



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
8-16HCP, maybe 4 cards in 1 level;		Lead	In Partner's Suit		
Cue bid=fit or strong;	Suit	0-1, 4th, MUD	0-1, 4th, MUD		
New suit=NF;	NT	0-1, 4th, MUD	0-1, 4th, MUD		Category: Precision
Jump raise=PRE;	Subseq	3/5	3/5		Country: Chinese Taipei
	Other:	Special lead inquire special return			Event: NEC 2005
					Players: W. C. Chiu H. L. Yang
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd seat=15+-18		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
4th seat=12-16		Ace	AK(+); A(x)	AK(+); A(x)	Precision
Resp:2C=stayman; 2D/2H=transfer;		King	KQ(+); AK; K(x)	KQ(+); AK; K(x)	Light opening style
2S=minor asking; 2NT/3C/3D=INV;		Queen	QJ(+); Q(x)	QJ(+); Q(x)	1C=16+(or equivalent value) any shape except 22-24 BA
		Jack	J10(+); KJ10(+); J(x)	J10(+); KJ10(+); J(x)	1D=11-15, maybe shortage in D (4405/4315/3415/4414)
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109(+); H109(+); 10(x)	H109(+); 10(x); H not J	2C=11-15, 6+C or 5C+4M
1-Suit: Weak		9	9(x)	9(x); 109x(+)	
2-Suit: Unusual NT= 2 lower unbid suits		Hi-x	xSxx(+); Sx	xSxx(+); Sx	1NT Openings: 13-15 at 1,2 seat; 15-17 at 3,4 seat;
(Strong or weak)		Lo-x	xSx; HxxS(+)	xSx; HxxS(+)	2 OVER 1 Responses: Game forcing
Reopen: Jump new suit=medium; 2NT=19-21;	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2DE0-10, WK2 DEor DEM 55
Michael cue bid=strong or weak	Suit:1st	Lo=ENC	Lo=Even	S/P	2H=0-10, WK2 S or H+m 55
Jump cue bid=asking for stopper	2nd	Lo=Even	S/P	JDCA	2S=0-10, 55M or 55m
	3rd	S/P			(The strength depend on V)
	NT: 1st	Lo=ENC	Lo=Even	S/P	3NT=Gambling with 7/8 minor
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	S/P	JDCA	Lo=Even	Lebensohl on DBL opp's WK2 [1]
CAPP: DBL=PEN; 2C=any 1 suit; 2D=2M or 2m;	3rd			S/P	Lebensohl on our 1NT DBL by opp [1]
2H=H+m; 2S=S+m; 2NT=3x PRE;	Signals (including Trumps):				Defence against Flannery [2]
3C=C+x 55; 3D=D+H 55; 3H=H+S 55; 3S=S+D 55;	ruff				Escaping from 1NT DBL [3]
(3x=good hand vs. WK NT, more shape vs. STR NT)	Frequently false carding				
		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	11+ with classic shape				
Vs. opp's WK2 M:Lebensohl convention; 4C/4D=C/D+OM 55;	Reopening maybe lighter				
2M-3M=asking for stopper					
		SPECIAL FORCING PASS SEQUENCES			
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				1X-(DBL)-REDBL = F to 2NT
Vs. strong 1C: DBL=44M or STR hand; 1D=H or S+C;	T/O DBL thru 4H				1NT-(2X)-DBL-(2Y)-P = F to 2NT
1H=S or C+D; 1S=C or D+H; 1NT=S+D or H+C;	NEG DBL thru 4D				
2C=D or H+S; 2D=6H or S+C 55; 2H=6S or C+D 55;	RESP DBL thru 4D [18]				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
2S=C PRE or D+H 55; 2NT=S+D or H+C 55; 3x=PRE;	SUPP DBL at 1,2 level [21]				
OVER OPPONENTS' TAKE OUT DOUBLE		Lead directing DBL [4]			
1x=F; REDBL=10+;	1NT-P-3NT-DBL=inquire S lead				
1H-(DBL)-1NT/2C/2D=transfer C/D/H; 2H/2S/2NT=PRE/INV/+1	Lightner DBL				Psychics: Rarely in normal bidding, but about 50% in super fit
