

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			CATEGORY: <u>Blue</u> NCBO : <u>Chinese Taipei</u> EVENT : _____ PLAYERS : <u>KUO, Li-Hsiang</u> <u>SO, Ho-Yee</u>
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE			
Normal style, promise 4+suit, usually 5+suit		Lead	In Partner's suit	
RESP: Transfer response, F ; raise = preempt	Suit	3rd/low from	Same as left	
Reopen : 6-15 value, 4+suit	NT	0/2; 4th	3rd/low from even/odd	
	SubSeq	LOW=ENCRG.	Same as left	
	Others:			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
16-18 value. (11-14 value at 4th)	Lead	Vs. Suit	Vs. NT	
RESP: Gladiator	Ace	Ax(+); AKx(+)	Ax; AKx(+); AKJTx(+)	
2♣: Puppet to 2♦	King	AK; KQx(+); Kx	KQx(+); Kx	
2 suit: 5+ suit GT	Queen	QJx(+); Qx	QJx(+); KQT9(+); Qx	
3 suit: 5+ suit GF	Jack	JTx(+); KJTx(+); Jx	AQJx(+); JTx(+); HJx; Jx	
JUMP OVERCALLS (Styles; Responses; Unusual NT)	10	Tx; HT9x(+); T9x	HJTx(+); T9x(+); Tx	
1 Suit: 2X = PRE, vulnerability dependent	9	9x	HT9x(+); 9x	
2 Suits: Intermediate or strong	Hi-x	Sx; xxS; 3 rd from even	xSxx; xSx; Sx	
2NT = 55+ on two lowest unbidden suits	Lo-x	Lowest from odd	HxxS(+); HxS	
Reopen: 10-15, 6 cards	SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Styles; Responses)		Partner's Lead	Declarer's Lead	Discarding
Direct Cue: Michael over NAT, intermediate or strong	Suit	Lo=ENCRG	Hi/Lo=O	Lo=ENCRG
Jump Cue: ask for stopper		Hi/Lo=O	S/P	Hi/Lo=O
		S/P		S/P
	NT	Same	Same	S/P
		as Suit	as Suit	Hi/Lo=O
VS. NT (vs. Strong / Weak; Reopen; PH)	Signals (including Trumps):			
DBL: Penalty;	Trump: Hi/Lo = 3 cards or more			
2♣:♥+another suit->2♦=relav; 2♥=S/O, 2♠=5+suit	At 5 level, K from demands count			
2♦:♠+another suit ->2♥=relay, 2♠=S/O, 2NT=ASK				
2♥/2♠: 6+ ♥/♠				
2NT=♣+♦/♦+♥/♥+♠/♠+♣ 65+				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			
DBL= T/O to 3♦, Optional to 4♥	TAKEOUT DOUBLES (Style; Responses; Reopening)			
(4♠)-X: PEN; (4♠)-4NT: T/O	11+ value; with support to other suits			
(2M)-4m = m+oM, 5-5	16+ value; strong			
VS. ARTIFICIAL STRONG OPENINGS	RESP: CUE = F1, promise rebid			
VS Strong 1♣: X=♥, 1♦=♠, 12+ value	Reopen: 8+ value w/ support to other suits			
1♥=♥+♠ or ♣+♦; 1♠=♣+♥ or ♦+♠	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
1NT=♠+♣ or ♦+♥; all 4-4+	NEG DBL up to 2♠			
2x=NAT 5+card	SUPP DBL/REDBL up to 2♥			
OVER OPPONENTS' TAKEOUT DOUBLE	LIGHTNER DBL against Slam			
After 1M (X):	MAX DBL: 1♠-(2♥)-2♠-(3♥); X .etc			
2NT= INV+ 4M, F to 3M	Opponent overcall 1♣: X = optional, usually BAL			
XX=F to 2NT, tend to PEN, at most 1M fit	After opponent 1M-1NT: X = strong BAL, pass then X = T/O			
1NT~2M-2=transfer				
2M-1= 8-10 value w/ M fit 23M= PRE				

CATEGORY: Blue

NCBO : Chinese Taipei EVENT :

