

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE			
Normal style, promise 4+suit, usually 5+suit		Lead	In Partner's suit	
RESP: Rubens Advances, semi-F; raise = preempt	Suit	3 <sup>rd</sup> / lowest	Same as left	
R/O : 6-15 HCP, 4+suit	NT	4 <sup>th</sup> ; MUD	Same as left	
	SubSeq	LOW=ENCRG.	Same as left	
	Others:			
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			
15+~19- HCP. (11-14 HCP at 4th)	Lead	Vs. Suit	Vs. NT	
RESP: Gladiator	Ace	Ax(+); AKx(+)	Ax; AKx(+);AK	
2♣: Puppet to 2♦	King	AK;KQx(+); Kx	KQx(+); Kx; AKJT(+)	
2 suit: 5+ suit GT	Queen	QJx(+); Qx	QJx(+); KQT9(+); Qx	
3 suit: 5+ suit GF	Jack	JTx(+); Jx	AQJx(+); JTx(+); HJx; Jx	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	KJT(+);Tx;T9x	HJTx(+); T9x(+); Tx	
2X = suit , preemptive	9	9x;HT9(+)	HT9x(+); 9x	
2NT=5-5+ two lowest unbidden suits, 12+ value	Hi-x	Sx; 3 <sup>rd</sup> from even	xSxx; xSx; Sx	
Reopen: 10-15, 6 cards	Lo-x	Lowest from odd	HxxS(+); HxS	
	SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Styles; Responses)		Partner's Lead	Declarer's Lead	Discarding
Michaels cue-bid: (1m)-2m: 5-5+ both M's, 12+ value	Suit	LOW=ECG	L-H=Even	LOW=ECG
(1M)-2M: 5-5+ oM and m, 12+ value			(if necessary)	
(1X)-3X & (2X)-3X: ask for stopper				
	NT	Same as Suit	Same as Suit	Lavinthal
VS. NT (vs. Strong / Weak; Reopen; PH)	Signals (including Trumps):			
DBL: Penalty;	H-L in trumps =3 cards			
2♣:♥+another ->2♦= relay; 2♥=S/O, 2♠=5+suit				
2♦:♠+another ->2♥=relay, 2♠=S/O, 2NT=ASK				
2♥/2♠: 6+ ♥/♠				
2NT=♣+♦ or ♦+♥ or ♥+♠ or ♣+♠ 65+, Strong				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			
DBL= T/O up to 4♥	TAKEOUT DOUBLES (Style; Responses; Reopening)			
(4♠)-X: PEN; (4♠)-4NT: T/O	12/10(passed hand ) + value with support to other suits			
Leaping Michaels : (2M)-4m = m + oM, 5-5+	16+ HCP strong			
VS. ARTIFICIAL STRONG OPENINGS	RESP: CUE = F1, promise rebid			
VS Strong 1♣: X=♥, 1♦=♠, 12+ value	R/O: 8+ HCP support to other suits			
1♥=♥+♠ or ♠+♦; 1♠=♠+♥ or ♦+♠	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
1NT=♠+♣ or ♦+♥; all 4-4+	NEG DBL up to 2♠ except 1♥-(1♠)-X = tend to penalty			
2X=NAT 5+card	SUPP DBL/REDBL up to 2♥			
OVER OPPONENTS' TAKEOUT DOUBLE	LIGHTNER DBL against Slam			
After 1M-(X): 2/3M= PRE ;2NT= 4+fit ,F to 3M;	RESP DBL up to 3♠			
XX=F to 2NT, tend to PEN	MAX DBL			
(M=♥)1NT/2♣=5+♣/♦,8+value;2♦=3+fit,8+~10				
(M=♠)1NT/2♣/2♦=5+♣/♦/♥,8+value;2♥=3+fit,8+~10				
Fit-showing jumps				

