

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
6-18 value, 4+suit	
RESP: CUE=F1; new suit = semi-F	
Jump CUE= INV; jump raise = PRE	
R/O : 6-15, 4+ suit	
RESP: CUE=F1	
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	
15-18 HCP. (12-15HCP at 4th)	
RESP: 2♣=STAY: 2♦/2♥/2♠= TRF 2♥/2♠/3♣.	
3♣/3♦=2Ms. INV or better	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit: Weak, Interm(4 <sup>th</sup> Live), often 6 cards	
2-Suit: 2NT=LOWER UNBID 2-suited 6-10 or 16+	
DIRECT and JUMP CUE BIDS (Styles; Responses;	
Michael cue-bid: 1m-2m:55+on M's; 1M-2M M+m 55+	
VS. NT (vs. Strong / Weak; Reopen; PH)	
Vs. Strong : DBL= one suit: 2♣=♣s & higher	
2♦=♦s & higher: 2♥= 2Ms; 2♠= natural	
Vs. Weak : DBL = power; 2♣= one suit; 2♦=2Ms;	
2♥/♠= ♥/♠s & minors	
2NT : 6+M & 5+m	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
DBL= T/O;	
Suit = NAT;	
VS. ARTIFICIAL STRONG OPENINGS	
VS.Strong 1♣ opening: CRASH (NOTE 2)	
VS.Strong 2♣ opening:	
DBL= Both majors; 2NT= One suit PRE.;	
2♦=♦+♥; 2♥=♥+♣; 2♠=♠+m	
OVER OPPONENTS' TAKEOUT DOUBLE	
JUMPS=Fit-showing: 1♣/♦ (x) 1♥/♠=NAT, F1;	
xx=10 <sup>+</sup> HCP, tend to PEN;	
1♥/1♠ (x) 2NT= INV 4♥/4♠	
3♥/3♠= PRE.	
1♥/♠ (x) 1NT/2♣/♦/♥(for 1♠)=trans to 2♣/♦/♥/♠	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4 <sup>th</sup>	4 <sup>th</sup> or 3 <sup>rd</sup>	
NT	3 <sup>rd</sup> ,4 <sup>th</sup> ,5 <sup>th</sup> ; Hi=DISCG.	3 <sup>rd</sup> or 5 <sup>th</sup>	
SubSeq	Lo=ENCRG.	Same as left	
V.S. suit : J/T/9= 0 or 1 higher honor.			
V.S. NT : J/T/9= 0 or 2 honors.			
LEADSXXX			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax(+)	AKx(+); Ax(+)	
King	AK; KOx(+); Kx	KOTx(+); AKJTx(+)	
Queen	QJx(+); Qx;	QJx(+); KQT9x(+)	
Jack	JTx(+);KJTx(+);Jx	JTx(+);Jx	
10	T9(+); Tx; HT9(+)	T9x(+); Tx; HJT8x	
9	9x;	9x; HT9(+)	
Hi-x	XSxx(+); xSx; Sx	XSxx(+); xSx; Sx	
Lo-x	HxxS(+); HxS	HxxS(+); HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declare's Lead	Discarding
Suit	1 Hi/Lo = Odd	same	Odd =ENCRG; S/P
	2 Lo=ENCRG	S/P	Even = S/P
	3 Suit Preference		
NT	1 Hi/Lo = Odd	same	Odd=ENCRG; S/P
	2 Lo = ENCRG	S/P	Even = S/P
	3 S/P		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Respponses; Reopening)			
10+ HCP; with support to other suit.			
16+ HCP strong			
R/O could be 8pts lower			
CUE = F1, promise rebid.			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG DBL thru 3♠,3♦			
SUPP DBL thru 3♥,3♦			
Lightner DBL against Slam or unusual			

CATEGORY: Blue/Green 17-Mar-2001

NCBO : Chinese Taipei EVENT : \_\_\_\_\_

PLAYERS : Hu, Hsi Chen Chang, Wei Ming

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural (5-5-3-3)
1NT over 1♥/1♠ opening F1;
Flexible at points range and suit length
1NT Opening : 15-17 HCP, balanced.
2 OVER 1 Response: F1, above 11 value upwards.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = Strong. 22+HCP or 9+ plav winners.
2♦ =Weak 2♥/♠ or 18-21 pts with 5 <sup>+</sup> cards minors.
1♥/♠-3♣/♦ = Limited with 4+♥s/♠s.
1♥/1♠-3♥/3♠: Preemptive
2♥=Flannerv. 4♠s + 5♥s. 11-15 pts.
2♠=Multi: 1.Weak. 6+♣s 2.Strong. 6 <sup>+</sup> Ms or 2Ms. 16-20 pts.
3♣/♦/♥= Weak. transfer to 3♦/♥/♠
3♠= one solid minor.
3NT=Preempt 4♣/♦
Escaping from 1NT DBL NOTE [1]
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Lebensohl convention
PSYCHICS: Rare.