1S-(DBL)-1NT/2C/2D/2H=transfer C/D/H/S;	Max INV DBL [19]				
2S/2NT/3H=PRE/+1/INV; 3M=PRE;					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Y	0	7S	16+ or equivalent value, except 22-24 BAL	1D=0-7; 1H/1S/2C/2D=8+, 5+H/S/C/D; 1NT/2S=8-13 or 17+/14-16 BAL; 2H/2NT/3C/3D=8+, 1444/4441/4414/ 4144; 3H/3S=4-7, 7H/S; 4C/4D=4-7, 8H/S w/ A or K; 4H/4S=8H/S w/o A or K; 3NT= one 7/8 solid suit	1c-1D-2H/2S/3C/3D=strong; 3H/3S/4C/4D=22-24, 4144/1444/4441/4414; 1C-1M-1NT=CTRL ASK [5], then bid M=6 step TAB [7], then new suit=5 step CAB [8]; 1C-1NT-2C-: [9]; 1C-2H/2S/3C/3D-: [24] 1C-1NT-2D/2H/2S: support asking [10];	P-1C-1D-1NT/2NT=18-19/20-21
1D	Y	0	4D	11-15, may be 0/1 in D	2/1=GF; 1D-2M=WK; 1/1=normal 4+ suit (but maybe 3 cards);	1D-2C-: [12] 1D-2D-: [13]	
1H		5	4D	11-15, 5+H	1S=Normal 4+S; 1NT=F1 [17]; 2/1=GF; 2H=8-10 fit; 3H=PRE; 3D=4H, INV; JJ=SPL; 2S/2NT/3C=Jump convention [22];	1H-2H-: 2S=relay game try [6]; 2NT/3C/3D/=S/C/D shortage, game try;	2-way drury; 3C/3D=NAT INV;
1S		5	4D	11-15, 5+S	2S/2NT/3C=Jump convention [22]; 4C/4D/4H=SPL	1S-2S-: 2NT=relay game try [6]; 3C/3D/3H=C/D/H shortage, game try	Ditto
1NT	Y			13-15 at 1, 2 seat, 15-17 at 3, 4 seat; BAL or semi-BAL 6/7 m OK	WK NT: 2C/2D=2-way Stayman; 2H/2S/3C/3D=S/O; 4D/4H=Transfer STR NT: 2C=Stayman; 2S=m ASK; 2D/2H/4D/4H=Transfer	1NT(WK)-2D-: 2H/2S=4M; 2NT=no 4M, MIN; 3C/3D=5C/D, MAX; 3H/3S=2344/3244, MAX; 3NT=3334/3343, MAX 1NT(STR)-2S-: 2NT=D>=C; 3C=C>D;	
2C		5	4D	11-15, 6+C or 5C+4M	2D=asking; 2H/2S=suit, NF; 2NT=INV; 3C=support; 3D/3H/3S=6+suit, INV;	2C-2D-: 2H/2S=4M+5C; 2NT/3C=6+C BAL/UNBAL, MIN; 3D/3H/3S=6+C, MAX, S/S in D/H/S; 3NT=6+C, BAL, MAX	
2D	Y	0		0-10, WK2H/S+m 55	2NT=Asking; Suit=P/C; 4S=Play;	2D-2NT- [14, 15]	
2H	Y	0		0-10, WK2S/H+m 55	2NT=Asking; Suit=P/C; 4S=Play;	2H-2NT- [14, 15]	
2S	Y	0		0-10, 2M or 2m 55	2NT=Asking; Suit=P/C;	2S-2NT- [14, 15]	
2NT				22-24 BAL, maybe singleton honor	3C=Stayman; 3D/3H/4D/4H=TRF; 3S=minor asking	2NT-3S: 3NT=D>=C; 4C=C>D;	
3C		6		PRE	3D=5-step TAB [16]; 3M=NAT, F; 4M=To play;		
3D		6		PRE	4C=5-step TAB [16]; 3M=NAT, F; 4M=To play;		
3H		6		PRE	4M=To play; Other new suit=5-step CAB [8];		
3S		6		PRE	4M=To play; Other new suit=5-step CAB [8];		
3NT	Y			Gambling with 7/8 solid mionors	4C=P/C; 4D=Slam try; 4M=To play		
4C		6		PRE	4M=To play; Other new suit=5-step CAB [8];		
4D		6		PRE	4M=To play; Other new suit=5-step CAB [8];		
4H		6		PRE	4M=To play; Other new suit=5-step CAB [8];		
4S		6		PRE	4M=To play; Other new suit=5-step CAB [8];		
4NT							
5C							
5D							
5H							
5S							
5NT							

HIGH LEVEL BIDDING

5NT=grand slam forcing

RKC=0314, then 5NT asking the K's position

D0P1(5-level); DEPO(6-level);

Splinter

Supplementary notes file (chiu-yang.txt) W. C. Chiu H. L. Yang (Chinese Taipei)

(Note 1) :LENBENSOHL

- (2M)-X-P-? 2NT=LEB; 3X=better hand.
- 1NT-(2X*=nature)-2NT=LEB.