CATEGORY: Green

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

PLAYERS : Chih-Hung LIN Yi OU-YANG

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Modified Bridge-World-Standard
Flexible at point range and suit length
Like Natural 5533, 2/1, Forcing 1NT
1M promise 4 cards at 3 <sup>rd</sup> /4 <sup>th</sup> opening
Sometimes we open 1M around 7 HCPs on 3 <sup>th</sup> if NV
1NT Opening: 15-17 HCP
2 OVER 1 Response:1M-2m GF unless rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = 22+ HCP any hand or 18+HCP with running suit
3NT = Gambling without outside A/K
Michaels cue bid
Unusual 2NT
Two-way puppet checkback <sup>(1)</sup>
Transfer Lebensohl <sup>(2)</sup>
ROC against strong 1♣ opening
ASpTRO against NT
Rubens advances <sup>(3)</sup>
Negative free bid
Good-bad 2NT <sup>(4)</sup>
Gladiator <sup>(5)</sup>
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	Chih-Hung Lin Yi Ou-yang Chinese Taipei 07-Aug-2005			
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣/♦		3	2♠	12-21HCP	(/1♣)1♦/♥/♠=4+suit;1NT=8-10; 2♦=SJS or mixed raise;3♦/♥/♠=SPL, ST (/1♦)♥/♠=4+suit;1NT=6-9;2♣=10+,♣ suit,F1 3♣=SJS or mixed raise; 3♥/♠/4♣=SPL, ST 2m=10 <sup>+</sup> ,F1; 3m=PRE;2♥/♠=SJS 2NT=13-15 or 18+; 3NT=16-17	-1X: 2N=18-19BAL <sup>(6)</sup> ; 3N=solid♣suit; 4♣=6+♣ with 4+M supp,16-21; 1NT=12-14, BAL; 2♣=6+♣, 12-15; 3♣=6+♣, 16-18; -1M:2M=could be 3+ supp -2m: 2X=stopper; 2NT/3♣ = weak 12-13 -2NT:3♣=puppet to 3♦; 3♦/♥/♠=om/♥/♠ singleton or void -2NT-3♣-3♦: 3♥/♠=suit; 3NT=both ♥/♠ (/1♦)-2♣: 2♦=5+♦ 12-13; 2♥=12-13BAL or 14+ stopper; 2♠=stopper	
1♥/♠		5	2♠	12-21HCP Could be only 4 cards at the 3 <sup>rd</sup> or 4 <sup>th</sup> seats	1NT F1; 2m=FG (unless rebid m) 1♠-2♥:10+,5+♥,doesn't promise rebid 2♠/3♣=FG (13 <sup>+</sup> value, 4+ fit) 2NT=SJS or♣weak <sup>(7)</sup> ; 3♣/♦=11-12,4+ fit 3♦/♥=12-14,BAL,3 cards fit; 3♥/♠=9-10,4+fit 3♠/NT=4+ fit and has singleton 1♥-3NT/4♣/4♦=4+ fit void ♠/♣/♦ 1♠-4♣/4♦/4♥=4+ fit void ♣/♦/♥	-1NT: 2♣/♦=3+cards suit; 2♥/♠=6+♥/♠; 2NT=18-19, BAL; 3♣/♦=19-21 1♥-1NT;2♣ may be 2 cards suit, if 4522 min -2m: 2♥/♠=12-14; 2NT= 14+; other = 4+cards suit, GF 1♥-2♠:2NT/3♣/3♦= short♠/♠/♦; 3♥=(semi)BAL,max;3♠=BAL, min; 3NT/4♣/4♦=♠/♣/♦ 5 cards suits 1♠-3♣:3♦=min;3♥=BAL, extra; 3♠/NT/4♣=short♣/♦/♥,extra/extra/limited;4♦=short♥,Max	1NT semi-forcing 2♣/♦=DRURY (3/4fit) -2♣: 2M Weak, NF 1♥-2♠/3♣/3♦=fit showing 1♠-3♣/3♦/3♥=fit showing
1NT				15-17 HCP BAL	2♣=Stayman <sup>(8)</sup> ; 2♦/♥ 4♦/♥=Transfer <sup>(9)</sup> 2♠=m suit; 2NT=INV; 3m=suit INV 3♥/♠=Both M 5-5+,inv/GF 4♣= Gerber; 4♠/NT=INV 6NT	-2♣: 2♥/♠=4 cards suit; -2♠: 3♣=4+♦; 3♦=4+♣; 2NT=no 4+m -2♦/♥: oM/3♣/3♦=2 small suit, ♥/♠ 4+ fit 2NT=4M333, MAX; 3M=5M332	
2♣	✓			22+HCP, any hands or 18+HCP with good long suit	2♦=negative; 2♥=5+RP(A=3,K=2,Q=1) 2♠=5+♥,2+Honor;2NT=5+♠,2+Honor 3♣/♦=5+suit, 2+ Honor 3♥/♠=6+suit; 3NT=any solid suit	-2♦: 2♥=5+♥; 2♠=5+♠; 2NT=22+ BAL 3♣/3♦=5+♣/♦;3♥=4-5♠♥;3♠=4-5♠♦ 3NT: to play -2♥: 2♠=4+♠ UNBAL; 2NT=22-23 BAL; 3m= 5+suit	
2♦		6		Weak two	2N=Asking; New suit = NAT, F1	-2NT: 3♣/♥=bad suit, 5-8/9-11; 3♦/♠= good suit, 5-8/9-11	
2♥/♠		6		Weak two	2♠/2N=Asking; 2H-2N=♠ suit, good hand 3X=suits, good hand	2♠-2NT;3♠=5-8 without short ♦;3♦=short ♦;3♥/♠=9-11, short ♥/♠; 2♥-2♠;2NT=5-8 without short ♣;3♣=short ♣;3♥/♠=9-11, short ♥/♠;	
2NT				20-21 HCP BAL	3♣=ROMEX; 3♦/♥=Transfer 3♠=5+♣ or 5-4+ m, slam try; 3NT=S/O 4♣=5+♦, slam try; 4♦/♥=TEXAS 4♠/NT=INV 6NT 5NT=INV Grand slam	-3♠: 3♥=4 or 5♥s; 3♠=5 ♠s; 3NT=both ♥/♠;3♦=none of above  <b>HIGH LEVEL BIDDING</b> RKCB <sup>(10)</sup> (after direct fit) 1430; DOPL,DEPO; Grand Slam Forcing; Control Asking Bid	
3♣/♦		7		Usually 7 cards	New suit = NAT, F1		
3♥/♠		7		Usually 7 cards	New suit = NAT, F1		
3NT	✓			7+ solid m; Gambling without outside A/K			

