

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 Level 8+ HCP (usually) 5+ cards
2 Level 12+ HCP, 5+ cards
Reopening generally light
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd Seat: 15-18HCP balanced
4 th Seat: 15-18 HCP unpassed, Sandwich if passed
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump Overcalls: Weak
Unusual NT: Either 11- or 16+
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid: Michaels (Either 11- or 16+)
3 level Cue-bid: Ask for stop
VS. NT (vs. Strong/Weak; Reopening;PH)
2C: Both majors, 54+
2D/H/S: Nat
X= penalty, top of opponent opening range
Reopening: same as before
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X: Takeout until 3S
2NT: 15-18 HCP
3 Level Cue-bid: Ask for stop
Leaping Michaels over 2-level Major preempt
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS Artificial 1C: 1NT: M+m, X= Both majors or both minors
VS Strong 2C: 2NT: Both minors, X = Both majors
OVER OPPONENTS' TAKEOUT DOUBLE
1NT: 7-11HCP, 3+ support. 2M: 0-6HCP, 3+support
XX: 10+ HCP
2NT: 11+HCP, 4+support
All other bids: System on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	0/1/3/5	0/1/3/5	
NT	0/1/4	0/1/4	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax	AKx(x)	
King	AKx, KQ(x), KQJ(x)	AKJ(x), KQ(x), KQJ(x)	
Queen	KQ(x), QJx, QJT(x),	KQ(x), QJx, QJT(x), AQT(x)	
Jack	Jx, JTx, JT9(x), KJT(x), AJT(x)	JTx, JT9(x), AJT(x), KJT(x)	
10	Tx, T9x	AT9x, KT9x, QT9x, T9x	
9	9x	9x	
Hi-X	Xx, xXxx	Xx, xXxx	
Lo-X	xxX, xxxxX	xXx, xxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Odd/Even
Suit 2	Att	Suit Pref	
3	Suit Pref		
1	Att	Reverse Smith Echo	Odd/Even
NT 2	Count	Count	
3	Suit Pref	Suit Pref	
Signals (including Trumps): Standard COUNT, Reverse ATT, Odd/Even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout doubles generally light if shapely			
1 level response: 8-HCP, 4+suit			
2 level response: 8+ HCP, 4+ suit			
Reopening double generally light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support double and redouble			
Negative double			
Responsive double			
Lightner double			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker NCBO: Singapore Contract Bridge Association PLAYERS: Ryan Lee & Gao Heng EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard 2/1
Light overcalls with shape
Over 1M: 3C=7-9HCP, 4+supp/3D=10-11HCP, 4+supp/3M=0-6, 4+supp
Weak Jump Shifts
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels Cuebid, Unusual 2NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Defense Over Multi 2D: Dbl=13-15 Bal; Bid= Natural; 2NT=16-19 Bal
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	11-21HCP, 3+C, longer C than D or 3-3	1D/H/S: 4+D/H/S, 6+HCP, 2C: 10+ HCP, 4+C 2D/H/S: 6+ D/H/S, 0-4 HCP 3C: 5+C, 0+ HCP		
1♦		3	3S	11-21HCP, 4+D, unless 3D&2C	1H/S: 4+H/S, 6+HCP, 2D: 10+ HCP, 4+D 2C: 2/1 GF 2H/S: 6+ H/S, 0-4 HCP		
1♥		5	3S	11-21HCP, 5+H	1S: 4+S, 6+HCP 1NT: 6-11HCP 2C/D: 2/1 GF 2H: 7+HCP, 3+H 2NT: 4+H, 12+HCP 3C/D/H: 4+H, 7-9/10-11/0-6 HCP	1H-1NT-2C!: Gazzilli, 17+ or 11+ with clubs 1H-1NT-2C-2D!: 8+ HCP, any 1H-1NT-2C-2D-2S: 11+ with clubs	
1♠		5	3S	11-21HCP, 5+S	1NT: 6-11HCP 2C/D/H: 2/1 GF 2S: 7+HCP, 3+S 2NT: 4+S, 12+HCP 3C/D/S: 4+S, 7-9/10-11/0-6 HCP	1S-1NT-2C!: Gazzilli, 17+ or 11+ with clubs 1S-1NT-2C-2D!: 8+ HCP, any 1S-1NT-2C-2D-2S: 11+ with clubs	
INT				(14)15-17HCP, balanced	2C: Stayman 2D/2H: transfer 2S: range ask/club transfer 2NT: both minors/diamond transfer 3C/D: 6+C/D, invite 4D/H: 6+H/S	1NT-2C-2H/S: 4+H/S Superaccept for M transfer, 4+M, 16+HCP	X for opps two suited overcall= penalty interest in at least 1 suit X for single suited overcall= takeout 2NT lebensohl= transfer to 3C
2♣	✓			22+HCP, any hand or 18+HCP, single suited, 4- losers	2D: waiting 2H/2S/2NT/3C: 8+HCP, 5+H/S/C/D	2C-2D-2NT: 22-23HCP 2C-2D-2H: kokish relay, 2S forced	Over opps overcall, x=0-4HCP, pass=4+HCP
2♦/♥/♠		5	3S	Natural 5+♦/♥/♠	2NT: asking 3C: Natural 6+	After 2D-2NT: 3C = weak suit weak pts, 3D = weak suit good pts, 3H = good suit weak pts, 3S = good suit good pts After 2M-2NT: 3X = shortness	After X, all nf
2NT				20-21HCP, balanced	3C: puppet stayman 3D/3H: transfer to M 3S: minor stayman 3NT: to play		X = takeout opps suit
3♣/♦/♥/♠		6		C/D/H/S preempt	New Suit F1		
3NT	✓	6		Gambling, 6+ minor suit	4C/5C: p/c 4D: Ask shortness 4NT: bid minor		
4♣/♦/♥/♠		7		C/D/H/S preempt			
						HIGH LEVEL BIDDING	
						RKCB 1430	