PLAYERS : KUO, Li-Hsiang SO, Ho-Yee

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision
Flexible at points range and suit length
1♣ = 16+ value
1♦ = 11-15, 2+♦
2♣ = 11-15, 6+♣
2♦ = 3-10, 6+♥ or ♠
1NT Opening: 14-16 value, may 5M or 6m possible
2 OVER 1 Response: GF unless rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♥ = 11-15, 3415 4315 4414 4405
2♠ = 0-10, 5 cards ♠
3NT = Gambling, solid minor suit w/o side A or K
4♣ = 8 cards Major suit with one loser
4♦ = 8 cards Major suit with no loser
In 3 rd seat:
2♦ = 11-15, 3415 4315 4414 4405
2M = preempt, promise 5 cards
1♦-1M = mav psyche if bad hand
1♦-2♥/♠ = both majors weak/inv
1♦-2NT = ♣ preempt or 13+ BAL
1♦-3♣ = 4-4 or more in minors, preempt
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	KUO, Li-Hsiang SO, Ho-Yee Chinese Taipei 04-Jun-2006			
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣			2♠	ART F1, 16+value	1♦=0-7; 1M~2m=NAT, GF; 2M=5-7, 6+M; 2NT~3♦=8+value, 4441; 3NT=solid suit; 4♣/♦=4-7 ♥/♠ one suit;	-1♦: 1♥=(1) 20-21 BAL, (2) 4+♥ unBAL, F1; 1♠=4+♠ unBAL, F1; 1N=17-19, BAL; 2♣/2♦=16-20 NAT, no 4+M, NF; 2♥=16-20, 5/6♥+4♠, NF; -1NT: 2♣=ask; 2♦/♥=♥/♠; 2♠/NT=♦/♣; 3X=2-suits 15-17; -2NT~3♦: next level=ask;	
1♦		2	2♠	11-15, 2+♦	1♥/♠=NAT, may be 3 cards or psyche; 1N=8-11; 2♣/♦=NAT, inv+; 2♥=ART, 3-9, 5♠+4/5♥; 2♠=ART, GT, 5/6♠+4♥; 3♣=PRE, 44+ in minors; 3♦=PRE;	-1M: 1NT=11-13 BAL; 2oM=55+ minors MAX; 2NT=6+♦, MAX; 3♣=6♦+4♠, MAX; -1♥: 3♦/♥=4 cards support, short in ♣/♠, MAX; -1♠: 3♦=4♥6+♦; 3♥/♠=4 cards support, short in ♣/♥, MAX; -2m: 2♥=MIN, semi-BAL or MAX w/ stopper;	
1♥		5	2♠	11-15, 5+♥ Might be only 4 cards at the 3 rd or 4 th seats	1NT=F1; 2m=FG(except 1♥-2m; 2♥-3m) 2♠/3♥=PRE; 2N=weak ♣ or SJS; 3♣=slammish raise; 3♦=limit raise 3♠=13-15 BAL 3♥s; 3N=SPL♠; 4♣/♦=SPL om; 4/♠=NAT	-1N: 2♣/♦=3+suit; 2♥=6+♥; 2N=6+♥, MAX; 3♣/♦=55+ MAX; -2m: 2♥=11-13; 2NT= MAX; other = 4+suit, GF; -2N: 3♣=nothing special; 3X=MAX 5-5; 3M=MAX 6+♥ -2N-3♠: 3♦=SJS; 3♥=SJS♠; 3♠=SJS♣, 1-suit; 3N= SJS♣, BAL; 4♣+= SJS♣ & good ♥ SUPP -3♠: 3♦=MIN; 3♥=MAX, BAL; 3♠/N/4♣= MAX, SPL oM/♦/♣	1NT semi-forcing 2♣=DRURY (fit) -2♣: 2M Weak, NF; other Strong 2NT=6+♣, 2♠/3♣/3♦=fit showing
1♠		5	2♠	11-15, 5+♠ Might be only 4 cards at the 3 rd or 4 th seats	3♥=13-15 BAL 3♠s; 3♠=PRE; 3N=SPL♥; 2♥ is lighter than 2m; Other same as above	-2♥: 2♠-2N NF; -3♥: 3♠=cue-bid ♥; 4X= cue-bid; 4♥=5-5, CoG Others same as above	1NT semi-forcing 2♣=DRURY (fit) -2♣: 2M Weak, NF; other Strong 2NT=6+♣, 3♣/3♦/3♥=fit showing
1NT				14-16 value BAL	2♣=stayman; 2♦/♥ 4♦/♥=Transfer; 2♠=m suit; 2NT=INV; 3♣/3♦=suit INV 4♣=Gerber; 4♠/NT=INV 6NT	-2♣: 2♥/♠=4+suit; -2♠: 3♣=4+♦; 3♦=4+♣; 2NT=no 4+m -2♦/♥: oM/3♣/3♦=doubleton, ♥/♠ 4 cards fit; 2NT=4M333, MAX; 3M=5M332	
2♣		6		11-15, 6+♣	2♦=relay; 2M=7-12, 5+M, NF; 2NT=♣ comp or ♦ GT or M CoG; 3♣=invite; 3♦/♥=♥/♠ inv+; 3♠=♦ GF;	-2♦: 2♥=one 4+M; 2♠=MIN, 2NT=two side stoppers; 3♣=semiBAL; 3♦/3♥=stopper, short in one suit; 3♠/3NT=♠ stopper, short in ♥/♦. -2M: 2NT=Lebensohl; 3♣=MAX, 1-suit; 3♦=3 cards support; 3M=4 cards support, MIN; else=4 cards support, MAX;	
2♦				Mini-multi: 3-10, 6+♥/♠	2M/3M/4♥=P/C; 3/4♣=ask for transfer	-2NT: 3♣=MIN; 3♦/3♥=bad suit ♥/♠; 3♠/3NT=good suit ♥/♠;	
2♥		3		11-15, 3415 4315 4414 4405	2N=relay; 3♦=44M GT+; Else=to play	-2NT: 3♣=MIN; 3♦=3-4-1-5; 3♥=4-3-1-5; 3♠=4-4-1-4, 9-10 RP; 3NT=4-4-1-4; 7-8 RP; 4♣=4-4-0-5; 8-9 RP.	
2♠		5		Bad two, 0-10, 5+♠	2NT/3X=inv		
2NT				22-23 value BAL	3♣=ROMEX; 3♦/♥=Transfer 3♠=5+♣ or ♣+♦, slam try; 3NT=S/O 4♣=5+♦, slam try; 4♦/♥=TEXAS 4♠/NT=INV 6NT 5NT=INV Grand slam	-3♣: 3♥=4/5♥; 3♠=5 cards ♠; 3NT=♥/♠ 44 3♦=none of above HIGH LEVEL BIDDING RKCB (after direct fit) 1430; Splinter; Grand Slam Forcing; Control Asking Bid; Exclusion KB;	
3♣/♦		7		NAT, PRE	New suit=NAT, F1	DOPI DEPO;	
3♥/♠		7		NAT, PRE	4♣=ART, Ogust; 4♦=ART, M fit, ST		
3NT				7+ solid m; no side K or A	456♣=P/C; 4♦=ART, ask for shortage		