CUE by overcaller showing no extras. If everyone bids fourth seat is NF new suit.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 with stopper. Reopening around 11-16 (around 11-14 over 1♣ and around 13-16 over 1♠.) RESP similar to 1NT except 2NT NAT INV, no slam implications from Stayman etc. Non-jump 2NT overcall 15-18, RESP transfers, transfer into their suit STAYMAN, if no suit then 3♣=♦s or STAYMAN – Puppet type principles apply over forced 3♦. Four-suit transfers after 3NT overcall.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WK. RESP new suit forcing. 2NT ART inquiry. Unusual 2NT CONST lowest two unbid suits but (1♠) P (2♠) 2NT♥+m. (1♣) 2♦ MM when 1♣ short. (1m) 2m NAT when 1m short (<3). <b>Reopen:</b> Intermediate; 2NT 19-21.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Two suiter CONST. (1m) 2m MM if 1m 3 <sup>+</sup> else NAT. (1M) 2M oM + m: 2NT ART inquiry. Jump CUE NAT at 3-level about 8-9 playing tricks. Two suits opposite rank at 4-level – (2m) 4m MM, similarly after 3-level opening. (2M) 4M or (3M) 4M both minors.
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
DBL 15 <sup>+</sup> HCP. 2♣ MM then 2♦ asks better (longer) M. 2♦ one major RESP as over 2♦ opening. 2M NAT weaker than 2♦. 2NT mm. 3m NAT WK over STR 1NT, CONST over WK 1NT. Passed Hand: DBL single suiter; 2♣ MM; 2♦ = ♦+M; 2M = ♣+M (four)
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL T/O. Lebensohl at 2-level. (Non) Leaping Michaels – shows hearts if ambiguity e.g. (3♦) 4♣♥+♣. Transfers after NT overcall – into opponents suit STAYMAN. Jump 3NT tends to deny unbid M. 2x 3x asks stopper or 1suited, 3x 4NT/5m long m 4NT stronger.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Also applies after ART 1♦ or 2♦ response to 1♣ or 2♣ opening. DBL MM. 1NT or 2NT mm. Else NAT. After 1M overcall 2♣ is cue raise can be doubleton.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Raise structure is ON. New suit: F1 at one level; NF at two level. RDBL Strong but we prefer to bid a suit F if available. Subsequent DBL is T/O. 1m (DBL) 2m 6-9 HCP. 1♣ (DBL) 2♠ INV raise. 1♦ (DBL) 2NT WK or GF raise, 1♦ (DBL) 3♦ INV raise.

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
Suit	Lead	In Partner's Suit	
NT	Top of sequence; 2 <sup>nd</sup> /4 <sup>th</sup> ; low from Hxx; (3 <sup>rd</sup> /5 <sup>th</sup> )	1 <sup>st</sup> , 3 <sup>rd</sup> , or 5 <sup>th</sup> or high (1 <sup>st</sup> or 2 <sup>nd</sup> ) with no H after a raise.	
Subsequent Leads	Usually 1 <sup>st</sup> /2 <sup>nd</sup> /4 <sup>th</sup> ; 3 <sup>rd</sup> /5 <sup>th</sup> if cashout situation; or S/P	Usually 1 <sup>st</sup> /2 <sup>nd</sup> /4 <sup>th</sup> ; 3 <sup>rd</sup> /5 <sup>th</sup> if cashout situation; or S/P	
Underlead honours at 5-level or higher v suits. Lowest of touching honours for unblock v NT (up to 4NT). Often speculative short M v NTs – can be non-standard card (2 <sup>nd</sup> from 3 etc). *Occasional 3 <sup>rd</sup> /5 <sup>th</sup> in cash out situations.			
<b>LEADS</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	A(+), AK(+)	A(+), AK(+)	
King	K(+), KQ(+)	K(+), KQ(+), AKJT(+)	
Queen	Q(+), QJ(+)	Q(+), QJ(+), (+)KQT9(+)	
Jack	J(+), JT(+), KJT(+)	J(+), JT(+), KJT(+), (+)QJ98(+)	
10	10(+), 109(+), H109(+)	10(+), 109(+), H109(+), HTx	
9	9, 9x, 98(+)(rare)	9, 9x, 98(+)(rare)	
Hi-X	Xx, xXx(+)	Xx, xXx(+), HXX	
Lo-X	X, HxxX, HxX, TxX (rare)	X, HxxX, HxX, TxX (rare)	
<b>SIGNALS IN ORDER OF PRIORITY</b>	Partner's Lead	Declarer's Lead	Discarding
1	ATT – UDCA	Count (S/P in trumps)	ATT – UDCA
Suit 2	Count – UDCA	S/P	Count – UDCA
3	S/P		S/P
1	ATT – UDCA	Count – UDCA	ATT – UDCA
NT 2	Count – UDCA	S/P	Count – UDCA
3	S/P		S/P
<b>Signals (including Trumps)</b>			
<b>Trump:</b> S/P in trumps. <b>SMITH:</b> high encourage suit led (rare). <b>Long Suit:</b> high or low S/P; middle encourage. <b>Original count</b> – low even, high odd.			