(Note 2) :VS. FLANNARY:

- 2.a FLANNERY 2D : DBL=16-18 BAL ; 2H=T/O.
- 2.b FLANNERY 2H : DBL=T/O.

(Note 3) :Escaping from 1NT X

- 3.a 2C /2D /2H = DONT.
XX=With a 5 cards suit.
- 3.b Pass=nothing to bid or to play 1NT, opener could RDBL to show 5(+).m. RESP
bid 2C=P/C.
- 3.c 1NT- (P) - P - (X)
p - (P) - XX =have 5m

(Note 4) :LEAD DIRECTING

- 4.a (1NT)-P-(3NT)-X: pls lead S .
- 4.b Dummy's 1st suit bid.
- 4.c LIGHTNER SLAM DBL.

(Note 5) :1C-1M-1NT ASK CTRL

- 2C=O-2; 2D=3; 2H=4; 2S=5; etc.

(Note 6) :SIMPLE RAISE to 1M opening

- 6.a 1H-2H : 2S=Relay game try -> bid suit=with honor.
2NT/3C/3D=short in S/C/D, INV.
- 6.b 1S-2S : 2NT=Relay game try -> bid suit=with honor.
3C/3D/3H=short in C/D/H , INV.

(Note 7) :After CTRL asking bid, bid trump or 1H-2NT(1S-3C) is a 6-step TAB.

- +1= xxxxx(+); +2= Hxxxx; +3= HHxxx;
- +4= Hxxxxx; +5= HHxxxx; +6= AKQXX(+).

(Note 8) :After trump ASK or PRE opening, new suit is 5-step CAB.

- 8.a +1= xx,xxx,Qx; +2= singleton; +3= void; +4=K; +5=A.
- 8.b After 1st step, repeat the suit is 3-step ASK of the same suit.
Resp. as following: +1= xxx; +2= xx; +3= Qx

(Note 9) :1C-1NT 2C RELAY

- 9.a 8-10 HCP: 2D = 4-H ; 2H = 4-S ; 2S = no 4-M.
- 9.b 11-13 HCP: 2NT = 3334
->3C:relay, 3D=4-D; 3H=4-H; 3S=4-S; 3NT=4-C.
3D = 4-4 D+H ;
3H = 4-4 H+S ;
3S = 4-4 S+D ;
3C = 4-4 C+x
->3D:relay, 3H=4-4 C+H; 3S=4-4 C+S; 3NT=4-4 C+D
- 9.c 17+ HCP: THE same as 9.a but bid slam.

(Note10) :SUPP ASK: After 1C -1NT, 2D /2H /2S /3C is SUPP ASK.

- 10.a +1= 8-10 <Jxx; +2= 8-10 H(+)xx or xxxx; +3= 8-10 H(+)xxx;
+4= 11-13 <Jxx; +5= 11-13 H(+)xx or xxxx; +6= 11-13 H(+)xxx.
- 10.b Then repeat trump suit is 3-step trump ASK:
for step +1,+4 : +1= xx,xxx; +2= Hx; +3= HH.
for step +2,+5 : +1= Hxx,xxx; +2= HJx; +3= HHx.
for step +3,+6 : +1= Hxxx; +2= HJxx; +3= HHxx.

(Note12) :1D -2C : 4(+)C F to 3NT

- 12.a 2D /3D : 5(+)D , MIN/MAX.
- 12.b 2H /2S : D+ H /S , MAX.
- 12.c 3H /3S /3NT: 4(+)C , short at H /S /D , MIN.
- 12.d 4D /4H /4S : 4(+)C , short at D /H /S , MAX.
- 12.e 4C : 4+C , no shortness, MAX.
- 12.f 2NT: C <3, BAL, MIN.

