DEFENSIVE AND COMPETITIVE BIDD	
OVERCALLS (Style: Responses: 1/2 Level; Reope	ening)
7-17 ,good 4+ at 1 level permitted	
Cue is the only forcing response,Jump cue=Invitation w	ith fit
Change of suit is constructive but NF	
Sump raise =Inv. in minors	
Tump raise =Pre-emptive in majors,splinter bids	
Change of suit F vs pre-emptive opeing	
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopeni	ing)
15-17 in direct seat ,12-15(9-11 by pass hand) in balance	
System on for all responses	
Direct 1NT overcall by pass hand = both minors	
Sandwich 1NT overcall by pass hand = unbid 2 suits	
HIMD OVED CALLS (Styles Degranges, Unyonel N	T)
JUMP OVERCALLS (Style; Responses; Unusual N Weak vs natural suit opening	1)
Strong vs pre-emptive	
mong vs pre-empuve	
NDECT & HIMD CHE DIDC (Styler Degrees De	onon)
DIRECT & JUMP CUE BIDS (Style; Response; Red	
Michael 2-suiter with overcall strength (may depend on	Vul.)
Michael 2-suiter with overcall strength (may depend on fump raise invitational; 2NT inquires shortness, 3m to	Vul.) play
Michael 2-suiter with overcall strength (may depend on	Vul.) play
Michael 2-suiter with overcall strength (may depend on fump raise invitational; 2NT inquires shortness, 3m to	Vul.) play
Michael 2-suiter with overcall strength (may depend on fump raise invitational; 2NT inquires shortness, 3m to fump cue is stopper asking vs major suit opening, Nat.	Vul.) play
Michael 2-suiter with overcall strength (may depend on fump raise invitational; 2NT inquires shortness, 3m to fump cue is stopper asking vs major suit opening, Nat.  VS. NT (vs. Strong/Weak; Reopening; PH)	Vul.) play
Michael 2-suiter with overcall strength (may depend on fump raise invitational; 2NT inquires shortness, 3m to fump cue is stopper asking vs major suit opening, Nat.  WS. NT (vs. Strong/Weak; Reopening; PH)  CAPP all position	Vul.) play
Michael 2-suiter with overcall strength (may depend on fump raise invitational; 2NT inquires shortness, 3m to fump cue is stopper asking vs major suit opening, Nat.  WS. NT (vs. Strong/Weak; Reopening; PH)  CAPP all position  Dbl by pass hand showed Club	Vul.) play
Michael 2-suiter with overcall strength (may depend on fump raise invitational; 2NT inquires shortness, 3m to fump cue is stopper asking vs major suit opening, Nat.  WS. NT (vs. Strong/Weak; Reopening; PH)  CAPP all position  Dbl by pass hand showed Club	Vul.) play
Michael 2-suiter with overcall strength (may depend on fump raise invitational; 2NT inquires shortness, 3m to fump cue is stopper asking vs major suit opening, Nat.  WS. NT (vs. Strong/Weak; Reopening; PH)  CAPP all position  Dbl by pass hand showed Club	vul.) play vs minor
Michael 2-suiter with overcall strength (may depend on fump raise invitational; 2NT inquires shortness, 3m to fump cue is stopper asking vs major suit opening, Nat.  WS. NT (vs. Strong/Weak; Reopening; PH)  CAPP all position  Obl by pass hand showed Club  Obl = opening hand vs super weak NT(e.g. 10-12 NT)	vul.) play vs minor
Michael 2-suiter with overcall strength (may depend on Jump raise invitational; 2NT inquires shortness, 3m to Jump cue is stopper asking vs major suit opening, Nat.  WS. NT (vs. Strong/Weak; Reopening; PH)  CAPP all position  Obl by pass hand showed Club  Obl = opening hand vs super weak NT(e.g. 10-12 NT)  WS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	vul.) play vvs minor
