

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Aggressive in general		Lead	In Partner's Suit		
New-suit = constructive; Jump new suit = FG; 1NT = 8-10	Suit	3 rd = Even; Low = Odd	3 rd = Even; Low = Odd		
RAISE = courtesy; Jump RAISE = PRE; Jump CUE = mixed raise	NT	4 th ; 2 nd from weakness	3 rd = Even; Low = Odd		
Minor overcall: CUE = F1 or INV+ with SUPP; 2NT = NAT, INV	Subseq	ATT	ATT		
Major overcall: 2♣ = F1; 2♥(2♥ for open 1♥)/NT = INV+ with 3/4+ SUPP	Others: Top from xxxx for raised partner's suit; ATT from known 6+card VS NT			Category:	Natural – Green Last Update: 2026.06.01
Reopening: similar style	Leading trump (including partner's suit): S/P			NCBO:	Hong Kong, China
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			Event:	Asia Cup 2026
2 nd /4 th live = 14-18; system as over 1NT opening	Lead	Vs. Suit	Vs. NT	Players:	Abby Chiu & Alan Sze
Reopening = 13-17; system as over 1NT opening	Ace	AKx(+); Ax(+)	AKx(+)	SYSTEM SUMMARY	
	King	AK; KQ(x+)	KQ(x+); KQJ(x+); AKJ10(x+)	GENERAL APPROACH AND STYLE	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJ(x+)	QJ(x+); KQ109(x+)	1♠ = 2+, may have 5♥ when balanced; 1♦ = 5+ except 4441;	
1-Suit: PRE; system as over corresponding opening	Jack	J10(x+); KJ10(x+)	J10(x+); KJ10(x+)	5-card major; 1NT = 14-17; Strong 2♣; Transfer Responses;	
Reopening = 6-card+ good hand	10	109(x+); H109(x+)	109(x+); H109(x+)	2♦ = Variable on vulnerability; Weak 2M; 2NT = 19-21;	
2-Suit: 2NT = 2 lowest unbid suits, flexible range	9	9x	9x	Balanced minimum opening = 11 HCP	
Reopening = 20-21; system as over 2NT opening	Hi-x	Sx; HxSx; HxSxxx	xSx (could be Sxx)	1NT Opening: 14-17	
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)	Lo-x	HxS; HxxxS; xxS; xxxS	HxxS(x); xSxx(x) (could be xSxx)	2 OVER 1 Responses = FG	
Direct = MICHAELS CUE (flexible range):	SIGNALS IN ORDER OF PRIORITY			Style: aggressive on both opening and preemptive bids	
(1m)-2m = ♥+♠; New suit = NF; 2NT = strong enquiry		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
(1M)-2M = oM+m; New suit = NF; 2NT = strong enquiry; 3♣ = P/C	Suit: 1 st	High = Discourage	High = Odd	High = Discourage	1 st and 2 nd seat 3NT = 7-card+ solid M
Jump CUE = stopper ask ((1m)-3m = PRE when 1m promises 2 or less)	2 nd	High = Odd	S/P	High = Odd	3 rd and 4 th seat 3NT = 7-card+ solid m
Lowest new suit = no stopper; CUE = FG; New suit = F1; 4M/5m = NF	3 rd	S/P (dummy's short)		S/P	REVERSE BERGAN RAISE
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1 st	High = Discourage	High = Odd	High = Discourage	MODIFIED LEBENSOHL