<b>DOUBLES</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Most DBL T/O. <b>Responses:</b> CUE promises a M; Jump CUE GF denies a M; limit jumps; wide range at 1-level; 2-level jump 5-card 6-9. <b>RESP DBL</b> to 4♠ – higher not strictly PEN; 1x DBL 2x DBL 4-cards M (2NT minors); 3-level directional ask. 2NT Lebensohl over 2-level – 2♣ DBL P 2NT P 3♦ asks for hearts. PASS PEN over RDBL at 2-level or over bidder. <b>NEG DBL</b> 1m (1♥) DBL denies spades; 1m (1♠) DBL promises hearts.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Most non PEN. <b>NON-PEN:</b> <b>Fit auctions</b> DBL stronger than PASS – some Game Try; some FG or extras (above game); <b>PENALTY:</b> DBL: after BAL – high cards if under suit ( <b>except</b> after 1x P P <bid> then DBL T/O); often Pass then double; When <b>both</b> hands described and limited; 1x DBL 1/2y DBL. <b>Over 1NT</b> After (1NT) DBL (or RDBL) 2 <sup>nd</sup> DBL T/O, 3 <sup>rd</sup> DBL PEN unless raise then 3 <sup>rd</sup> DBL T/O. 1NT (DBL) RDBL (4)5 <sup>+</sup> . <b>VALUES:</b> DBL ART often shows values then next DBL T/O as above. <b>Other:</b> Show Hx by fourth bidder (1x) 1/2y (1/2z) DBL or (1x) 1/2y (DBL) RDBL; some S/P.			

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Shiuan (Clair) MIAO 繆瑩	Wayne BURROWS
<b>NEW ZEALAND</b>	
<b>CATEGORY GREEN</b>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
<b>OPEN:</b> 5-card M, short (2 <sup>+</sup> ) 1♣, 1NT 15-17, STR 2♣, MULTI 2♦, 2M WK 2-suiter, 2NT 20-21. WK 3: 1 <sup>st</sup> aggressive; 2 <sup>nd</sup> sound; 3 <sup>rd</sup> less disciplined, rule 1-2 UNFAV to 4-5 FAV. <b>RESP:</b> 1NT wide range but NF; New suit F1; 2/1 GF except 1M 2♣ - 3-way; Inverted minors; Jump Shifts show fit – many ART. <b>COMP:</b> Wide range overcall (sound at 2-level); Many non-PEN DBL; Weak jump overcalls; Michaels Cuebid; UNT; (Non)-Leaping Michaels; Many fit showing jumps – SPL in OPP suit.	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
<b>ART unusual raise</b> 1♥ 2♠ BAL or ♦-SPL raise; 1♠ 2NT BAL or ♥-SPL raise; 1♥ 2NT ♠-SPL (other SPL bid short suit at 3-level); Transfer Void SPL 3NT and above; Transfer Fit Jump 1♣ 2♦♥+♣, 1♣ 2♥♠+♣ FG.	
<b>COMPETITIVE AUCTIONS</b>	
<b>Good/Bad 2NT</b> – 2NT weaker and 3-level stronger NF – applies over COMP when we have both bid (or DBL). <b>Lebensohl:</b> after our 1NT-transfers; their 2M (weak two, (1M) P (2M) DBL etc). <b>Fit jumps</b> 1m (1x) 2M 8 <sup>+</sup> five M and 4 <sup>+</sup> m. 1m (2x) 3M GF five M and 4 <sup>+</sup> m. Fit jumps also apply after m overcalls. <b>Negative Double:</b> 1m (1♥) DBL denies spades. <b>ART INT:</b> 1m (1♠) 1NT does not promise a stopper. <b>Unusual 2NT:</b> 2NT minors or at times hearts and minor. <b>Minor raises</b> 1♣ (DBL) 3♣ WK, 1♣ (DBL) 2♠ INV, 1♣ (DBL) 2NT FG, 1♦ (DBL) 3♦ INV, 1♦ (DBL) 2NT WK or FG.	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
Whenever we have established a force then pass is forcing below the level to which we are forced. A genuine slam try establishes a force at the five-level – needs more than SPL or frivolous.	