Michael 2-suiter with overcall strength (may depend on Jump raise invitational; 2NT inquires shortness, 3m to Jump cue is stopper asking vs major suit opening, Nat.  WS. NT (vs. Strong/Weak; Reopening; PH)  CAPP all position  Obl by pass hand showed Club  Obl = opening hand vs super weak NT(e.g. 10-12 NT)  WS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids Cue is Michael 2-suiter vs natural weak 2 opening	vul.) play vvs minor
Michael 2-suiter with overcall strength (may depend on Jump raise invitational; 2NT inquires shortness, 3m to Jump cue is stopper asking vs major suit opening, Nat.  WS. NT (vs. Strong/Weak; Reopening; PH)  CAPP all position  Obl by pass hand showed Club  Obl = opening hand vs super weak NT(e.g. 10-12 NT)  WS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids  Cue is Michael 2-suiter vs natural weak 2 opening  T/o dbl up to 4D, dbl of 4H is optional tend to t/o, dbl of	vul.) play vvs minor
Michael 2-suiter with overcall strength (may depend on Jump raise invitational; 2NT inquires shortness, 3m to Jump cue is stopper asking vs major suit opening, Nat.  WS. NT (vs. Strong/Weak; Reopening; PH)  CAPP all position  Obl by pass hand showed Club  Obl = opening hand vs super weak NT(e.g. 10-12 NT)  WS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids  Cue is Michael 2-suiter vs natural weak 2 opening  To dbl up to 4D, dbl of 4H is optional tend to t/o, dbl of Optional tend to for penalty	vul.) play vvs minor
Michael 2-suiter with overcall strength (may depend on Jump raise invitational; 2NT inquires shortness, 3m to Jump cue is stopper asking vs major suit opening, Nat.  WS. NT (vs. Strong/Weak; Reopening; PH)  CAPP all position  Obl by pass hand showed Club  Obl = opening hand vs super weak NT(e.g. 10-12 NT)  WS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids  Cue is Michael 2-suiter vs natural weak 2 opening  To dbl up to 4D, dbl of 4H is optional tend to t/o, dbl of Optional tend to for penalty  WS. ARTIFICIAL STRONG OPENINGS- i.e. 1  or	vul.) play vvs minor
Michael 2-suiter with overcall strength (may depend on Jump raise invitational; 2NT inquires shortness, 3m to Jump cue is stopper asking vs major suit opening, Nat.  WS. NT (vs. Strong/Weak; Reopening; PH)  CAPP all position  Del by pass hand showed Club  Del = opening hand vs super weak NT(e.g. 10-12 NT)  WS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids  Cue is Michael 2-suiter vs natural weak 2 opening  To del up to 4D, del of 4H is optional tend to t/o, del optional tend to for penalty  WS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or  Vs 1C opening: del = good hand  2D= 2 majors; 1NT=2 minors	vul.) play vvs minor
Michael 2-suiter with overcall strength (may depend on Jump raise invitational; 2NT inquires shortness, 3m to Jump cue is stopper asking vs major suit opening, Nat.  WS. NT (vs. Strong/Weak; Reopening; PH)  CAPP all position  Obl by pass hand showed Club  Obl = opening hand vs super weak NT(e.g. 10-12 NT)  WS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids  Cue is Michael 2-suiter vs natural weak 2 opening  To dbl up to 4D, dbl of 4H is optional tend to t/o, dbl of Optional tend to for penalty  WS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or  WS 1C opening: dbl = good hand	yul.) play vys minor  s) of 4S is

