DEFENSIVE AND COMPETITIVE BIDDING		L	EADS AND SIGNA	LS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEA					
May be light if good suit or good shape		Lead		In Partner's Suit	CATEGORY: Blue	
Responses: 2/1 Constructive NF	Suit	3 rd from ever	n, lowest from	Count	COUNTRY: SINGAPORE	
Jump 2NT = limit+ raise; Jump CUEBID = mixed raise	NT	2/4		Count	PLAYERS: <u>LAM</u> Cheng Yen – <u>FONG</u> Kien Hoong	
	Subseq	Attitude		Attitude		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
2nd position 15-18→ system on	Lead	Vs. Suit		Vs. NT	1	
th position 12-16 → system on	Ace	Ace or AK+		AK+; ask attitude	GENERAL APPROACH AND STYLE	
	King	KQ+		KQ109+, AKJ10+; ask unblock	Precision, 1 ♠ = 16+	
	Queen	QJ+, Qx		QJ+, AQJx+	5-card Major	
	Jack	J10+, Jx, HJ10	0	J10+, HJ10+	1NT opening: 14-16 hcp (1 st -3 rd seat), 15-17(4 th seat) bal /semi-bal	
IUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, H109+		109x+, H109x+,10x	2 over 1 responses = GF	
Weak jump	9	9x		H98(+),98+		
· · ·	Hi-X	xxXx, xxXxxx		xXx, xXxx		
Reopen : vs 1M opening, 2NT = 17-19 BAL (SYS ON). 2M = abt 10-13	Lo-X	xxX, xxxxX, xx	xxxxX	HxxX(+)		
, ,	SIGNALS IN O	RDER OF PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		rtner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
• /•/•/• - 2•/•/•/•=Michaels	1 U/	D att	U/D count	Low=enc	2 ♦= 11-15, (34)15, 4414 or 4405	
V /♠ - 3 V /♠ = Ask stop	Suit 2 U/	D count	S/P	Std count	3NT opening = Gambling	
	3 S/F)		S/P		
		D att	Reverse Smith	Low=enc		
/S. NT (vs. Strong/Weak; Reopening)	NT 2 U/	D count	U/D count	Std count		
(= Penalty	3 S/F)	S/P	S/P		
2♠ = both majors	Signals (includ	ding Trumps): std r	emainder count			
♦= single suit M	Reverse Smith					
2	1					
			DOUBLES			
vS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOL	JBLES (Style; Respo	onses; Reopening)		
.♥/2♠/3♥/3♠ - 4♠/♦ = OM - 5+♣/♦	Distributional	or any strong han	d			
	Reopening: 84	+ hcp				
S. ARTIFICIAL STRONG OPENINGS						
trong 1♠: Dbl= majors 1nt = minors	SPECIAL, ARTI	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			SPECIAL FORCING PASS SEQUENCES	
Support X and XX up to 2♥					Opponents interference after GF sequences	
	SOS XX					
OVER OPPONENTS' TAKEOUT DOUBLE	Snapdragon X	[
(X = 9+						
ruscott over 1M opening						
· · · · · · · · · · · · · · · · · · ·				<u> </u>	PSYCHICS: rare	

	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