<b>IMPORTANT NOTES</b>	
FG can mean we can pass 4m when a search for 3NT fails. <b>PREEMPTS</b> can be lighter favourable especially 1 <sup>st</sup> or 3 <sup>rd</sup> . <b>PSYCHICS:</b> Rare most common when partner is known to be weak and favourable VUL and we have a fit.	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		TWO	4♠	Around 11+ unBAL or (11)12-14 or 18-19 BAL. Usually 1♦ with 44mm. Most 11 HCP hands; occasional 10 HCP; most 10 HCP with 6+ suit or two five-card suits. Some lighter distributional. Can be light 3 <sup>rd</sup> seat or 1 <sup>st</sup> favourable. Can be very STR.	1NT 6-11; 2♣ 10+ 4+♣s; Fit jumps 2♦♥+♣, 2♥♠+♣ FG; 2NT INV; 3♣ 6-9 5+♣s; 3♦♥/♠ SPL; 4M NAT	1♣ 2♣ 2♦, 1♣ 2♦ 2♥, 1♣ 2♥ 2♠ BAL <4♣s; 1m 1M 1NT 2♣ checkback with transfer responses; 1m 1M 1NT 2NT WK with ♣s; 1♣ 1M 2♣ 2♦ ART force also 1x 1y 2x 2NT ART force; 1m 1M 2M 3om = any slam try; 1x 1y 2NT 4-suit transfers; 1M 1NT – 2♣ ART INV or WK ♣s; 1♥ 1♠ 2♣ ART; After reverse 2NT WK else FG except 2M; 4 <sup>th</sup> suit FG then cheapest suit default; 1♦ 2♣ 2M any hand with 4+ M.	New suit F1 (NF Passed hand); NEG DBL to 4♠; Fit jump after 1m e.g. 1♣ (1♥) 2♠ F1 five spades 4+♣s, FG at 3-level; CUE raise (invite over M – 2NT FG raise); Jump raise WK but CONST; 1m (2M) 2NT WK or FG raise; 1♥ (2♠) 2NT INV or better raise.
1♦	FOUR	4♠	1NT 6-11; 2♣ FG NAT; 2♦ 10+ NAT; 2M M+♦ FG; 2NT INV; 3♦ 6-9; 3♣ NAT INV; 3♥/♠/4♣ SPL; 4M NAT.				
1♥	FIVE	4♠	1NT 6-11; 2♣ INV raise or FG ♣ or BAL; 2♦ FG NAT; 2♠ BAL or ♦ FG SPL raise; 2NT/3m SPL; 3♥ WK.				
1♠	FIVE	4♥	1NT 6-11; 2♣ INV raise or FG either ♣ or BAL; 2♦ FG NAT; 2NT BAL or FG ♥ SPL raise; 3m/♥ SPL; 3♠ WK.				
INT			4♠	15-17 HCP (occasional upgrade or downgrade – most likely upgrade 14 with five-card M). Any 4333; 4432; or 5332. Many 5422 (except 5M4M). Some 4441 or 5431 – esp stiff H; or 6m322.	2♣ M inquiry usually WK, INV, or Slam interest; 2♦♥ Jacoby transfers. 4♦♥ Texas transfers; 2♠ minor oriented FG. 2NT major oriented FG usually no shortage; 3suit NAT with shortage in other suit same rank – M=4 card, m=4+ card; 4♠ mm, 4NT normally 2=2=5=4	Most new suit after 2♣ WK; 1NT 2♣ 2♦ 3♦ five-five MM; 1NT 2♣ 2♥ 2♠ WK or INV four ♠s; 1NT 2♣ 2♦ 3M NAT slam invite; New suit after Jacoby shortage; 1NT 2♠ 2NT 3M 3M 0-1 oM; 1NT 2NT: 3♣ 4-card M; 3♦ no 4-card M; 3♥ 5-♥s; 3♠ 5-♠s + 3-♥s; 3NT 5-♠s not 3-♥s.	Lebensohl/Rubensohl; NEG DBL; After 1NT (Dbl) - Pass 0-4 HCP; RDBL (4)5+ HCP; 2suit 5-card; T/O DBL after RDBL and they bid; STAYMAN DBL – Pass no stopper, RBL offer to play; After Pass RDBL asks for M.