## Supplementary notes file for Chih-Hung Lin, Yi Ou-Yang (Chinese Taipei 2006.6.28)

**Note...1:** after 1m-1M;1NT 2♣=puppet to 2♦; - P/2M= S/O -2NT/3X=inv  
2♦=GF  
2♥/♠=5 suit inv  
2NT=puppet to 3♣, - P=S/O - 3♦/♥/♠=4441, short m/om/oM

**Note...2:** after 1NT-(2X) 2Y=S/O (Y>X>Z)  
and (2X)-X Case 1: X=♣ 2NT=♦ inv+  
3♣=Stayman  
3♦/♥=transfer to ♥/♠ inv+,  
Case 2: X=♦/♥/♠ 2NT=puppet to 3♣; - P/3Z=S/O -3Y=CoG with stopper -3X=♣ without stopper -3NT=♣ with stopper  
3♣/♦/♥=transfer to ♦/♥/♠ inv+, transfer to X=Stayman  
3♠=ask for stopper  
4m: Leaping Michaels. 5-5 up. (X=M: 4m=m+oM.;X=m: 4om=om+One major. 4m=♥+♠)

**Note...3:** after (1X)-1Y 2Z(Z=X~Y-2) = transfer to Z+1  
2Y-1=Y good fit; Y=fit 4~10 (0~10 if NV)  
2NT=4+fit 15+ almost GF  
3Z=fit-showing

**Note...4:** if opp find fit in 2-L partner have suit, then 2NT = GoodBad, puppet to 3♣, and then S/O in general  
3X=good hand

**Note...5:** after (1X)-1NT 2♣=puppet to 2♦ -P/2M/3♣=S/O -2NT=inv with ♣ 3♦/M=6+suit inv  
2Y=inv  
2X=Stayman

**Note...6:** after 1m-1M;2NT 3♣=5M; 3♦=fit m; 3M=6+M  
after 1♣-1♦;2NT 3♣=puppet to 3♦; -3M=NAT  
3M=short

**Note...7:** after 1M-2NT 1M – 2NT; 3♣ = Relay; -P=weak; -3♦/♥=C/oM SJS; -3♠+ = ♦ SJS  
3♦= ♣ good fit  
3♥/♠= inv NAT

**Note...8:**after Stayman 1NT - 2♣;2♦ -2♥=5♠ inv -2♠=45 ♠♥ inv

**Note...9:**after Jacoby Transfer 1NT-2♦/♥;2♥/♠ -2NT=5♥/♠ CoG

**Note...10:**RKCB when we fit ♣/♦/♥/♠,then we use 4♦/♥/♠/NT RKCB