LEADS AND SIGNALS						
OPENING LEADS STYLE						
Lead In Partner's Suit						
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup> TON after supported				
NT	4 <sup>th</sup> with honor(include T);	4 <sup>th</sup> ,TON after supported				
	hign or second high if no					
	honr					
Subseq						
Other: 9/T leads shows zero or 2 higher Lack denies (sometimes 9 is 3 <sup>rd</sup>						

Other: 9/T leads shows zero or 2 higher, Jack denies (sometimes 9 is 3<sup>rd</sup> when vs suit)

LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx(xx),Ax	AKx(xx),Ax
King	KQx(xx),AK,Kx	KQx(xx),AKJTx,Kx
Queen	QJx(xx),Qx	QJx(xx),KQT9(xx),Qx
Jack	JTx(xx),Jx	JTx(xx),QJ98(xx),Jx
10	T9x(xx),Tx,HJT(xx)	T9x(xx),Tx,HJT(xx)
9	9x,HT9(xx)	9x(x),HT9(xx)
Hi-X	HiX	HiXX,XHiXX
Lo-X	XXXXLo.XXloX.XXlo	HXXloX.HXXlo.HXlo

# SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	UDCA	Upsidedown Count	Lavinthal SP(1st disc)
Suit 2	SP		Upsidedown Att.
3			
1	Upsidedown Att.	Upsidedown Count	Lavinthal SP(1 <sup>st</sup> disc)
NT 2	Upsidedown Count		Upsidedown Att.
3	SP		

Signals (including Trumps):

UDCA+Lav. disc

#### **DOUBLES**

### TAKEOUT DOUBLES (Style; Responses; Reopening)

Light shaped t/o dbl permitted. 3+ support in unbid major(s) unless strong Cue is the only forcing resp.

Double jump in major typically shows 5+/10 hcp or equivalent

Jump after opps' redbl is weak; Balancing dbl maybe light

## SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Neg. dbl/Res dbl up to 3S

Support dbl/re-dbl up to 2H (below 2 level of pd's suit)

Maximum dbl with fit (only if opps raise directly)

W B F CONVENTION CARD

CATEGORY: Blue

COUNTRY : Chinese Taipei

EVENT:

PLAYERS: Lin Chih Mou / Walter Chen / Jerry Huang

### SYSTEM SUMMARY GENERAL APPROACH AND STYLE

2/1 GF (No Exception)

Reverse-Bergen raise (including pass-hand and no interruption)

Inverted Minor raise (unpass-hand and no interruption)

Weak jump shift vs minor openning

Reverse Drury

RKC 1430, specific K, DEPO/D0P1 vs interference

Forcing 1NT response may include fit with weak hand

Jacoby 2NT: 3X=shortness,4X=long suit

## SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Weak jump raise in comp.

CAPP vs 1NT opening

Unusual NT for 2 lowest unbid suits

Michael Cue over natural suit opening

Michael Cue over natural weak 2 opening

Gambling 3NT with solid minor and outside stuff

Direct 1NT overcall by pass hand = both minors

Sandwich 1NT overcall by pass hand = unbid 2 suits

Unusual vs Unusual 2NT overcall

Leb. after opps overcall on our 1NT

Leb. after X on opps' weak 2 opening (if certain suit)

### SPECIAL FORCING PASS SEQUENCES

Our side showed game invitational or better : 2 level up new suit, cue-bid, 3 level up negative