(Note13) :1D -2D : 4(+)D F to 3NT

- 13.a 2NT: D <=3, BAL, MIN.
- 13.b 3D : 4(+)D , BAL, MIN.
- 13.c 2H : D =3 UNBAL 11-15 or 4(+)D , no S/S, MAX.
-> 2S relay: 2NT= 4(+)D , no S/S, MAX;

3C/3H = H =1, MIN/MAX.

3D/3S = S =1, MIN/MAX.

13.d 2S : D =1. ->2NT relay:3C = MIN; 3D = MAX; 3H = MAX, w/D Honor.

13.e 3C : D =0. ->3D relay: 3H = MIN; 3S =MAX.

13.f 3H /3S /3NT: 4(+D) , short at H /S /C , MIN.

13.g 4C /4H /4S : 4(+D) , short at C /H /S , MAX.

(Note14) :2D 2H 2S opening

14a. 2D-2NT -:3C/3D=S+C/D 55

3H/3S/3NT=Weak 2H min/Max/Max,semi-solid

14b. 2H-2NT -:3C/3D=H+C/D 55

3H/3S/3NT=Weak 2S Max/min/Max,semi-solid

14c. 2S-2NT -:3C=2ms, min

3D=2Ms, Max

3H=2Ms, min

3S=2ms, Max, short in S

3NT=2ms, Max, short in H

(Note15) :2D 2H 2S opening after O/C:

15.a 2D /2H /2S (DBL) RDBL= 1 long suit, pls bid the cheapest suit
suit bid= P/C.

2NT= ASK. the resp. is the same as no DBL.

pass= weak or trap pass.

15.b 2D /2H /2S (2x/3x) DBL= guess PEN.

suit bid= P/C.

3NT= to play.

(Note16) :After 3C /3D opening, 3D /4C is trump honors ASK.

+1=Hxxxx(x); +2=HJxxxx(x); +3=HHxxxx(x); +4=AKXXXX; +5= AKQxxx(x).

(Note17) :After 1M-1NT

1H -1NT

2C : If 4-5-2-2 with min, may bid 2-card C .

(Note18) :RESP DBL

18-1 (1M) X (2M) X Show length in ms.

18-2 (1M/m) X (3M/m) X Show power,useful values.

18-3 (1M/m) 2m/1M (2M/m) X Show length in unbid M.

(Note19)

19a. 1H (2D) 2H (3D) X Game try.

19b. 1S (2H) 2S (3H) X Game try.

19c. (1H) 1S (2H) 2S

(3H) X Game try.

19d. 1H (P) 2H (3D) X Game try.

19e. 1S (P) 2S (3H) X Game try.

(Note21) :SUPP DBL

21-1 1D (P) 1H/1S/2C/2D X

XX =Show 3-card SUPP.

21-2 1D (P) 1H/1S/2C/2D (1S/1NT/2C/2D/2H)

X =Show 3-card SUPP.

21-3 1D (1H) 1S (2H)

X =Show 3-card SUPP.

(Note22) : "JUMP CONVENTION":Jump bid over 1H ,1S opening

1. 2S /2NT= Strong; 3(+) H/S . If 14-15 HCP, 4(+) H/S ; BAL.

2. 2NT/3C = Void SPLINTER. 11(+) HCP, 4(+) H/S with a void suit.

3. 3C /3D = TRUMP ASK, then new suit CTRL ASK. See NOTE [7] [8].

4. 3D /3H = INV.

5. 3H /3S = PRE.

(Note23):2NT 4S/5S: to pick up Small/Grand slam

23-1 5x/6x lower 4-card suit.

23-2 6x/7x 5-card suit;

(Note24) :1C 2H /2S /3C /3D : 8+ pts, 1444 / 4441 / 4414 / 4144.

24.a Bid singleton: Relay asking points: +1=8-10,+2=11-13,+3=14-16... etc.

rebid singleton:-> asking control: +1=0-2,+2=3,+3=4... etc.

24.b All non-game suit bids are 4-step honor asking: 0, 1, 1.5, 2.

(Note25) :AFTER 1D 2M

25.a 1D - 2H : ->2S = ASK: ->2NT/3C/3D= short in S/C/D

25.b 1D - 2S : ->2NT= ASK: ->3C/3D/3H = short in C/D/H