2♣	✓	ZERO	4♠	Game force ART: 24+ BAL or nearly BAL; very STR unbalanced.	2♦ Negative or waiting; 2M 8+ HCP 5M, 2NT 9-12 HCP, 3m 8+ HCP, 3M 8+ HCP 5♦+4M, 3NT mm.	3♣ 2 <sup>nd</sup> NEG. 2♣ 2♦ 2NT as over 2NT. 2♣ 3♣ or 2♣ 2♦ 3♣: 3♦ asks for M. Kokish 2♣ 2♦ 2♥ NAT or 26+ BAL 2♠ semi-forced.	DBL NEG. RESP suit can be weaker. PASS WK.
2♦	✓	ZERO		(5)6-9(10) HCP 6M or 22-23 HCP BAL or nearly BAL.	2M P/C; 2NT ART inquiry; 3♣ to play; 3♥ P/C.	2♦ 2NT: 3♣ any MIN then 3♦ ART FG, 3♥ P/C; 3♦♥ MAX with ♥/♠; 3NT 22-23 HCP	Over DBL–P=♦s; RDBL→2♥; 2♥ P/C; Over 2M DBL PEN.
2♥		FIVE		5-10 HCP 5M + 4+m	2NT ART force; 2♠ NF; 3♣ P/C; 3♦ slam try in M	2M 2NT: 3m MIN; 3♥ MAX ♣s 3♠ MAX ♦s. 2M 3♦: 3♥ ♣s. 3♠ ♦s MIN else ♦ MAX	2NT asks minor. 3m to play.
2♠		FIVE					
2NT			4♠	20-21 BAL or nearly BAL	3♣ Puppet STAYMAN; 3♦♥ Transfer 3♠ one or both m; 3NT slam try; 4♣ better slam try, 4♦♥ transfers, 4♠ mm	2NT 3♣: 3♦ 3 or 4♠ or 4♥; 3M 5M; 3NT 2♠ 3♥ or worse. 2NT 3♣ 3♦ 3NT both Ms.	After Lead directing DBL pass denies stopper.
3♣		SIX		5-9 HCP usually a seven-card suit (six especially in a minor is possible.) Aggressive 1 <sup>st</sup> , Sound 2 <sup>nd</sup> , Less disciplined 3 <sup>rd</sup> .	New suit forcing below game. 3♣ 3♦ asks for three card major. 3♣ 4♦ and 3♦♥/♠ 4♣ ART key-card ASK. Game bids to play.	Over new suit 3NT with no fit. Raise or new suit show a fit. Over key-card ASK: 0 or very poor; 1; 1 with Q; 2; 2 with Q. Step ask after first step 0;Q;1.	
3♦		SIX					
3♥		SEVEN					
3♠		SEVEN					
3NT	✓			Specific Ace Ask	4♣ none, 4NT ♣A, 5♣ etc two and CRO.	4NT (5♣) asks kings with similar responses.	
4♣		SEVEN		WK more distributional/playing strength than 3m but similar style.	4M to play.	<b>HIGH LEVEL BIDDING</b>	
4♦		SEVEN		Around 7-9 tricks depending on VUL	New suit cue.	CUE 1 <sup>st</sup> /2 <sup>nd</sup> (A or K in PART suit). At 5-level very serious (some EXCL). <b>RKCB</b> (4♠ when ♥) 1430 except 0314 with ♣s. 1 <sup>st</sup> step asks trump Q then return to trump suit no Q, suit shows side K and trump Q; 2 <sup>nd</sup> free step asks Ks then trump suit denies Ks, else show specific Ks; 3 <sup>rd</sup> step and higher asks bid seven with 3 <sup>rd</sup> round CONT. <b>Exclusion RKCB</b> above 4 of our suit. <b>PODI/PORI</b> over DBL and 5m and <b>PEDO</b> at 5♥ or above. <b>Frivolous</b> 3M+1, higher cues are serious. After ... 3♥ 3NT is ♠ cue. <b>Regressive 4NT</b> shows unsuitable hand over NAT 4m slam try. In cue auction stopping at 4m is MIN and cue above 4m is extras. <b>Quantitative</b> raises to 5M and 4/5NT. <b>Pick a slam</b> 5NT. <b>Interference</b> in cue auctions: (R)DBL shows A or K (or extras); Pass 2 or more small (or weak); cue CONT+shortage.	
4♥		SEVEN					
4♠		SEVEN					
4NT	✓			Both minors at least 5=6 WKish	5m to play.		
5♣		SEVEN		Around 9 tricks slightly weaker favourable.			
5♦		SEVEN					
5♥							
5♠							