Up to 2S after dbl and redbl sequence but 1NT or raise pd's suit is NF

Pass and Pull is stronger than direct bid

#### IMPORTANT NOTES

Light/Distributional opening bids possible

Wild pre-emptive 3<sup>rd</sup> hand fav. Vul possible

**PSYCHICS:** rare, uncontrolled, mainly lead prohibiting

ප	F IAL	. OF	ب				
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 <b>♣</b> 1 <b>♦</b>		3	3S	11-21,3+ cards 4-4 minors open 1D in general (may depend on suit quality)	Inv. Raise ,jump shift=inv. w/ or w/o comp. ,triple jump Pre.1NT=6-10 , 2NT=11-12 , 3NT=13-15;2M(/D)=weak 6+	Reverse/4 <sup>th</sup> is F1 ,1m-1X(dbl)-3m=Inv 1m-dbl-2NT=Pre.	Single raise NAT by pass hand or any interruption
1♥ 1♠		5	3S 3H	11-21,5+ cards (4+ cards in 3 <sup>rd</sup> seat possible but not usual)	1NT=F1,Reverse-Bergan(3C=9-11,3D=6-8) Reverse Drury for 3 <sup>rd</sup> /4 <sup>th</sup> seat opening 2NT=Jacoby ;Splinter bids	Splinter Bids 4 <sup>th</sup> suit F	
INT			2S	15-17 balance or semi-balance	Stayman, 2-4 level transfer,2S=MSS GF; 3C/D=signoff,3H/S=GF 4144/1444,Gerber 2NT=Inv.; after transfer to 2M then 3m rebid show 55+	Splinter, Smolen 4NT after stayman/trf = quantitative inv.	1NT-2M-3oM = slam try with M fit (no related other M)
2*	V	0		22+ or equivalent	2D=Neg. or waiting 3C rebid=2 <sup>nd</sup> Neg. new suit=positive 5+ cards ,2NT=7-8,3NT=9- 10,jump=1 loser suit	Stayman/trf after opener 2/3NT rebid , splinter ,2C-2NT-3X=Nat. 2C-3NT-4X=Nat.2C-3NT-4NT=Black wood	
2 ♦ 2 ♥ 2 ♠		5		Normal Pre-emptive (5 cards possible)	2D:New suit forcing, 2NT=Inv. 2H:New suit forcing,2NT=S suit F1,2S=asking Shortness 2S:New suit forcing,2NT=asking shortness	2H-2S: 2NT/3C/3D =S/C/D shortness 2S-2NT: 3C/3D/3H=C/D/H shortness	
2NT				20-21 balance or semi-balance	Stayman(No puppet) ,trf at 3/4 levels,3S=MSS 4C=Gerber ,4S=quantitative inv. ,4NT=Inv.	Non-jump major after stayman is slam try with fit: 2NT-3C-3H(3S)-3S(4H)	
3 <b>.</b> 4/♦ 3 <b>.</b> 4/♠				Normal Pre-emptive (6 cards possible)	New suit F, Jump new suit at 5 level is 3-step control asking	New suit at 4 level is cue with fit Example : 3C-3S-4D : D cue ,fit S	
3NT				Solid minor with outside stuff (1 or 2 side suit control, but no outside Ace is allowed)	4C/D/5C = P/C, 4H/S =to play 4NT =General Invitation to slam		
4 <b>.</b>				Normal Pre-emptive	5 level new suit over 4H/4S is 3-step control asking		
4NT				Both minors with 3-4 loser			
5♣ 5♦ 5♥ 5♠						HIGH LEVEL BIDDING  Sequence of cue bids: 1.control in opponent's or unbid suit  2.cheapest 1sr round control; 3.2 <sup>nd</sup> round control  After RKC with 5C/5D response, next step asks for trump Q,5NT asks for specific King and show interesting in Grand slam  Most unnecessary jump are splinter(normally it's Min. opening value 12-14),  Jump to 5-level new suit =ERKC  Jump to 5NT is grand slam force with step response	

