DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Aggressive 1 level. Aggressive 2 level NV, sound 2 level V.

Responses: new suit – F1; Cuebid – 10+; Jump raise PRE

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

Direct: 15-18, responses as per 1nt opening

Balancing: 11-14, systems off

Sandwich 1NT if passed hand (54+ 2 Unbid Suits)

JUMP OVERCALLS (Style; Responses; Unusual NT)

PRE

Unusual 2NT = lower 2 unbid suits

Reopen: Jump overcall INTER

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Michaels NV mini max; Vul 8+pts

VS. NT (vs. Strong/Weak; Reopening;PH)

X=Values, 2♣=both majors (54+) 2♦=6+ in unspecified major, 2M= M+m, 2NT=both minors

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

LEB after (WK 2) – Dbl – (P)

2NT = 16-18 Bal, 3NT = 19+

Leaping Michaels

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs Strong 1♣ and 2♣ opening, X = MM, NT = mm

OVER OPPONENTS' TAKEOUT DOUBLE

XX = 10+

Truscott if 1M opening

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd / 5th	3rd / 5th
NT	2nd/4th	3rd / 5th
Subseq	Attitude	

Will lead high from xxx if supported partner's suit

Lead of A/Q for Att, K for count/unblock.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A or Ax or AK+	AK+; ask attitude
King	KQ+ or AK	KQ109+, AKJ10+; ask unblock
Queen	QJ+, Qx	QJ+
Jack	J10+, Jx	J10+, AQJ10+
10	10x, HH109+	109x+, HH109x+,10x
9	9x	H98(+),98+
Hi-X	Xx	Xxx, Xx
Lo-X	xxXxX, HxXxX	HxxX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	STD att	STD count	S/P
Suit 2	STD count	S/P	STD count
3	S/P		
1	STD att	Reverse Smith	S/P
NT 2	STD count	STD count	STD count
3	S/P	S/P	

Signals: STD count & att

Trump echo = int to ruff. Rev smith echo in NT

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style: Aggressive

Responsive X after RHO raises

Aggressive when short in opponents' suit

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support X/XX through 2M

Snapdragon X

W B F CONVENTION CARD

CATEGORY: GREEN

NCBO: SINGAPORE CONTRACT BRIDGE ASSOCIATION

PLAYERS: GOH YOU YI & WU XINYUE

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1. Convenient minor, 5+ majors

Most sound at unfav vul, aggressive when fav vul

1NT opening: 15-17

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Gambling 3NT (9-15 HCP; O/S K possible)

1♥-1♠-2♣!/1M-1NT-2♣!: Forcing no trump relays (Gazzilli)

SPECIAL FORCING PASS SEQUENCES

Opponents interference after GF sequences

1x- (Dbl) – Rdbl, F pass to 2NT

Opponents interference after our 1NT openings and RESP makes a values dbl, F pass to 2S

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21HCP	1M may bypass 4+♦s; 1NT = 6-9; 2NT=10-12, jumps = weak jump shifts	After 1m-2m; 2NT and 3m are min NF, others GF showing stopper After 1m-1M-1NT, 2-way checkback	
1♦		3	4♥		As per 1♣ except 2♥=4♥ 5+♠ 6-9	As per 1♣	
1♥		5	4♦	11-21HCP	1NT=SF, 2♣/2♦=3+ GF, 2♥=constructive raise, jumps=inv jump shifts, 2NT=4+♥ Lim+, 3♠=Ambi splinter, 3NT/4♣/4♦=void splinter in ♠/♣/♦	After 1M-1NT, 2♣ = Gazzilli, see Note 1 After 1M-2m, 2M catchall, 3x = 55 After 1M-2NT, step responses: 1st=min, 2nd=GF, 3rd=xtra trump no short, 4th=5422, 3NT=18-19, 4x=good 5+side suit; relay asks for feature (shortness/side suit etc.)	2♣ Drury = 10-11 3+ ♥
1♠		5	4♥	11-21HCP	1NT=SF, 2♣/2♦=3+ GF, 2♥ =5+ GF, 2♠=constructive raise, jumps=inv jump shifts, 2NT=4+♠ Lim+, 3NT=Ambi splinter, 4♣/4♦/4♥=void Splinter	As per 1♥	2♣ Drury = 10-11 3+ ♠
1NT				15-17 bal or semi bal	2♣=stayman; 2♦/♥=Transfers; 2♠=bal invite or 6+♣; 2NT=ask 5 card M; 3♣=relay 3♦; 3♦=55m GF; 3♥/♠=short (31)45; 4♦/♥=TRF♥/♠	After 1NT-2♠, 2NT=min, 3♣=max After 1NT-2NT: 3♣=no 5M, 3♥ = 5♥, 3♠/NT=5♠3/2♥ After 1NT-3♦, 3♥=ask short -> 3♠/NT=short ♥/♠	
2♣	✓			19+ single suit 4 losers or 22+ any	2♦ = 0-7 or 11+ waiting, 2M=KQxxx or better, 2NT = 8-10	After 2♣-2♦-2♥ relay to 2♠: 2NT=25+ BAL, 3♣/♦/♠=5♥-4+♣/♦/♠, 3♥=6+♥ After 2♣-2nt, 3♣ = asking for 4 card major	
2♦♥♠		6		Aggressive (NV) ,sound (V)	2NT Ogust, New suit F1		
2NT				Good 19-21 bal or semi bal	3♣=muppet stayman, 3/4♦/♥= TRF 3♠=puppet to 3NT	After 2NT-3♣: 3♦=4M, 3♥ = no 4M (3♠=xfer 3NT, 3NT=5♠4♥), 3♠=5♠, 3NT=5♥ After 2NT-3♠-3NT, 4♣ = 5♣4♦ SI; 4♦=5♦4♣ SI; 4♥=55 minors SI; 4♠=6♣ SI, 4NT=6♦ SI, 5♣ = weak 55 or 65	
3♣♦♥♠		6(7)		Aggressive (NV) ,sound (V)	New suit F1		
3NT	✓			Solid Minor, Gambling	4/5/6♣:P/C		
4♣♦♥♠		7		Pre-emptive			
4NT	✓			55+♣/♦			
						HIGH LEVEL BIDDING	
						RKCB 1430	
						D0P1, DEPO	
						2nd step non signoff bid after RKCB = specific K ask	