14	Х	0	4♥	ART, F1, 16+	1 ◆ = 0.7 hcp; 1 ♥ = 8.11 hcp any; 1 ♠ / 1 NT / 2 ♠ / 2 ♦ = ♠ / ♥ / ♠ / ♦ 5 + 1.12 + hcp; 2 ♥ = 14 + hcp bal; 2 ♠ = any 4441, 12 + hcp 3 ♠ / 3 ♦ / 3 ♥ / 3 ♠ = 12 + hcp, semi-solid ♦ / ♥ / ♠ / ♠ / ♠	1 - -1 -1 -1 M = 4+, F1	1 ♦ = 0.7 hcp; 1 ♥ = 8.11 hcp any; 1 ♠ / 1 NT / 2 ♠ / 2 ♦ = ♠ / ♥ / ♠ / ♦ 5 + , max		
1.	х	2	4♥	11-15, 2+♦	1♥/♠=nat4+, F1; 1NT=6-11hcp, NF; 2♠=5+♠, GF; 2♠=♦ or BAL GF; 2♥=5+♠, 4♥, NF; 2♠=5+♠, 4♥, invite; 2NT=11-12hcp BAL; 3♠/♦=nat invite; 3♥/♠=weak	2way checkback Help-suit game tries	Transfer advances over 1 ◆ -(X) Transfer advances over 1 ◆ -(1 ♥)		
1♥		5	4♥	11-15 hcp	1NT=SF; 2 \spadesuit =GF, \spadesuit or bal; 2 \spadesuit / \blacktriangledown = nat GF 2 \spadesuit =6+ \spadesuit invite; 2NT=4+ \blacktriangledown GF; 3 \spadesuit =11-13 3 \blacktriangledown ; 3 \spadesuit =10-11 4+ \blacktriangledown ; 3 \blacktriangledown =4 \blacktriangledown mixed raise; 3 \spadesuit =pre; 3NT/4 \spadesuit / \spadesuit = short \spadesuit / \spadesuit / \spadesuit	2way checkback 1♥-2x-2♥=catch-all 1♥-2x-2NT=6+♥	2 ∲ Drury		
1•		5	4♥	11-15 hcp	1NT=SF; 2♠=GF, ♠ or bal; 2♠/♥=nat GF; 2NT=4+♠ GF; 3♠=11-13 3♠; 3♠=10-11 4♠; 3♥=6+♥inv; 3♠=4♠ mixed raise; 3NT/4♠/♦= short ♥/♠/♠; 4♥=to play	2way checkback 1♠-2x-2♠=catch-all 1♠-2x-2NT=6+♠	2 ∳ Drury		
1NT			4♥	(1 st to 3 rd seat)14-16 (4 th seat) 15-17 bal or semi-bal, may have 5M	2♠=Stayman; 2♠/♥=Transfers; 2♠=range askor ♠; 2NT= asking for 5card M; 3♠=♦ Transfer; 3♦=55m GF; 3♥/♠=short (31)(54); 4♦/♥=Transfer♥/♠				
2♣		6	4♥	11-15hcp, 6+ ♣	2 ♦=asking;2 ♥/2 ₱=nat NF; 2NT=relay 3 ₱, to play or 2suit GF; 3 ₱=relay 3 ₱, to play or 1suit GF; 3 ₱/♥/ ₱ = nat6+, inv	2♠-2♦-2♥ = any 4 card major, 2♠=ask; 2♠= UNBAL max; 2NT=BAL max; 3♠=min; 3♦= 4+♦ max; 3♥/3♠= 6♣/5M min			
2♦	Х	0		11-15 hcp, (34)15, 4414 or 4405	2♥/2♠/3♠ = to play 2nt = asking	2 ♦ -2NT-3 ♣ = any min; 3 ♦ =4414max; 3 ♥ /3 ♠ = (43)15 max; 3NT = 4405 max			
2♥♠		5		Aggressive (NV) ,sound (V)	2M+1 = ask short 2♥-2NT = 5+ spades F1				
2NT				Good 19-21 bal or semi-bal, may have 5M	3♠ = Puppet stayman;3♦/♥= TRF 3♠ = Puppet to 3NT (both minors or 1 minor SI) 4♦/♥=Transfer♥/♠				
3 ♣♦♥ ♠		6 (7)		Aggressive (NV) ,sound (V)	New suit =F1	HIGH LEVEL BIDDING			
3NT	Х			7+ solid in 1 Minor (7/8 winners)depending on vuln	4/5/6 ♣ :P/C, 4♦=asking short	RKCB 1430 D1P0, DOPE 5♠/5NT = specific K ask			
4 ♣♦♥ ♠		7		Pre-emptive					