



Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Aggressive 1-level; Sound 2-level Responses: Bergen Raise (3D-limit raise) cue-bids-1RF. Direct jump-raises are pre-emptive.	
NT Overcalls	
2nd: 15-18 bal (subs auction as after 1NT opening) 4th : 11-14 may not have stopper NT System is on	
Jump Overcalls (Style; Responses; Unusual NT)	
Weak, 6 or 5+-card possible (1M)-2NT=♣+♦	
Direct and Jump Cue Bids (Style; Responses)	
Aggressive style (1♣)-cue=♠-♥(55+), (1♦)-cue=♠-♥, (1M)-cue=OM+m, Jump cue=Asks for stopper.	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Cappaletti (only direct position) X – strong 2C – any single suiter 2D – both majors 2H – heart and a minor (5 4) 2S – spade and a minor (5 4)	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take Out DBLs (Lebensohl); 2NT = 15-18 3m-4m= both M; ( 4H)-X T.O. (4s)-4NT = any strong 2-suiter	
VS. Artificial Strong Openings	
Vs 1♣: DBL = Clubs TO; 1-level NAT;1NT=Clubs; 2NT=2m Over 2C = natural	
Over Opponents' take out double	
New bid at 1-level is forcing After 1♣♦ is a jump in a new suit 3-7hp and at least 6 cards; 2NT is pre-emp with opener's suit; double raise= limited raise After 1♥♠ Bergen raises are on, jump to 4-level is Splinter; 2NT = transfer to 3C RDBL = 10hp+, usually no support, subsequent DBL = penalty, new suit = 1RF, pass = forcing	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> or 5 <sup>th</sup>	3 <sup>rd</sup> or 5 <sup>th</sup>	
NT	4 <sup>th</sup>	4 <sup>th</sup>	
Subseq	Attitude when opening a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	AK/KQ(x)/KQJ(x)/KQT(x)	KQ(x)/KQJ(x)	
Queen	QJ(x)/QJT(x)/ QJ	KQT(x)/AQJ(x)/QJT(x)/QJ	
Jack	J(x)/JT(x)/JT	(x)/JT(x)/JT	
10	HJT <sub>x</sub> /T9 <sub>x</sub> /T9	HJT <sub>x</sub> /AQT(x)/T9 <sub>x</sub> /T9	
9	HJ9 <sub>x</sub> /HT9/9 <sub>x</sub>	HJ9 <sub>x</sub> /HT9/9 <sub>x</sub>	
X	Hx <u>xx</u> /xx <u>x</u> /xxxx <u>x</u> (x)	Hxx <u>x</u> /HT9 <sub>x</sub> /xxxx <u>x</u> (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	High=Enc	High=Even	High=Enc
2 <sup>nd</sup>	Suit Pref		Hi/Lo=Even
3 <sup>rd</sup>			
NT:	High=Enc		High=Enc
2 <sup>nd</sup>	Suit Pref		Suit Pref
3 <sup>rd</sup>	Suit Pref		Suit Pref
Signals (including Trump's): Triumph Echo			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Aggressive 1-level and reopening, Sound 2-level (Subsequent auction: cue=Art-F1)			
Special, Art and Comp Dbl/Rdbl's			
NEG+ COMP (showing Take Out-distr) SUPP DBL and RDBL; Lightner;			

	<b>CONVENTION CARD</b>		
<b>WBFS</b>			
<b>System: 2/1</b>			
Players	Chan Yiu Lin	Kimiko Endo	
Club	SCBA	SCBA	
	Singapore	Singapore	
WBFS memb.			
<b>System Summary</b>			
<b>General Approach and Style</b>			
2/1 GF , Forcing 1NT (unpassed hand); 1♥/♠ is 5 card+; 1NT opening 15-17, can have 5 card M, 6 card m; 5-4 minors			
<b>Special bids that may require defence</b>			
2♦ Weak 2 in ♥ or ♠ 5-10hp, Rule of 2 / 3 2♥/♠ 5cards and a 4+ minor			
<b>Special forcing pass sequences</b>			
After 2C opening, with interference, pass by partner is positive hand. X is weak.			
<b>Important notes that don't fit</b>			
(1x)-Pass-(Pass)-2NT = 19-21hp and BAL Puppet Stayman on any 2NT with 20-21hp+ or 2C 2NT 1NT X - Any bid shows that suit and another higher (4 4), XX shows 4333 hand. Pass implies single suit (5 card)or strong. Opener XX, then partner bid the suit or pass for penalty If partner opens 1M in 3 <sup>rd</sup> or 4 <sup>th</sup> seat, 2C is 7-9 with 3 card M support. 2D is 10-11 with 3 card M support. Bergen raise still on.			
<b>Psychics</b>			