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			LS		
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE				CATEGORY:	
4-18 value, usually 5+suit (non-Vul might quite light )		Lead	In	Partner's suit	NCDO CL' T'' EVENTE VID 1	
RESP: new suit=F1, cue-bid=fit	Suit 01 4th 01 4th			NCBO: Chinese Taipei EVENT: Yeh Brother Cup		
Jump cue-bid=good fit	NT	02 4th	02 4th		PLAYERS: CM Lin / Kirk Shen / Nelson Ho	
Jump raise=PRE	SubSeq	LOW=ENCRG.	Same as	left	TEATERS: CM_EMIT/ KITK SHCII / NCISOII 110	
	Others:	Same as opening leads	S			
1N OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS	1				
15 <sup>+</sup> -18value. (12-15value at 4th);	Lead	Vs. Suit		Vs. NT	SYSTEM SUMMARY	
Development same as 1N opening		Ax(+); AKx(+)	Ax(+); A		GENERAL APPROACH AND STYLE	
Development same as 114 opening		AK(+);KQx(+);Kx	1 1	Kx; AKJTx(+)	GENERAL ATTROACH AND STILE	
		QJx(+); $Qx$ ; $KQT9(-$			Flexible at points range and suit length	
		KJTx(x); JTx(+); Jx		); JTx; Jx	Natural 5533, 2/1, Forcing 1N	
HIMD OVED CALLS (Styles Degranges, Haveyel NT)		Tx; T9x	Tx; HJT(		rvaturar 3333, 2/1, r oreing riv	
JUMP OVERCALLS (Style; Responses; Unusual NT)				+); 19X	1N O	
2X / 3X = PRE, often 6 / 7 cards; 2N=55+on two lowest unbidden suits	9 Hi-x	9x xSxx; xSx; Sx	9x xSxx; xS	C	1N Opening: 15-17, may 5M or 6m possible 2 OVER 1 Response: most GF unless rebid	
ZN=55+on two lowest unbidden suits					2 OVER 1 Response: most GF unless rebid	
		HxxS(+);		HxS, JTxS(+)	<b>-  </b>	
	SIGNA	LS IN ORDER OF P				
DIRECT and JUMP CUE BIDS (Styles;			Declare's Lead		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Michael cue-bid: 1m-2m: 54+ on Both M's		LOW=ENG	L-H=even	ODD=ENG	2C = 22+ or with 8 1/2 playing tricks	
1M-2M: 55+ on oM and m	Suit	L-H=even		Even=S/P	2D = Mini-Multi weak major or 20-21 B.H. or 22=any4441	
(2M)-4m = m+oM, 5-5					2H = Both Majors (4-4 or more) ,weak	
		LOW=ECG	L-H=even	ODD=ENG	2S = 5-S+4(+)-m, weak	
VS. NT (vs. Strong / Weak; Reopen; same as 2 <sup>nd</sup> seat)	NT			Even=S/P	2N/3C/3D/3H = C/D/H/S suit preempt	
DBL: Penalty;					3S = Gambling, at most 1 outside Q	
2 <b>4</b> : 1siut	Signals	(including Trumps):			4 <sup>th</sup> seat opening : 2D/2H/2S = 11-15 6 card suit ; 3 level=natural	
2♦: both majors	A for At	ttitude; K for Count			2N = 20-21  B.H	
2♥/2♠: H+m / S+m						
2N= minors		DO	UBLES		Drury	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		рос	UBLES		Michael cue-bid(5-4 or more) Major/ Unusual 2N (5-4 unbid suit)	
DBL= T/O to 4♥	TAKEOUT DOUBLES (Style; Responses; Reopening)			; Reopening)	Lebensohl	
4♠-X: PEN; 4♠-4N: 2 suits	10+ valu	ue; with support to oth	ner suits.		Bergen Raise	
,	16+ value any				CAPP against NT	
VS. ARTIFICIAL STRONG OPENINGS	R/O 8+	value w/ support to ot	her suits			
(1c) X:Majors; 1D/1H/1S/2C=Natural; 1N=minors	RESP: CUE = F1, promise rebid.				SPECIAL FORCING PASS SEQUENCES	
2D = 1 weak Major; 2H=H+m; 2S=S+m		AL, ARTIFICIAL A		TIVE	Ì	
•	NEG DBL up to 3♠					
		BL/REDBL up to 2♠				
OVER OPPONENTS' TAKEOUT DOUBLE	MAX DBL				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
After 1M (X): 1 level suit is forcing / 2 level suit non-forcing		)-X=S-suit / 1S=negat	ive ,S<4		Probably light opening at 3 <sup>rd</sup> position	
XX=show power, usually 10 HCP or more					May not response 4 card Major after stayman	
2N= INV+ 4M					, , , , , , , , , , , , , , , , , , ,	
3M= PRE						