X = 15+; 2♣ = ♥+♠, at least 5-4, could be 4-4 at balancing position	2 nd	High = Odd	S/P	S/P	TRANSFER RESPONSES
2♦ = PRE in a major; 2M = NF; 2NT = PRE in a minor; 3m = NF	3 rd	S/P			MODIFIED GAZZILLI
PH: X = any one suit; 2♣ = ♥+♠, at least 4-4	Signals (including Trumps): Trumps: S/P; Smith Echo (Low from leader =				
2♦ = ♦ and a major; 2M = M and a minor; 2NT = ♣+♦	Encourage; Low from partner = Discourage); Transverse Count for 6NT/7NT				
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				
DBL = T/O thru 4♥; LEB after T/O at 2-level	TAKEOUT DOUBLES (Style; Responses; Reopening)				
3-level CUE = stopper ask; (2/3M)-4m = m+oM	Aggressive and may be light with classic shape or at reopening position				
(2/3m)-4♣ = om+♥/♠; 4♦ = ♥+♠	1NT = 8-10; 2NT = 11-12; Jump new suit = INV; CUE = F1, subsequent = FG				
2NT = 14-18; system as over 2NT opening; 3NT = NF	RESP DBL = 8+				
(4m)-4NT = NAT; (4♥)-4NT = ♣+♦; (4♠)-4NT = 2 suits					
VS ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
Vs. strong 1m: same as above, treatment as natural opening	1♣-(X)-XX = ♦; 1♦-(X)-XX = ♥; 1♠-(1♦)-X = ♥; 1m-(1♥)-X = ♠			FG situation: standard approach	
Vs. strong 2m: X = 3 suits; Others = SUCTION (all-level) (only for 2 nd live)	NEG DBL thru 4♥			Under obvious sacrifice: standard approach	
	RESP DBL thru 3♠				
OVER OPPONENTS' TAKEOUT DOUBLES	MAX DBL only available at 3♣ for ♦ fit, 3♦ for ♥ fit, 3♥ for ♠ fit			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1♣-(X)-XX = ♦; 1♦-(X)-XX = ♥; system as if no double	No SUPP DBL nor SUPP REDBL, they all show strength				
1M-(X)-(XX) = 10+; transfer response	Lead directing DBL and LIGHTNER DBL				
	Unsolicited DBL and REDBL			Psychics: rare	

OPENING BID DESCRIPTIONS							
Open	Art	Min	ND	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣		2	4♥	10-21	1♦ = ♥; 1♥ = ♠; 1♠ = 6+, no 4M; 1NT = FG, 5♦+ and 4M+;	XYZ CONVENTION; NEW MINOR GAME FORCE	
				may have 5♦ when balanced	2♣ = NF, ♠+♦; 2♦/♥ = WK 6♥/♠+; 2♠ = INV, 5♠+;	NEW MAJOR GAME FORCE; MODIFIED GAZZILLI	
				may have 5-card suit with 6♠+	2NT = 10-11; 3♣ = PRE; 3♦/M = WK 6♦/M +; 3NT = NF;	1X 1Y-2NT ADVANCES	
					4m = PRE; 4M/5m = NF		
1♦		4	4♥	10-21, 5-card+ except 4441	1♥ = ♥; 1♠ = ♠; 1NT = NF; 2♣ = FG, 4♠+; 2♦/♥ = WK 6♥/♠+;	XYZ CONVENTION; NEW MAJOR GAME FORCE	
				may have 5-card major with 6♦+	2♠ = INV+, 4♦+; 2NT = 10-11; 3♣ = INV, 6♠+; 3♦ = PRE;	MODIFIED GAZZILLI	
					3M = WK 6M+; 3NT = NF; 4m = PRE; 4M/5m = NF	1X 1Y-2NT ADVANCES	
1♥		5	4♦	10-21, 5-card+	1♠ = ♠; SEMI-FORCING 1NT; 2♣ = FG, 3♠+; 2♦ = FG, 5♦+; 2♥ = Courtesy;	XYZ CONVENTION; GAME FORCING 2♠	DRURY 2♠; 2♦ = NF