Opening	ART	Minimum	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	11-21 hp	1♦♥♠ = F1 2♣ = inverted minor with 5+card ♣ 10hp+ 2♦♥♠ = 4-8hp+, 6card 2NT = Inv 10-12hp, 3♣ = Preemptive	1♣-2♣, 2M shows stop; 2/3NT = min/max2M stops (inverted minor)	
1♦		3	3♠	11-21 hp,	1♥♠ = F1 2♦ = inverted minor with 4+card ♦ 10hp+ 2♥♠ = 4-6hp+, 6card 2NT = Inv 10-12hp, 3♦ = Preemptive	1♦-2♦, 2M shows stop; 2/3NT = min/max2 M stops (inverted minor)	
1♥		5	3♦	11-21 hp, 5card+	1NT = Forcing 2♥ = Constructive, 2 cover tricks Bergen Raises: 3♣ = 7-9, 3♦ = 10-12, 3♥ = 0-6 2NT = Jacoby (13+ with 4card support) bal. 3S/4C/4D = splinter 3NT = BAL. 3 card support; 4♥ = To play	Bid = short suit GT, 2S = ask for feature; 2nt- S,3C-C, 3D-D Opener bid 3-level = singleton; 4-level = void, 3nt to play with 12-14pt After 3nt bid new suit in 4 level 2nd suit showing interested in slam	After 3rd hand opening, 1♥-2♣ = ART, 3card supp, 7-9 1♥-2♦ = ART, 3card supp, 10-11 Bergen raises on 2nt after X opener bid 3c n responder pass or correct
1♠		5	3♦	11-21 hp, 5card+	1NT = Forcing 2♠ = Constructive, 2 cover tricks Bergen Raises: 3♣ = 7-9, 3♦ = 10-12, 3♠ = 0-6 2NT = Jacoby (13+ with 4card support bal) 3H/4C/4D = splinter 3NT = BAL. 3 card support; 4♠ = To play	Bid = short suit GT, 2NT = ask for feature; Opener bid 3-level = singleton; 4-level = void, 3nt to play with 12-14pt 3NT = 12-14. After 3nt bid new suit in 4 level 2nd suit showing interested in slam	After 3rd hand opening 1♠-2♣ = ART, 3card supp, 7-9 1♠-2♦ = ART, 3card supp, 10-11 Bergen raises on
1NT		---	2♦	15-17 balanced, can have 5422 in minors	2♣ Stayman, 2♦♥ = transfers, 2♠ = m stayman, 2NT=invite; 3♣,♦ = INV to 3NT with HHxxxx, 3♥♠ = singleton, 3NT = to play, 4♦♥ = transfers	*If opps X 1NT, XX=4333 hand. Bid =suit+higher44+, Pass implies 5 card suit or strong, partner must double (System on if X show as strong as opener)	*If opps interfere with bid, Lebensohl , dbl = T/O (8+pts)
2♣	X	0		22+hp, 4 losers	2♦ = 0-7hp, 2♥ = 8+ BAL, 2NT = ♥, rest NAT, 8+		
2♦	X	0		Weak 2 in ♥ or ♠ (6+card) 5-10hp,	2NT = Ogust 2/3/4♥♠ = Pass or correct 3♣♦ = F1	3♣♦ = better hand in ♥♠; 3♥♠ = bad hand	
2♥		5		5-10hp, 5 cards and one minor 4+card(vul 5-5)	2NT = ask m, 3♣♦ = Pass or correct 2H-2S=F1		
2♠		5		5-10hp, 5 cards and one minor 4+card	2NT = ask m, 3♣♦ = Pass or correct 2♠-3♥=F1	2♠-2NT, 3♣♦ = 4card+	
2NT		---		20-21 balanced, can have 54 minors	3♣ = Puppet, 3♦♥ = transfers, 3♠ = minor Stayman 3NT = to play, 4♦♥ = transfers	Slam Conventions	
3x		6		Preempts	3m -4NT (1430)		
3NT	X	7		Solid 7cm, no side K	4♣ = Pass or correct, 4♦ asks for shortness	4NT: RKC 1430; after interference with a bid: X = 1/4, pass = 3/0, next bid=2 w/o Q, etc; after interference with X: XX = 1 / 4, next bid = 3 / 0, & so on Cue bids: 1st or 2nd rd controls up the line; after interference with X, XX=1st rd control Splinter, Josephine 5NT=asks for two out of three honours in trumps to bid 7	
4♣,♦	X	0		Solid♥♠,8-8.5tricks	4♥♠ new suit = ask control no control; 2nd control; 1st control 4NT = RKC		
4♥,♠		6		To play preemp	New suit is cue-bid, 4NT = RKC		