<u>ٿ</u>	r CI	ė m	o y	ė y	3F	BL J	$^{ m J}$	BL	BL	BL J	BL J	$^{ m J}$	BL J	BL I	BL	BL				
OPENING	ARTIFICI AI	MIN. NO. OF CARDS	NEG. DI THRU	DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING													
1.		3	3♠	(9-10)11-21 value	1 ♦ /1 ♥ /1 ♠ = usually 4+suit;	-1X: 2N=18-19, BAL; 3N=to play; 4♣=6+♣ w/ 4+M, ST;	1C-2C=6-9, 5+C													
					1N=8-10; 2N=11-12; 3N=13-15	-1M: 1N=13-15, BAL, 1~3M; (1)	,													
					2.=GF+value, 4+.; 3.=PRE, 5+.;	-2 <b>*</b> =5+ <b>*</b> , 13-15; 3 <b>*</b> =6+ <b>*</b> , 16-18;														
					2♦= 5+ <b>♣</b> INV	-1X:2oM=reversed hand														
					2♥/2♠=H/S-suit PRE															
1♦		3	3♠	(9-10)11-21 value	1 ♥ /1 ♠=4+suit;	-1X: 2N=18-19, BAL; 3N=to play t; $4 \neq =6+ \neq w/4+M$ , ST;	1D-2D=6-9, 5+D													
					1N=6-10; 2N=11-12; 3N=13-15	-1M: 1N=13-15, BAL, 1~3M; (1)														
					$2 \leftarrow = 11 + \text{value}, 4 + \leftarrow; 3 \leftarrow = 0 \sim 7 \text{value}, 5 + \leftarrow;$	-2 = 5 + 4, 13-15; $3 = 6 + 4$ , 16-18;														
					3♣=8~10value, 5+♦ or ♣SJS;	-2 <b>♦</b> : 2 <b>♦</b> =min, 5+ <b>♦</b> ; 2M=, stopper; 2N=min B.H														
					2♥/2♠=Weak; 3♥/3♠/4♣=SPL;	-1X:2oM=reversed hand														
1♥		5(4)	<b>3</b> ♠	(9-10)11-21value	1N= 6-12,F1; 2♠ =S-suit PRE	1H-3C/3D; 3S=asking shortage	1N=semi-forcing													
				3/4 <sup>th</sup> maybe light and 4 cards	2m=10 <sup>+</sup> F1; 2N=Jacoby(2)	, , , , , , , , , , , , , , , , , , , ,	2♣=Drury													
					3♣=4+♥, Limited; 3♦=4+♥, INV		3♣=C-suit													
					3♥=4+♥, PRE															
					3♠/4♣/4♦: SPL; 3N=13-15 4+♥ B.H															
1 🖍		5(4)	3♠	(9-10)11-21value	1N= 6-11,F1; 2N=Jacoby(2)	1S-3C/3D; 3N=asking shortage	1N=semi-forcing													
		` ′		3/4 <sup>th</sup> maybe light and 4 cards	2m=10 <sup>+</sup> F1; 2H=5+H-suit F1		2♣= Drury													
					3♣=4+♠, Limited,3♦=4+♠,INV; 3♠=4+♠,PRE		3♣=C-suit													
					3♥=♥-suit, PRE															
					3N=13-15 4+♠ B.H ; 4♣/4♦/4♥ : SPL															
1N				(14)15-17(18) value BAL	$2 = STM$ ; $2 \neq / \forall 4 \neq / \forall = Transfer$ ;	-2♣: 2♥/♠=4suit,2♦=no 4M; 2N=INV, may have no 4-M														
				May have 5M or 6m	2♠=minor suit (3)	$-2 \diamondsuit / \diamondsuit : oM/3 \clubsuit / 3 \diamondsuit = doubleton suit,  \  \  / \  4 cards fit;$														
				•	2N/3♣=transfer; 3♦=55 Majors	-2C-2H; 2S:relay 2N=3433 3C=4-C 3D=4-D 3H=5-H 3S=4-S														
					3H/3S=3145/1345 , 11+	-2C-2S; 3C:relay 3D=4-D 3H=4-C 3S=5-S 3N=4333														
					4♣= GERBER; 4♠/N=Quant, INV 6N;	-2C-2S; 3H=C-suit														
2 <b>.</b>	V		4 <b>^</b>	22+value	2♦=waiting; 2♥/2♠=positive H/S-suit	-2♦: 2♥=ask to bid 2S; 2S/2N/3C=S/C/D-suit; 3D=3154or1354														
					2N=8+B.H.; $3.4/4$ = positive C/D-suit	3H=3145 / 3S=1345														
					3N=1 semi-solid 6+card suit	2C-2D; 2H-2S: 2N=22-24, 3X=natural, 3N=25-27														
2♦	V			6♥/♠, PRE or 20-21B.H	2H/2S=P/C; 2N=relay	-2N: 3♣/3♦=H/S-suit min;3♥=S-suit max;3♠= H-suit max	2H/2S/2N=Natural													
				or 22+any 4441; 4 <sup>th</sup> seat=D-suit	3C/3D=suit, forcing; 4C=asking Majors	-2M: 2N=20-21; 3X=4441, X=singlton														
2♥	V			Both Major 4-4 or more, PRE	2S = to play; $2N = relay(4) 4H/4S = to play$	See note(4)	2S/2N/3C/3D= Natural; 3H=INV													
				4 <sup>th</sup> seat=H-suit	3C/3D=C/D-suit non-forcing; 3H/3S=PRE		·													
2 <b>^</b>	V	5		5+♠, 4+m , PRE	2N=relay; 3C=asking minor; 3D=INV 4S	-2N: 3C/3D=5+4, 4+C/D, min; 3H/3S=5+4,5+C/D, MAX;	2N/3C/3D/3H= Natural; 3S=INV													
_				4 <sup>th</sup> seat=S-suit	3H=H-suit, forcing; 3S=PRE; 3N/4S=to play		, , , , , , , , , , , , , , , , , , ,													
2N		6		C-suit PRE	3♣=to play, 3D/3H/3S=suit, forcing															
3C/D/H		6		D/H/S suit PRE	New suit = NAT, F1															
3S		7		Any 7+ solid suit , PRE	3N/4H/4S=to play; 4C/4D=Pass/or correct	HIGH LEVEL BIDDING														
						RKCB (after direct fit) 1430; 5N=void +even keycard; 6X=void+o	dd keycard+X' void													
						Grand Slam Forcing; Control Asking Bid; Exclusion KB; DEPO														
3N	V			Gambling		Forcing Pass														
	Ī					(4S)-4N= any 2 suits														

