

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	Yu-Shiang Cheng Kun-Chieh Wang Chinese Taipei			
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣♦		3	3♦	12-21value	1♦(over 1♣)/1♥/1♠=4+suit; 1NT=6-9; 2NT=12-15 or 18+; 3N=16-17; 2m = usually 6-9,4+m could be less; 3m=10-11,4+m; 2♣(over 1♦)=10 ⁺ F1; 2♥/2♠=SJS; 2♦(over 1♣)/3♣(over 1♦)=SJS or 7-9 5+m; 3♦(over 1♣)/3♥/3♠/4♠(over 1♦)=SPL, ST	-1M: 2N=19-20, BAL(Note 6); 3N=solid ♣/♦ suit; 4m=6+m w/ 4+M, 16-21 -1X: 1N=13-15, BAL; 2m=5+m, 13-15; 3m=6+m, 16-18; -2NT: 3♣ puppet to 3♦, 3♦/3♥/3♠: om/♥/♠ singleton or void	JS=fit showing
1♥		5	3♦	12-21value	1NT= 5-11,F1; 2m=10 ⁺ F1; 2♠=GF, 4+♥; 2NT=♣ weak or SJS; 3♣=♥fit, 11-12; 3♦=12-14, BAL w/ 3♥ 3♠=SPL, singleton somewhere	-2♥: 2NT/3♣/3♦=INV, singleton or void -2♥: 2♠=ask soft value -2♠: 2NT/3♣/3♦=♠/♠/♦ singleton or void; 3♥=MAX w/o short 3♠=MIN w/o short; 3NT/4♣/4♦=♥+ ♠/♠/♦ 5-5+ -3♠: 3NT=ask singleton suit	1NT=semi-forcing JS=fit showing
1♠		5	3♦	12-21value	1NT= 5-11,F1; 2m/2♥=10 ⁺ F1; 2NT=♣ weak or SJS(Note 5); 3♣=GF, 4+♠ 3♦=♠fit, 11-12; 3♥=12-14, BAL w/ 3♠ 3NT=SPL, singleton somewhere	-2♠: 3♣/3♦/3♥=INV, singleton or void -2♠: 2NT=ask soft value -3♣: 3♦=MIN; 3♥=MAX, BAL; 4♦=♥ short, MAX; 3♠/3NT/4♣=♠/♦/♥ short, MAX/MAX/MIN; -3NT: 4♣=ask singleton suit	1NT=semi-forcing JS=fit showing
1NT				15 ⁺ -18 HCP BAL	2♣=STM(Note 7); 2♦/2♥Transfer(Note 8); 4♦/4♥=Transfer, 6+♥/♠ 2♠=m suit; 2NT=INV; 3♣/3♦=suit INV; 4♣= Gerber; 4♠/NT=Quant, INV 6NT;	-2♣: 2♥/2♠=4, 2♦=no 4M; -2♠: 3♣=4+♣; 3♦=4+♦; -2♦/♥: om/3♣/3♦=2 small suit, ♥/♠ 4 cards fit; 2NT=4M333, 18 HCP;	
2♣	✓			22+HCP, any shape without 21-22 BAL or 18+HCP w/ good long suit	2♦=negative; 2♥=2+CT or 1CT w/ 7+, without suit; 2♠=5+♥; 2NT=5+♠; 3♣/♦=5+♣/♦; 3♥/♠=6+good ♥/♠; 3NT=any solid suit; 4♣/4♦/4♥/4♠=good ♦/♥/♠/♣ suit	-2♦: 2♥= BAL, not GF or ♥; 2NT=BAL, GF; 2♠/3m=suit; 3♥=5+♥ and 4+♠; 3♠=5+♦ and 4+♠; 3NT=S/ O	
2♦		6(5)		Weak two, 5-11 HCP	2NT=Asking; New suit = NAT, F1	-2NT: 3♠/♦=bad suit, 5-8/9-11; 3♥/♠= good suit, 5-8/9-11;	
2♥		6(5)		Weak two, 5-11 HCP	2♠=Asking; New suit = NAT, F1 2NT=♠ suit	-2♠: 2NT=MIN w/o ♦ singleton or void; 3♣=♣ singleton or void; 3♦♥=MAX w/ ♦♠singleton or void; 3♠=BAL, MAX	
2♠		6(5)		Weak two, 5-11 HCP	2NT=Asking; New suit = NAT, F1	-2NT: 3♣=MIN w/o ♦ singleton or void; 3♦=♦ singleton or void; 3♥♠=MAX w/ ♥♠singleton or void; 3NT=BAL, MAX	
2NT				21-22 HCP BAL	3♣=ROMEX; 3♦/♥=Transfer; 3♠=♣ suit, slam try or ♣+♦ 4♣=♦ suit, slam try; 3NT=S/O; 4♦/♥=TEXAS; 4NT=Quant; 5NT=Quant;	-3♣: 3♥=4 or 5, 3♠=5, 3♦=no 4♥and no 5♠; 3N=♥♠ 4-4 HIGH LEVEL BIDDING RKCB(Note 9) (after direct fit) 1430; Using DOP1,DEPO	
3♣/♦		7(6)		6-10HCP	New suit = NAT, F1		
3♥/♠		7(6)		6-10HCP	New suit = NAT, F1		
3NT	✓			Gambling			

Note 1: after 1m-1M; 1NT-2om (NMF)

2M/3M=3M, MIN/MAX; 2H/3H (M=S)=4H, MIN/MAX

Note 2: after 1NT-(2X) and (2X)-X

2Y=S/O (Y>X>Z)

3S=ask for stopper

4m=Leaping Michaels (X=M:4m=m+oM; X=m:4om=om+one M)

X=C: 2NT=D inv+; 3C=Stayman

3D/H=transfer to H/S, inv+

X=D/H/S:2NT=puppet to 3C(-P/3Z=S/O, -3Y=CoG w/ stopper,
-3X=C w/o stopper,-3N=C w/ stopper)

3C/H/S=transfer to D/H/S inv+, transfer to X=STM

Note 3: after (1X)-1Y

1N/2Z (Z=C~2Y-2)=transfer to C/Z+1; 3Z=fit-showing

2Y-1=good fit; 2Y=Y fit 4-10 (0-10 if NV)

2NT=4+fit almost GF

Note 4: (1X)-1NT

2C=puppet to 2D(-P/2M/3C=S/O;2NT=inv w/ C;3D/M=6+ suit inv)

2Y=5+ suit inv; 2X=STM

Note 5: 1M-2N

3C=Relay(-P=weak; -3D/H=C/oM SJS; -3S+=D SJS)

3D=C good fit; 3M=inv NAT

Note 6: 1m-1X; 2N

X=M: 3C=5M; 3D= fit m

X=D: 3C=puppet to 3D(-3M=NAT); 3M=short

Note 7: after 1NT-2C(STM);2D(No 4 M)

2H=5S inv; 2S=4S+5H inv

Note 8: after 1NT-2D/H(Transfer); 2H/S

3oM=M ST;

Note 9: RKCB

When we fit C/D, we use 4D/4H as RKCB