				4-card in 3 rd and 4 th seat possible	2♠ = WK 6♠+; MODIFIED JACOBY; REVERSE BERGAN RAISE;	FOURTH SUIT GAME FORCE; MODIFIED GAZZILLI	2NT = 6-10, ♠+♦
				may have 5♠ with 6♥+	3♥ = PRE; 3♠ = WK 6♠+; 3NT = 6-10, 5♥+; 4m = PRE	1X 1Y-2NT ADVANCES	
1♠		5	4♥	10-21, 5-card+	SEMI-FORCING 1NT; 2♣ = FG, 2♠+; 2♦/♥ = FG, 5♦/♥+;	FOURTH SUIT GAME FORCE; MODIFIED GAZZILLI	DRURY 2♠; 2♦ = NF
				4-card in 3 rd and 4 th seat possible	2♠ = Courtesy; MODIFIED JACOBY; REVERSE BERGAN RAISE;		2NT = 6-10, ♠+♦
					3♥ = INV, 6♥+, short in ♠; 3♠ = PRE; 3NT = 6-10, 5♠+; 4m = PRE; 4♥ = NF		
1NT				14-17	STAY; JACOBY; 2♠ = INV, no 4M or 0+, 6♠+;	SMOLEN; BARON	
				may have 5M, 6m or 5m+4M	2NT = 0-8, ♠+♦ or 0+, 6♦+; 3♣ = Puppet STAY; 3♦ = FG, ♠+♦;		
				seldom with singleton	3♥/♠ = 13+, 31(45)/13(45); 3NT = NF; 4♣ = ♥+♠, any 6-4;		
					TEXAS; 4♠/4NT = QUANT with 4♠/♦; 5m = NF		
2♣	Y			ART, STR, 22+ if BAL	2♦ = 5-7; 2♥ = 8-9; 2♠ = 0-4; 2NT = 10+ (count AKQ only);	Jump bid by opener = self-sufficient trump	
					3X = Good 6-card+ suit (transfer), little side value		
2♦	Y			Favorable = light PRE, 5♥+ or 5♠+	2M/3M = P/C; 2NT = relay; 3♣ = NF; 3♦ = FG, 5♥/♠+; 4m = relay;		
				Others = ♥+♠, at least 5-4	2M/3♠/3M = NF; 2NT = relay; 3♦ = FG, NAT; 4m = relay;		
				4 th seat = 10-12, 6♠+	2M = NF; 2NT = INV, NAT; 3♠/3M = F1, NAT; 3♦ = courtesy		
2♥		6		NAT, PRE, very rare 5♥ only	2♠ = NF; 2NT = puppet to 3♠; 3♣ = puppet to 3♦; 3♦ = FG, NAT;		
				4 th seat = 10-12, 6♥+	3♥/4♥ = PRE; 3♠/4m = lead directing; 3NT/4♠/5m = NF		
2♠		6		NAT, PRE, very rare 5♠ only	2NT = puppet to 3♠; 3♣ = puppet to 3♦; 3♦ = puppet to 3♥;		
				4 th seat = 10-12, 6♠+	3♥/4m = lead directing; 3♠/4♠ = PRE; 3NT/4♥/5m = NF		
2NT				19-21	Romex STAY; JACOBY; 3♠ = Minor Suit STAY; 3NT/4♠ = 6♠/♦+;	SMOLEN; BARON	
					TEXAS; 4♠/4NT = QUANT with 4♠/♦; 5m = NF		
3X		6		NAT, PRE	3-level new suit = FG, NAT; 3NT/4M = NF;		
					3♠-4♦/3♦-4♠/3M-4♠ = PRKCB; 3X-4NT = PMB;		
					3M-4♠ = CUE		
3NT	Y			1 st / 2 nd seat = 7-card+ solid M	4♠ = relay (4♠ = ♥, 4♥ = ♠), 4♦ = relay (4♥ = ♥, 4♠ = ♠);		
				3 rd / 4 th seat = 7-card+ solid m	4♠/4♦ = P/C		
4X		6		NAT, PRE	4M over 4m = NF; New minor = CUE		
4NT	Y			PRE in ♠+♦	5m = NF; 5♥/♠ = RKCB in ♠/♦; 5NT = pick a slam		
HIGH LEVEL BIDDING							
Cue-bid style: show first round controls before second, except King in partner's suit;							
Concept of Fast Arrival; Forcing Pass; Pass and pull; NON-SERIOUS 3NT; RKCB-1430; ORKCB; ERKCB; PMRKCB; PMB; SB; SPL; Pass-1; CAB;							