




DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Usually 5 cards, New suit = N/F except at 1 level
Jump Raise = PRE
MAX DBL
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP
Reopen: 12-15
STAYMEN TRF
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 suit Weak, New suit = F1
2 Suit (1M) – 2NT: + ; (1m) – 2m: + ;
(1M) – 2M: OM + m
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAEL CUE: PRE or STR
(1M) – 2NT: + ; (1m) – 2m: + ; (1M) – 2M: OM + m
VS. NT (vs. Strong/Weak; Reopening;PH)
CAPELLETTI: 2 any one suiter
2: + ; then 2NT = F1, 3m = NF
2: + m; then 2/3m = NF, 2NT ask m
2: + m; then 3 / 3m = NF; 2NT ask m
2NT: +
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Generally take out
4NT over 4M ask for minors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1or 2
Tend to pass first with 13+ HCP unless with obvious bids
OVER OPPONENTS' TAKEOUT DOUBLE
New Suit = F1 at 1 level
2NT = limit raise
WEAK JUMP SHIFTS, SPL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd – even, low = odd	Same	
NT	4 th	Same	
Subseq	ATT	ATT	
Other: Vs NT – K asks for count / unblock , Ace ATT			
Lead 10 or 9 – 0 or 2			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+), AKx(+), AKJ10(+)	same	
King	AK, KQx(+), KQ109(+)	KQ109(+), AKJ10(+)	
Queen	QJx(+)	AQJx(+)	
Jack	J10x(+)	same	
10	109xx, HJ10x(+)	same	
9	9x, H109x(+)	same	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi - Encourage	Hi/Lo = Even	S/P
Suit 2	Hi/Lo = Even		
3	S/P		
1			
NT 2	same	Same	Same
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening value – May be light with classic shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL: THRU 4 			
RESP DBL: length in any un-bid M			
SUPP DBL: THRU 2 			
RESP DBL: thru 3 			
MAX DBL			

W B F CONVENTION CARD
CATEGORY: GREEN NCBO: SINGAPORE PLAYERS: TAN YOKE LAN – HENG A K
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL: 1 / 1: 3+
5 cards M, 1NT resp F1 (5 – 15) / M
Special 2 level opening
1NT : 15-17 HCP
2 over 1 response FG / 1M except 1 – 2C – F2NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2 – 5 – 11 in M or STR BAL 20-22 (Note 1)
2H (5-11) + m (Note 2)
2S (5-11) + m (Note 2)
2NT (5-11) both minors (Note 3)
Competitive Cue – LIMIT RAISE or BETTER
Negative free bid at 2 level
LEBENSOHL Note 4
Weak jump shift
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♦	11 – 21 HCP	INVERTED MINOR RAISE; 2♦ = 9-11 raise; 2NT = 11-12 HCP BAL; 2♥/2♠ = 4 – 9 HCP, 6+ cards..	NEW MINOR FORCING; 4SF; After inverted raise or 1♦ – 2♣, 2NT = 12 – 14 or 18+	Note 7, 8
1♦		3	4♦	11 – 21 HCP	Similar to 1C opening; 3♣ = 9 – 11	As for 1♣	Note 7
1♥		5	4♦	11 – 21 HCP	F INT = 5 – 15; 2x FG except 3x re-bid; JACOPY 2NT = FG raise (Bid shortness, re-bid MIN, 3NT = BAL 15-16, 4x MAX second suit); 2S = 3 – 7 HCP, 6+S	After 1♥ – 1♠, 1NT = 11 – 17 HCP; HELP SUIT GAME TRY After 1M – 2x, 2NT = 15+	
1♠		5	4♦	11 – 21 HCP	Similar to 1H opening	As above	
INT				15 – 17 HCP	STAY, JACOBY TRF; MINOR SUIT STAY (2S ask for m); 2NT to 3♣ WK m; 4♣ = GERBER; TEXAS TRF; 3♣/3♦ = 6+ ♣/♦ + 2 honours	After 1NT – 2♣ – 2x, 3♣ = ASK; SMOLEN	Note 5 / 6
2♣	Yes			STR, 23+ HCP	2♦ – neural; Any bid NAT and positive	2NT re-bid = 23-25HCP (3♣ – Baron, TRF, 3S minor STAYMEN); Over 2♦ RESP, 2M – 3♣ = 2 nd NEG; 3♦ over 3♣ re-bid = waiting	
2♦	Yes			WK 2M or STR BAL (20 – 22)	Pass = ♦'s (very weak hand, no game hope); 2♥ = P/C; 2♠ = Pass or INV in ♥; 2NT = ASK; 3m = NF	Over 2NT, 3♣/3♦ MAX 2♥/2♠, 3♥/3♠ MIN 2♥/2♠; 3NT = STR BAL	Note 1
2♥		5		WK H + m (5 – 11)	2NT = ASK; 2S = F1; 3♣ = P/C; 3♦ = NF	Over 2NT = 3♣/3D MIN ♣/♦, 3♥/3♠ MAX ♣/♦	Note 2
2♠		5		WK ♠ + m (5 – 11)	2NT = ASK; 3♣ = P/C; New suit = NF	As above	Note 2
2NT	Yes			Both m (5 – 11)	3♣/♦ = To play; 3♥ = NAT or ART, F to 3NT; 3S = NAT F; 4♣/♦ = PRE	Over 3H, 3♠ = ♥x or xxx, otherwise 3NT, no promise stopper.	Note 3
3♣		6+		PRE classic	New suit F1		
3♦		6+		PRE classic	New suit F1		
3♥		6+		PRE classic	New suit F1		
3♠		6+		PRE classic	New suit F1		
3NT	Yes			GAMBLING	4♣ = P/C; 4♦ = GF; 4M = NAT		

