

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
7+ Pts; 5+ cards (sometimes 4 if good suit)		
2 level = 10+ pts.		
Cue bid by partner = limit raise +; new suit = NF constructive		
Jump raise = preemptive		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15 – 18; systems on		
Re-opening: 11+ to 14; systems on		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
weak		
Reopen: opening points and good suit		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Direct = Michaels (both majors or 1M and 1m)		
Jump Cue = ask for stopper		
VS. NT (vs. Strong/Weak; Reopening;PH)		
2C=both Majors; 2D=1 Major; 2H=H+minor; 2S=S+minor		
X= strong; Vs. Weak and strong; direct and 4 th position		
Vs. 2NT overcall: 3C=Hs, 10+pts; 3D=Ss, 10+ pts; 3H=<=9 pts		
3S=Ss, 9 or less pts.		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
X = usually take out up to 4H; Jump bid strong		
Vs. Weak 2; X asks major; after X, 2nt=weak, relay to 3C; suit bid=8+. Cue bid asks stopper. 2NT=natural		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Vs. 1C: X=2 suits same color; 1D = 2 majors or 2 minors; 1NT = S & D or H & C.		
OVER OPPONENTS' TAKEOUT DOUBLE		
1 level forcing; 2 level non-forcing		
2NT = limit raise + in partner's suit; 3C, 3D, 3M raises still on.		
XX implies no fit		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	Low from 3/4 cards; top from XXX if suported	
NT	4th	Same as vs. suit	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A K x....	Ask honor unblock or count	
King	K Q x....	K asks attitude	
Queen	Q J	Ask J/10 unblock or count	
Jack	J 10	J 10 x x	
10	10 9 ..., K J 10..., A J 10...	A J 10 ..., K J 10 x x	
9	9 8 ..A/K/Q 10 9	9 8 x x, A/K/Q 10 9	
Hi-X	doubleton	Doubleton or x x x	
Lo-X	Middle-Up-Down fr XXX		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	attitude	count	attitude
Suit 2	count	Suit preference	count
3	Suit preference	attitude	Suit preference
1	attitude	count	attitude
NT 2	count	Suit preference	count
3	Suit preference	attitude	Suit preference
Signals (including Trumps):			
Hi – lo in trumps = wish to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X > 4D; Responsive X > 3H			
Maximal X > 3H; Support X > 2S			

W B F CONVENTION CARD			
CATEGORY: Green			
NCBO: Singapore - Seniors			
PLAYERS: P Choy – A Tan – AK Heng			
SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			
Standard; 2/1 game force unless minor is rebid			
SPECIAL BIDS THAT MAY REQUIRE DEFENSE			
Non-forcing free bids at the 2 level			
Gambling 3NT			
2D = weak 2 in a major			
SPECIAL FORCING PASS SEQUENCES			
IMPORTANT NOTES			
PSYCHICS: rare			

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3+	4D		May bypass 1D	New minor forcing; 4 th suit forcing; non- forcing free bids at 2 level	
1♦		3+	4D	If 3 cards, then 4432			
					1NT forcing 1 rd by unpassed hand; 2/1 GF unless	4 th suit force	
1♥		5+	4D		Minor is rebid; splinter; 3C=4trumps 10-11 pts 3D=4 trumps 7-9; 3M=4 trumps up to 6 pts.; 2NT=GF asks singleton	After opp X, 2NT=limit raise+ w/ 3 trumps	
1♠		5+	4D		Same as over 1H		
INT			2S	15 – 17 balanced	2C Stayman; 2D 2H 4D 4H = transfers; 2S = GF		
					Minor suit stayman; 3C,3D=invite; 2NT=weak minor; 3H, 3S = singleton in suit bid; 4C=Gerber		
2♣	X	0		22+ or 9 ½ tricks	Show Controls: 2D=0/1; 2H=2; 2S=3; 3C=4 2NT = 7+ pts, 0-1 control		
2♦	X	0		Weak in H or S; 5-10 pts	2H=pass/correct; 2S invite game in H; 2NT asks suit and strength	After 2NT: 3C,3D=max w/ H,S; 3H,3S=minimum, natural	
2♥		5		H+minor (5-5 if VUL; 5-4 NV)	Raise=non-force; 2NT ask minor; 3C=pass/correct		
2♠		5		S+minor (same as 2H)	Same as 2H		
2NT				20-21 balanced	3C=stayman; 3D,3H,4D,4H=transfers; 3S=minors 4C=Gerber		
3♣		6		weak	New suit by unpassed hand forcing		
3♦		6		weak	Same as above		
3♥		7		weak	Same as above		
3♠		7		weak	Same as above		
3NT		7 minor		Solid minor, no outside A/K	4C,5C,6C=pass/correct; 4D ask singleton		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT							
5♣		7		preempt		HIGH LEVEL BIDDING	
5♦		7		preempt		4NT = RKC; 5C = 1/4 KCs; 5D=0/3; 5H=2 w/o Q; 5S=2+Q; Q asking after 5NT asks for specific Kings. If C/D =trump, then 4H = RKC.	
5♥						RKC interference: X = 0 KC; Pass = 1KC; 1 step = 2 w/o Q etc.	
5♠						Void responses: 5NT = void + even # KCs; 6 suit = odd # KCs + void in suit bid Jump to 6 trump suit = odd # KC + void in suit above trump suit	

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