

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
1 level 8-15 value, 5(4+) suit, 2 level 10-17, Maybe Light
Resp : Cue = INV+, New suit = 1, 3 level = F, 2 level = semi-F
Jump Raise = Pre, Jump Cue = INV w/ 4+Fit, fit
R/O : 6-15 value, 4+ suit, Resp: Cue = F1
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th seat = 15-18 value, R/O = 11-14 value
RESP: systems on
(1X) P (1Y) 1N unbid suit 54+ if PH
JUMP OVERCALLS (Style; Responses; Unusual NT)
2N=55+on two lowest unbid suits, 10+value
JUMP O/C : pre
DIRECT and JUMP CUE BIDS (Styles; Responses) Reopen)
(1m)-2m:55+Ms, 10+value
(1M)-2M:55+ oM and m, 10+value
(1X/2X)-3X : ask for stopper ; (2M)-4m: Leaping Michael
VS. NT (vs. Strong / Weak; Reopen; PH)
DBL: Penalty; PH DBL:4M & 5+m
2♣:4+♥&4+♠, 10+value
2♦:1M, 5-4suit, 10+value
2♥/2♠:♥/♠+1m 5+4suit, 10+value
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL = T/O up to 4♥
(4♠)-X: PEN; (4♠)-4NT: T/O
VS. ARTIFICIAL STRONG OPENINGS
Vs 1C 16+ : x=2M; 1N=2m; 1X=4+suit; PH then bid=16+value
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+;
1M-(x)-2M-1: good support ; 1M-(x)-2M: bad support ;
1M-(x)-2NT: fit M, GF, RESP: systems on ; fit showing jump
Other NFB

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4 th ; MUD	4 th ; MUD	
NT	4 th ; MUD	4 th ; MUD	
Subseq.	Low = encouraging		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax; AK(+);	Ax; AK(+);	
King	KQ(+); Kx; AKJT(+)	KQ(+); Kx; AKJT(+)	
Queen	QJ(+); Qx; KQT(+)	QJ(+); Qx; KQT(+); AQJ(+)	
Jack	JT(+); KJT(+); Jx	JT(+); KJT(+); Jx	
10	Tx; HT9(+)	Tx; HT9(+);	
9	9x; T9x(+)	9x; T9x(+)	
Hi-x	Sx, ,xSxx, HxxSx(+)	Sx, ,xSxx, HxxSx(+)	
Lo-x	HxS, HxxS xSx	HxS, HxxS xSx	
SIGNALS IN ORDER OF PRIORITY			
V.S.	Partner's Lead	Declarer's Lead	Discarding
Suit	Attitude	Count	O/E(S/P)
	Count	S/P	Count
	S/P		
NT	Attitude	Count	O/E(S/P)
	Count	S/P	Count
	S/P		
Signals (including Trumps): Upside-Down Count & Attitude, O/E			
5-level up: A ask for CT, K for ATT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+Value, Could Be light with Classic Shape			
R/O : 8+Value			
T/O DBL thru 4♥			
SPECIAL, ARTIFICIAL AND COMPETITIVE DBLS/REDBLS			
Negative DBL up to 4♥			
Support DBL/REDBL up to 2♥			
Lightner DBL			
Maximal DBL			
Responsive DBL up to 3♠			

CATEGORY: <u>Red</u>
NCBO: <u>Chinese Taipei</u>
PLAYERS: <u>Li Shuo , Lin Chien-Ya , Chiang Chia-Fan</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5542, 2/1 Modified Bridge-World-Standard
Bidding Style : Aggressive, wild
1NT:(10+)11-14 value when NV at 1/2/4th seat. ;
others 15-17 value
2/1= GF
Transfer response after 1♣ opening
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = 22+ value OR 15+, 8.5 tricks
Gambling 3NT = 7+ solid ; no AK in other suit
Michaels cue-bid = 10+value
Unusual 2NT = 10+value
2 level NFB after partner open then opp overcall & partner overcall
Two-way: 1X-1Y-1Z-2♣ = transfer 2D
-2♦ = GF
Transfer Responses after 1♣ Opening
1♣-1♦/♥/♠ = 4+♥/♠/♦
1♣-(1♦/♥)-x/1♥/♠ = ♥/♠/no 4M · 1♦-(1♥)-x/1♠ = ♠/no 4M
SPECIAL FORCING PASS SEQUENCES
After GF
1NT(weak)-(X=power) -Pass
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1M maybe light and 4-cards at 3rd pos.
Frequent upgrade value

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; 1NT = 6-10; 2NT = 11-12 2♣ = 4+♣, inv+; 3♣ = PRE 2♦ = 6+♦, inv; 2♥/♠ = weak 3♦/♥/♠ = SPL	-1X: 1NT = 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; 1NT = 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; 1NT = 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	-1NT: 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	1NT 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	-1NT: 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	1NT 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 ♥/♠ = 2155/1255 -2NT-3♣ Then 3♦/♥/♠/NT = 4414/4144/1444/4441, GF -3♣-3♦ Then 3♥/♠ = 3154/1354, GF	
2♣	v			22+ or 15+, 8.5 tricks	2♦ = GF; 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♦	v			Weak 6(5)+ cards	2NT = Asking New suit = F1	-2NT: 3♠/♦/♥/♠ = bad HCP bad suit / bad HCP good suit / good HCP bad suit / good HCP good suit	
2♥/♠	v			Weak 6(5)+ cards	2NT = Asking New suit = F1	-2NT: 3♠/♦/♥/♠ = bad HCP bad suit / bad HCP good suit / good HCP bad suit / good HCP 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		Usually 7+ cards	4♦(3♣)/4♣(3♦) = RKCB; 4♥/♠ = to play	HIGH LEVEL BIDDING	
3♥/♠		6		Usually 7+ cards	4♣ = RKCB	RKCB1430, DEPO, DOP1, Blackwood, Gerber, Splinter, EKB04/123	
3NT	v			7+ solid; no AK in other suit Gambling	4♠/♦/5♣ = P/C 4♥/♠/5♦ = to play 4NT = inv		