4♣	Yes			NAMYATS	4♦ = ART, ASK Shortness		
4♥	Yes			NAMYATS	4♥ = ART ASK Shortness		
4♦		7+		PRE classic			
4♠		7+		PRE classic			
4NT	Yes	5+5+		Both minors			
5♣				PRE classic		HIGH LEVEL BIDDING	
5♦				PRE classic		RKCB (03/14), cheap suit ask for the trump queen; 5NT guarantees all key cards	
5♥				PRE classic		and the trump Queen; responder now shows specific King below the designated	
5♠				PRE classic		trumps agreed	
						5NT = GSF	
						GERBER	
						DOPI	

Note 1: 2♦, Weak two in ♥ or ♠ or STR BAL 20 - 22 HCP

2♥ : P/C, 2♠ : Pass or INV in ♥ , NF
 2NT: ASK. Response : 3♣ / ♦ MAX in ♥ / ♠; 3H/3♠ MIN;
 3NT STR BAL
 3♣/♦/♥/♠: NAT, F

Note 2: 2♥ / ♠, Weak in ♥ / ♠ + m

2♠: NAT, FI
 2NT: ASK. Response: 3♣ / ♦ MIN in ♣ / ♦; 3♥ / ♠S MAX in ♣ / ♦
 3♣ : P/C, Raise is pre-emptive.
 Other 3 level bids FI

Note 3: 2NT : Both minors weak (7 - 11)

3♣ /3♦ : to play
 3♥ : NAT or ART Response : 3♠ = ♥x or xxx. 3NT = to play,
 3♠ : NAT, F Response : 3NT = to play, does not promise guard
 3 NT: to play

**Note 4: Lebensohl (1) Interference (2 H and 2 ♠) over 1NT
 (2) After DBL of weak two openings**

Direct 3NT/CUE denies guard; via 2NT promises guard; CUE promises OM or at least one major
 After 1NT-(2x): Db1 = PEN; 2x = S/O; 3x = NAT F; 2NT PUP 3♣, then 3x = S/O if below OPPT suit, INV if above
 Exception : 1NT - (2♣) - 2NT - (P)
 3♣ - (P) - 3♦ shows guard + at least one major
 After (2M)- Db1: 2M = S/O; 3x = INV; 2NT PUP 3♣, then 3x = S/O if below OPPT suit, F if above.

Note 5: Against 2♣ and 2♦ interference over 1NT opening

1NT/2♣: DbI = Stayman, 2♦/2♥ = TRF, System on. see note [6]

1NT/2♦: DbI = Stayman, 2♥/2♠ = NAT, NF; 2NT PUP 3♣ (may be weak in m); 3♣/3♦ = INV; 3♠ = GF

After 1NT/2m/2NT/P/3♣/P: 3♦ = NAT NF; 3♥/3♠ = INV

Note 6: After 1NT – 2♣

2♦ - ??

2♥ = weak 5♥ + 4♠

2♠ = 5♠ + 4♥ INV

2NT = 8-9 hcp

3♣ = ASK (3♦ = 4+ cards ♦; if both minors, bid 3 cards major; 3NT = 4+ cards ♣)

3♦ = NAT GF

3♥ = 5♠ + 4♥

3♠ = 4♠ + 5♥

After 1NT-2♣-2♦-3♣: 3♦ = 4 cards in ♦, 3♥ = 2344, 3♠ = 3244, 3NT=4+♣, 4♣/4♦ = 6+ max

After 1NT-2♣-2H-3♣: 3♦ = 4 cards in ♦, 3♥=3433, 3♠ = 4 cards in ♠, 3NT=4♣

After 1NT-2♣-2S-3♣: 3♦ = 4 cards in ♦, 3♠=4333, 3NT= 4 ♣

After 1NT – 2♦/2♥, opener may bypass transfer

2NT: 3-card support with Ax or Kx.

3x: 3-card support with xx in suit bid

3♥/3♠: 4-trumps super maximum

After Jacoby TRF, 4NT is quantitative

After Texas TRF, 4NT is RKCB (0314)

1NT	2♠	Responder wishes to inquire about the holding in the Minor suits.
3♣		Opener has a 4-card Club suit.
3♦		Opener has a 4-card Diamond suit.
3♥		Opener has both 4-card Minor suits and shows a control in Hearts.
3♠		Opener has both 4-card Minor suits and shows a control in Spades.
2 NT		Opener indicates interest in a possible Minor suit slam.
3 NT		Opener indicates no interest in a Minor suit slam.
3♥ or 4♥		Responder shows a singleton in Hearts; the level is dependent.
3♠ or 4♠		Responder shows a singleton in Spades; the level is dependent.

Note 7: After 1m - 1M, Opener jump to 2NT = 18 - 19 HCP, BAL, responder bids

3♣: trf to 3♦, then 3M = signoff, 3NT = mild slam try in clubs.
3♦: checkback
3♥: 6-card after 1♥; 5-5 after 1S♠
3♠: 6-card after 1♠; 5♥, may have 4♠ after 1♥, good hand

Note 8: After 1♣ - 1♦, Opener jump to 2NT = 18 - 19 HCP, BAL, responder bids

3♣: trf to 3♦, then 3M = shortage, 3NT = mild slam try in clubs.
3♦: check back
3♥/3♠: Natural, longer diamonds

Note 10: Defence against multi 2D

DBL: 13- 15 BAL or 18+, 2NT response = Relay, 10+
3♥ = ♦ + ♣
3♠ = ♠ + m
4♣ = ♣ + ♥
4♦ = ♦ + ♥