

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				CATEGORY: _____
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE				NCBO : <u>Chinese Taipei</u> EVENT : 49 th APBF PLAYERS : Kirk Shen / Chia-Tung Ho
4-18 value, usually 5+ suit (non-Vul might very light) (non-Vul might very light , 1 level may 4 card suit)		Lead	In Partner's suit		
RESP: new suit=F1 , cue-bid=fit	Suit	01 4th	01 4th		
Jump cue-bid=good 4(+) fit , INV	NT	02 4th	02 4th		
Jump raise=PRE	SubSeq	LOW=ENCRG.	Same as left		
	Others: Same as opening leads				
1N OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				
15 ⁺ -18value. (12-15value at 4th);	Lead	Vs. Suit	Vs. NT		
Development same as 1N opening	Ace	Ax(+); AKx(+)	Ax(+); AKx(+)		
	King	AK(+);KQx(+); Kx	KQx(+); Kx; AKJTx(+)		
	Queen	QJx(+); Qx ; KQT9(+)	QJx(+); KQT9(+)		Flexible at points range and suit length
	Jack	KJT _x (x); JT _x (+); J _x	AQJxx(+); JT _x ; J _x		Natural 5533, 2/1, Forcing 1N
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T _x ; T9 _x	T _x ; HJT(+); T9 _x		
2X/3X/4X = PRE, often 6/7/8cards; apply rule-234	9	9 _x	HT9(+)		1N Opening: 15-17, may 5M or 6m possible
2N=54+on two lowest unbidden suits	Hi-x	xSxx; xS _x ; S _x	xSxx; xS _x ; S _x		2 OVER 1 Response: most GF unless rebid
BAL. position = 12-15 6+card suit	Lo-x	HxxS(+);	HxxS(+); H _x S, JT _x S(+)		
	SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Styles;		Partner's Lead	Declare's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Michael cue-bid: 1m-2m: 54+ on Both M's	Suit	LOW=ENG	L-H=even	ODD=ENG	2C = 22+ or with 8 1/2 playing tricks
1M-2M: 54+ on oM and m		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				(7,9) may nothing	2H = Both Majors (4-4 or more) ,weak
(1M/2M)-3M = asking stopper (1m)-3m=suit,PRE	NT	LOW=ECG	L-H=even	ODD=ENG	2S = 5-S+4(+)-m , weak
VS. NT (vs. Strong / Weak; Reopen; same as 2nd seat)				Even=S/P	2N/3C/3D/3H = C/D/H/S suit preempt
DBL: Penalty;				(7,9) may nothing	3S = Gambling, at most 1 outside Q
2♣: 1siut	Signals (including Trumps):				4 th seat opening : 2D/2H/2S = 11-15 6 card suit ; 3 level=natural
2♦: both majors	A for Attitude; K for Count				2N = 20-21 B.H
2♥/2♠: H+m / S+m	Trump : hi-lo = ruffing intention				
2N= minors	DOUBLES				Drury
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Respponeses; Reopening)				Michael cue-bid(5-4 or more) M/ Unusual 2N (5-4 unbid suit)
DBL= T/O to 4♥	10+ value; with support to other suits.				Lebensohl
4♠-X: PEN; 4♣-4N: 2 suits	16+ value any				Bergen Raise
	R/O 8+ value w/ support to other suits				CAPP against NT
VS. ARTIFICIAL STRONG OPENINGS	RESP: CUE = F1, promise rebid.				
(1c) X:Majors ; 1D/1H/1S/2C=Natural ; 1N=minors	SPECIAL, ARTIFICIAL AND COMPETITIVE				SPECIAL FORCING PASS SEQUENCES
2D = 1 weak Major ; 2H=H+m ; 2S=S+m	NEG DBL up to 3♣				
2N/3C/3D/3H=C/D/H/S-suit PRE	SUPP DBL/REDBL up to 2♣				
	MAX DBL				
OVER OPPONENTS' TAKEOUT DOUBLE	1m-(1H)-X=S-suit / 1S=negative ,S<4				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
After 1M (X): 1 level suit is forcing / 2 level suit non-forcing					Probably light opening at 3 rd position
XX=show power , usually 10 HCP or more B.H.					May not response 4 card Major after stayman
2N= INV+ 4M					
3M= PRE					

