DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive 1-level;sound 2-level

Cue-bid resp: limit raise or any GF

Jump raise=PRE

Jump cue resp: 4+ SUPP, 7-9P

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)
15+-19-HCP 2nd POS; 12+-15HCP 4th POS

RESP: STM&JCB; TRF cue=check stopper

LEBENSOHL

JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Weak, 5-card possible; New suit=NF, 2NT=ASK

2-Suit: 2NT O/C

    (1M)-2NT: minors; (1m)-2NT: ♥+om 5-5+

Reopening: 2NT=Bal(19-21HCP)

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
Michaels Cue **(11+HCP IF NOT Non vs Vul; 55+)**

(1m)-2m=majors:2NT=ASK 3M=WEAK

(1M)-2M=OM+m: 2NT=ASK m

Jump Cue: ask stopper

VS. NT (vs. Strong / Weak; Reopening;)
2♣: H+S 2♦=no preference ;new suit=NF; **2NT= ASK**

2♦: H or S, **then 2♥=P/C 2♠=interest in ♥; new suit=NF**

2NT= ASK

2M=5M+m(4+); advancer's 2NT=ask m; new suit=NF

2NT=minors(55+)

Dbl=PEN; 3x=PRE

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
LEB after (WK2x)-Dbl-(P)-

(Weak 2M)-3M=ask stopper

vs Weak 2M: 4m=m+OM; **4OM/4NT=minors(55+)**

VS. ARTIFICIAL STRONG OPENINGS
vs. ART STR 1♣: X=♥+♠;1NT=♣+♦;

Other=NAT

2x=NAT; 3x=PRE

vs. ART STR 2♣: x=♣

OVER OPPONENTS' TAKE OUT DOUBLE
1M-(Dbl)-1NT/2C=C/D;2M=WK raise

2NT=Limit raise(or better); 3M=PRE raise; **FIT Jumps; SPL**

New suit=F1 1-level, NF 2-level

Redbl=10+HCP, no 4+ SUPP

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd=even; low=odd	3rd=even; low=odd
NT	2nd/4th	**3rd=even; low=odd**
Subseq		
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax(+), AKx(+)	**AK(+),** Ax(+)
King	AK, KQ(+), Kx	AKJ10(+),KQ(+), Kx
Queen	AQJx(+), QJ(+), Qx	KQ109(x), QJ(+),Qx
Jack	J10(+), Jx	AQJ(x), J10(+), Jx
10	HJ10(+), 109(+), 10x	HJ10(+), 109(+), 10x
9	H109(+),98(+), 9x	H109(+),98(+), 9x, 9xx
Hi-x	HxSx,**HxSxxx**,Sx,xxSx	HxxSx(+), Sx, xSxx(+), **Sxx**
Lo-x	HxS, HxxxS, xxS, xxxxS	HxS, HxxS

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit: 1st	Hi=ENCRG	Hi/Lo=E	Hi=ENCRG
2nd	COUNT	S/P	COUNT
3rd	S/P		
NT: 1st	Hi=ENCRG	Hi/Lo=E	Hi=ENCRG
2nd	COUNT	S/P	COUNT
3rd	S/P		

Signals (including Trumps): **SMITH Signal vs NT(both sides)**

Trumps: Hi-lo shows interest in ruff

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
May be light with classic shape

Cue-bid promises rebid

1m-(Dbl)-1M-(2M)=NAT, X=4+ IN THAT M and points

(1x)-p-(1M)-2M=NAT

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES
SUPP DBL Thru 2M

Most low-level DBLs=T/O

Category:	Precision
NCBO:	CHAIN
Event:	All Events
Players:	YAN RU LIU YAN

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
PRECISION: 5-card M;

1NT resp: F1/1M;

Open light if UNBAL;