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	Hu, Hsi Chen      Chang, Wei Ming      Taiwan      17-Mar-2001			
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	3♠	11-21 HCP	1♦/1♥/♠= NAT, F1; 1NT=8-10 HCP 2♣=Inverted, F1; 2♦= weak 2♥ or better 2♥= Weak 2♠; 2♠=2ms, inv; 2NT=INV 3♣=7-9pts w/ 5 <sup>+</sup> ♣s, 5-6pts w/ 6 <sup>+</sup> ♣s 3♦/3♥/3♠=preemptive	-1♥/1♠: 1NT-2♦= Checkback; 1NT-2♣=Trans to 2♦ -2♣: 2NT=11-14, 3♣s 3♣=11-14, 4 <sup>+</sup> ♣s -1♦/1♥/♠: 1NT-2NT= Trans to 3♣	
1♦		3	3♠	11-21 HCP	1♥/♠=NAT; 1NT=6-10 ; 2NT=INV 2♣=NAT F1; 2♦=Inverted or weak 2♥ 2♥=Weak 2♠; 2♠=2ms, inv; 3NT=13-15 3♣ =10-12 w/ 5 <sup>+</sup> ♣s; 3♦=5-9 w/ 5 <sup>+</sup> ♦s	-1♥/1♠: 1NT-2♣= Trans to 2♦; 1NT-2♦= Checkback; -2♦: 2NT= 11-14, 3♦s; 3♦=11-14, 4 <sup>+</sup> ♦ -1♥/♠: 1NT-2NT= Trans to 3♣	
1♥		5	3♦	10-21 HCP	2♥=3♥s; 2NT= Strong raise with 4 <sup>+</sup> ♥s 2♠= weak, 6 <sup>+</sup> ♠s; 3♥=pre; 3♣/♦=limited; 3♠=4 <sup>+</sup> ♥s with void; 3NT/4♣/4♦=SPL	-1NT: 2♣/♦=3(+♣/♦s; -2♥:2NT/3♣/♦= singleton in ♠/♣/♦ NOTE [3]	Drury Note[6]
1♠		5	3♥	10-21 HCP	3♠=pre; 3♣/♦=limited; 4♣/♦/♥=SPL; 3♥=6 <sup>+</sup> ♥s, INV; 2NT=Strg raise with 4♠s 3NT= Strg raise with void in side suits.	-1NT: 2♣/2♦= 3(+♣/♦s; -2♠:3♣/♦/♥= singleton in ♣/♦/♥ NOTE [3]	Drury Note[6]
1NT				15-17 HCP BAL.	2♣=Pupet Stay; 2♦/♥/♠/NT=trans 3♣=INV game in NT; 3♦=2Ms 4♦/4♥=TEXAS; Other=NOTE[4]	-2♣: 2♦=maybe with 4♠s ; 2♥=4 or 5♥s; 2♠=5♠s ; 2NT=2Ms; 3♣/♦=6♣/♦s -2♦/♥: 3♥/♠=with 4♥/♠s	
2♣	✓	0	4♦	22+ HCP Or 9+ playing winners	2♦=negative;2♥/2♠/3♣/♦=natural,6+HCP 2NT=bal with 3+ controls 3♥/♠/4♣/♦=4-4-4-1 spl of ♠/♣/♦/♥ with 3+ controls	-3♥/♠/4♣/♦: 3♠/4♣/♦/♥=asks controls Step are 3,4,5....	
2♦	✓			1. Weak, 6+♥s/♠s 2. 18-21 pts with 5 <sup>+</sup> cards m 3. With 8+ playing tricks	2♥/2NT=Asks clarification.	NOTE[5]	
2♥	✓	5		4♠s & 5♥s 11-15 pts	2NT= Asks clarification.. 3♣/♦=INV. 3♥/♠=INV. 4♥/♠ = To play.		
2♠	✓			1.Weak, 6+♠s, 2.Strong, 6 <sup>+</sup> Ms or 2Ms, 16-20 HCP	2NT=Asks clarification.		
2NT				20-21HCP Balanced Maybe with 5 cards major	3♣=STM;3♦/♥=trans to 3♥/♠ 3♠=6+minor 3NT=2Ms;4♣=GERBER; 4♦/4♥=TEXAS;4♠=INV with odd Aces; 4NT=INV small slam with even Aces; 5NT=INV Grand slam		
3♣/3♦		7		Weak trans to 3♦/3♥			
3♥/3♠		7		Weak trans to 3♠/NT			
3NT				Preempt 4♣/♦			
4♣/♦	✓			Namyats, Solid ♥/♠s			