# Supplementary Note

(1)1m-1M; 1N

-2C: puppet to 2D, usually INV or sign-off 2D

- 2D: ART, Game Forcing

-2M to play

-2oM non-forcing

-2N transfer to 3C, usually sign-off 3C

(2)1M- 2N: usually13(+)-17(-), 4 card trump fit, GF

-3X: short in X

 $-4X:2^{nd}$  suit in X

-4M: worst hand

-3N: B.H. not min

-3M : waiting , not min

- (3)1N -2S: minor stayman (1minor suit INV / or both minor 5-5+ weak / or both minor 5-5+ INV+)
  - -2N: (D-suit better support)
    - → responder rebid 3C : C-suit, INV
    - → responder rebid 3D : both minor 5-5+ weak , sign-off
    - → responder rebid 3M : both minor 5-5+ INV+, singleton or void in bidding M
    - → responder rebid 3N : to play (usually D-suit, INV)
  - -3C: (C-suit better support)
    - → responder pass 3C : both minor 5-5+ weak , sign-off
    - → responder rebid 3D : D-suit, INV
    - → responder rebid 3M : both minor 5-5+ INV+, singleton or void in bidding M
    - → responder rebid 3N : to play (usually C-suit, INV)

(4)2H - 2N : relay

-3C: 5-4(+)Majors min (3D relay, development same as below)

-3D: 4-4 Majors min

-3H: 5-S+4-H Max

- 3S: 5-H+4-S Max

-3N: 4-4 Majors Max

-4C: 5-5(+) Majors Max, short in C

-4D: 5-5(+)Majors Max, short in D

-4H: 6-H+4-S Max

-4S: 6-S+4-H Max