1NT Openings: 15-17HCP

2 OVER 1 Resp: FG except direct rebid or direct raise

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
3NT=gamble

2NT=C+D PRE   2D=H+S PRE

ESCAPING FROM 1NT DOUBLED

SPECIAL FORCING PASS SEQUENCES
(1NT)-Dbl-(any)-Pass: F1 through 2♦;(C/D)X=Pen

(H/S)X=T/O

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Rare

Opening	Artificial	Min.	Neg	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Y		4♥	16+HCP	1♦=0-7;1M/2m=8+HCP,5+;1NT=8-13 or 16+,bal;	1♣-1♦-1NT: 18-20HCP,bal;	
					2♥ (1)=14-15 BAL;2♠/2NT/3♣/3♦(2)=8+ S/C/D/H4441	After**1♣-1♦:2♥=Kokish relay**; GF;	
					single;3♥/3♠=7 SUIT 4-7	1♣-1♦-2NT: 21-22HCP,bal;	
					4♣/4♦=4-7HCP,8♥/♠ with A/K;	After 1♣-1NT:2♣=ask;2♦=♥;2♥=♠;2NT=♣ suit;	
					4♥/4♠=4-7HCP,8♥/♠ with no A/K	**After 1♣-2♥:2♠=ask;2NT=♠**	
						After 1♣-2♠:2NT=ask	
1♦	X	1	4♥	11-15HCP,	2♦=F3♦;3♦=PRE; **2♠(3)=C+D 5-5+** WEAK **OR INV OR**	1♦-1M-1NT:11-14HCP bal,	
					2♥=H+S 5-5 +10-12;2NT(4)=ASK single	After1♦-2♦:2NT=11-14,bal;2M/3♣=NAT	
1♥	X	5	4♦	11-15HCP	2♥=FIT 6-10;3♥=PRE;2♠=NAT,INV;2NT(5)=BAL,FIT GF	After 1♥-2♥:lsuit INV;	
				Maybe 4 card at 3rd	3♣=4+FIT, 10-12;3♦=4+FIT 7-9:3♠/3NT/4♣= S/C/D SPL;		
					4♦=GOOD FIT 10-13 1NT=F	**1♥-1♠-2NT:14-15HCP,6(3xx)**	
1♠	X	5	4♥	11-15HCP	Similar with 1♥ open	Similar with 1♥ open	Rev. Drury
				Maybe 4 card at 3rd	3♥=NAT INV;3NT/4♣/4♦=C/D/H SPL		
1NT	X			15-17HCP,bal	2♣=Stayman;2♦/2♥= TRF ; 2♠(6)=♣/♦WEAK/FG;		
					2NT(7)=TRF ♣ WEAK OR FG;3♣(8)=D OR C;3♦(9)=D		
					OR C+D 3M=NAT,OM **single** GF4441/5431; 4♦/4♥=TRF		
2♣	X	5	4♥	11-15HCP	2♦=ask; 2M=NF;2NT=INV; 3♦=H+S INV 4♣=PRE	After 2♣-2♦-2M:2NT=relay	
				If only 5 ♣,have 4 M	3♣=FIT 6-10;2NT=INV;		
2♦	Y			H+S PRE	2NT(10)=ASK; 3♣/3♦=NAT NF;		
2♥	X			**Weak 2**	2NT(11)=ask; 2♠/3♣/3♦=NAT F; 4♣=RKCB		
2♠	X			**Weak 2**	Same as 2♥ open		
2NT	Y			C+D PRE	3♥(12)=ASK;**3♠=NAT NF;**		
3♣	X			PRE	**3♥/3♠=NAT FG ;4♦=RKCB;4♥**/4♠/**4NT(13)=ASK**		
3♦	X			PRE	**3♥/3♠=NAT FG ;4♣=RKCB; 4♥**/4♠/**4NT=ASK**		
3♥	X			PRE	**3♠=NAT FG; 4♣=RKCB; 4♦**/4♠/**4NT=ASK**		
3♠	X			PRE	**4♣=RKCB; 4♥**=NAT;4♦/**4NT/5♣=ASK**		
3NT	Y			Gambling	**4♣=P/C;4♦=ask SPL;**	After 3NT-4♦:4NT=no SPL;5m=om SPL	
4♣	X			PRE	4♥/4♠=TO PLAY		
4♦	X			PRE	4♥/4♠=TO PLAY		

HIGH LEVEL BIDDING
CUE=normally 1st before 2nd except K in partner's suit
In FP situation: PASS, then pull is SLAM TRY
RKCB 14 03 2 2+
RKCB: DOPI 5-level, DEPO 6-level
5NT when no clear fit: Pick a slam

(1) 1C /   2H
     2S:ASK   ? 2NT:4333
                     3C:C+ANY 4-4
                     3D:D+H
                     3H:H+S
                     3S:S+D

1C /   2H
2NT: S SUIT

(2) 1C   /   2S(1-4-4-4)
     2NT:ask phc
     3X=fit

(3) 1D   2S
      ?2NT: bal
        3m: 4m

      1D   2S
       3m   ?PASS: weak
                       4m: inv
                       3M: **single FG**
                       5m: to play

      1D   2S
      2NT   ?3C: WEAK
                      3D: INV
                      3M: **single FG**

 (4) 1D   2NT
      3C   3D
       ?3H: 5D, MAX
        3S: 6D, MAX
        4C: 6D+ 4H, MAX
        4D: 6D+ 4S, MAX
        4H: 6D+ 4H, min
        4S : 6D + 4S, min
        5D : 5+D, min

      1D   2NT
      3D   3H
       ?3S:4441   MAX
       3NT:4441MIN
        4C: min, 3-4-1-5
        4D: min, 4-3-1-5

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1D      2NT
3H      3S
 ?3NT: 5-4m`s, MAX
   4C: 6D+ 4C, MAX
   4D: 5D, 4-1-5-3ˇ  MAX
  4H: 6Dˇ 6331
  4S: 6D + 4S, MAX
  4NT : 5-4 m`s, min
  5C : 5C, 4-1-3-5,min
  5D: 5+D, min