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DISCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	3♠	(9-10)11-21value	1♦/1♥/1♠=usually 4+suit; 1N=8-10; 2N=11-12 ; 3N=13-15 2♣=GF+value, 4+♣; 3♣=PRE, 5+♣; 2♦= 5+♣ INV 2♥/2♠=H/S-suit PRE	-1X: 2N=18-19, BAL; 3N=to play; 4♣=6+♣ w/ 4+M, ST; -1M: 1N=13-15, BAL, 1~3M; (1) -2♣=5+♣, 13-15; 3♣=6+♣, 16-18; -1X:2oM=reversed hand	1C-2C=6-9 , 5+C
1♦		3	3♠	(9-10)11-21value	1♥/1♠=4+suit; 1N=6-10; 2N=11-12 ; 3N=13-15 2♦=11+value, 4+♦; 3♦=0~7value, 5+♦; 3♣=8~10value, 5+♦ or ♣SJS; 2♥/2♠=Weak; 3♥/3♠/4♣=SPL;	-1X: 2N=18-19, BAL; 3N=to play t; 4♦=6+♦ w/ 4+M, ST; -1M: 1N=13-15, BAL, 1~3M; (1) -2♦=5+♦, 13-15; 3♦=6+♦, 16-18; -2♣: 2♦=min, 5+♦; 2M=, stopper; 2N=min B.H -1X:2oM=reversed hand	1D-2D=6-9 , 5+D
1♥		5(4)	3♠	(9-10)11-21value 3/4 th maybe light and 4 cards	1N= 5-12,F1; 2♠ =S-suit PRE 2m=10 ⁺ F1; 2N=Jacoby(2) 3♣=4+♥, Limited ; 3♦=4+♥, INV 3♥=4+♥, PRE 3N/4♣/4♦: SPL ; 3S=Void SPL	1H-3C/3D ; 3S=asking shortage	1N=semi-forcing 2♣=Drury 3♣=C-suit
1♠		5(4)	3♠	(9-10)11-21value 3/4 th maybe light and 4 cards	1N= 5-12,F1; 2N=Jacoby(2) 2m=10 ⁺ F1; 2H=5+H-suit F1 3♣=4+♠, Limited,3♦=4+♠,INV; 3♠=4+♠,PRE 3♥=♥-suit , PRE 4♣/4♦/4♥ : SPL ; 3N=Void SPL	1S-3C/3D ; 3N=asking shortage	1N=semi-forcing 2♣= Drury 3♣=C-suit
1N				(14)15-17(18) value BAL May have 5M or 6m	2♣=STM; 2♦/♥ 4♦/♥=Transfer; 2♠=minor suit (3) 2N/ 3♣=transfer ; 3♦=55 Majors 3H/3S=3145/1345 , 11+ 4♣= GERBER; 4♠/N=Quant, INV 6N;	-2♣: 2♥/♠=4suit,2♦=no 4M; 2N=INV, may have no 4-M -2♦/♥: oM/3♣/3♦=doubleton suit, ♥/♠ 4 cards fit; -2C-2H ; 2S:relay 2N=3433 3C=4-C 3D=4-D 3H=5-H 3S=4-S -2C-2S ; 3C:relay 3D=4-D 3H=4-C 3S=5-S 3N=4333 -2C-2S ; 3H=C-suit	
2♣	V		4♠	22+value	2♦=waiting; 2♥/2♠=positive H/S-suit 2N=8+B.H. ; 3♣/♦= positive C/D-suit 3N=1 semi-solid 6+card suit	-2♦: 2♥=ask to bid 2S ; 2S/2N/3C=S/C/D-suit ; 3D=3154or1354 3H=3145 / 3S=1345 2C-2D ; 2H-2S : 2N=22-24 , 3X=natural , 3N=25-27	
2♦	V			6♥/♠, PRE or 20-21B.H or 22+any 4441; 4 th seat=D-suit	2H/2S=P/C ; 2N=relay 3C/3D=suit , forcing ; 4C=asking Majors	-2N: 3♣/3♦=H/S-suit min;3♥=S-suit max;3♠= H-suit max -2M: 2N=20-21 ; 3X=4441 , X=singleton	2H/2S/2N=Natural
2♥	V			Both Major 4-4 or more , PRE 4 th seat=H-suit	2S = to play ; 2N=relay(4) 4H/4S=to play 3C/3D=C/D-suit non-forcing ; 3H/3S=PRE	See note(4)	2S/2N/3C/3D= Natural ; 3H=INV
2♠	V	5		5+♠, 4+m , PRE 4 th seat=S-suit	2N=relay ; 3C=asking minor ; 3D=INV 4S 3H=H-suit , forcing ; 3S=PRE ; 3N/4S=to play	-2N : 3C/3D=5+♠, 4+C/D , min ; 3H/3S=5+♠,5+C/D , MAX;	2N/3C/3D/3H= Natural ; 3S=INV
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+odd keycard+X' void	
						Grand Slam Forcing; Control Asking Bid; Exclusion KB; DEPO / D0P1;	
3N	V			Gambling		Forcing Pass	
						(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 : usually 13(+)-17(-) , 4 card trump fit , GF

- 3X : short in X
- 4X : 2nd suit in X
- 4M : worst hand
- 3N : B.H. not min
- 3M : waiting , not min

(3) 1N -2S : minor stayman (1 minor 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