1D      2NT
3S      4C
?4D: 5-4m`s, MAX
  4H : 6D+4H, MAX
  4S: 6D, MAX
  4NT: 5-4m`s, min
  5C : 6D+ 4C, MAX
  5D: 5+D, min



(5) 1H- 2NT
    ?
    3C: C NAT
    3D¨ D NAT
    *3H: 6+H
    *3S: S NAT
    *3NT: 6H+4S, MAX OR 6-5-1-1MIN
    4C¨ 6H+4C; MAX
    4D: 6H+4D; MAX
    4H¨ 5332ˇ OR 5422ˇ MIN



    1H-2NT
    3C-3D(ASK)
    ?
    3H: 5-5ˇ MAX
    3S: 5431,3D, MAX
    3NT: 5431,3S,MAX
    4C:55MIN
    4D¨ 5431,3DMIN
    4H¨ 5431,3S,MIN
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1H-2NT
3D-3H(ASK)
　?
3S¨　5H+5Dˆ MAX
3NT¨ 5H+4D, MAX
4C: 5H+5D,MIN
4D¨ 5431,3C, MIN
4H: 5431,3S, MIN

1H　　-2NT
3D　　-3H
3NT　-4C: ASK
　⁀·4D: 5431,3C, MAX
　　4H: 5431ˆ　3S, MAX

1H-　2NT
3H-　3S（ASK）¨
?
　3NT¨ 6331ˆ C/D **single**ˆ MAX
　4C¨ 6331ˆ S **single**ˆ MAX
　4D¨ 6322ˆ MAX
　4H: 6322ˆ OR 6331ˆ MIN

1H　　　2NT
3H　　　3S
3NT　　4C:ASK
⁀·
　4D: C　**single**
　4H: D　　**single**

1H　　　　2NT
3S　　　　3NT: ASK
4C: 5431,3C, MAX
4D: 5431,3D, MAX
4H: 4-5-(3-1),MINˆ OR 4-5-2-2ˆ　MAX

1H　　　　2NT
3NT　　　4C: ASK
⁀·4D: C **single**
　　4H: D **single**

1H　　　　2NT
4C　　　　4D: ASK
⁀·4H: D　**single**
　　4S: S　**single**

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   1H            2NT
   4D            4S: ASK
  ⁀·4NT: C     single
     5C: D      single




(6)1NT              2S
  ?2NT: NO 4m
    3m: 4m
   3M: 4-4m 2M 4432




  1NT               2S
  2NT               ?3C: WEAK
                     3D:5-5m`s. FG
                     3M: 3M 5-4+ C+DFG




1NT                 2S
?3m                 ?3M: single




(7)1NT              2NT
  3C              ? PASS: C WEAK
                   3D: 6C+4D, GF
                   3M: 6C+4M, GF
                   3NT: 6C,BAL SLAM TRY NF
                   4C: C   ASK   A
                   4X: SPL
                   4NT: 6C BAL INV




(8)1NT              3C
   3D             ? PASS: DWEAK
                   3M: 6+C M single
                   3NT: 6Cˎ D single
                   4C: C SLAM 7222 OR D single
                   4D: D NAT¨   RKCB
                   4M: D NAT ˋ M   singleˎ
                   4NT: D NATˋ C single

(9)   1NT             3D:
     3H: RELY       ?3S; 6D+4C
                     3NT;  BAL   SLAMˋ 6322 NF
                     4C: C ˋ single
                     4D¨ 7222
                     4M: M single
                     4NT: 6322 INV
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(10)　No Bureau

       2D − 2NT
       ?
     3♣¨ min5-4˚
     3D¨ MIN5-5
     3♥¨ MAX 5S+4H
     3S¨ MAX5H+4S˚
     3NT:5-5MAX

2D---2NT
3C----3D
3H/S=5

both¨ 2D − 2NT
        ?
       3C:min5-5
       3D;max5-5ˆ
       3H:6-5ˆ　6511max or 6511/6520min3S:6-5
       3NT:5-6ˆ C **single**ˆ max
       4C:5-6ˆ D **single**ˆ max
       4D:6-5ˆ C **single**ˆ max
       4H:6-5ˆ D **single**ˆ max

2D   2NT
3M   3NT
? 4C:6520ˆ min
 4D: 6511ˆ max
 4H :6511 max

(11)2M   2NT
No Bureau
 ?3c=min bad suit
  3D=MIN GOOD SUIT
  3H=MAX BAD SUIT
  3S=MAX GOOD SUIT
both
? 3c=min bad suit
  3D=D **single**
  3OM=OM **single**
  3M=BAL

(12) 2NT   3H
   ?3S:H **single**
    3NT:S **single**

(13) 3C   ? 4H/4S/4NT:ASK

  ? first:xxx(x)　Second:xx orQ　Third: A or Buddhism