Control Signate Processing Processing Processing Control Processing Control Processing Control Processing Control Processing Control Processing Control Processing	DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS							
Substract Subs	OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE					WBF Convention Card		
Regional Jung ratio = Percentative Curbin = Forting character protection School 2nd/4th	Can be light at 1-level, sound at 2-level. Can be lead directing		Lead		in Partner's Suit				
Subset Forcing Coubid = F	opposite passed partner	Suit	it 3rd/5th		3/5 if unsupported. Att if supported		Category: GR	EEN	
New sup. – forcing New sup. – forcing Lex	Responses: Jump raise = Preemptive	NT	2nd/4th 2nd/4th		n	Country: SINGAPORE			
Multi-landy over (tim - (tim) Multi-landy over (tim) Multi	Cuebid = Forcing; does not promise support	Subseq	seq 2nd/4th		2nd/4th		Event:	ALL	
Lead Va.Sult Va.NT	New suit = forcing	Other:	Other: A for Att, K for Count/Unblock				Players: JAZLENE <u>ONG/GIDEON TAN/ONG</u> JIN XIANG		
NOT OVERCALL (2nd/4th Livey Responses; Reopening)	Multi-landy over (1m) - (1N)	LEADS		As of - 30th November 2024					
And Position: 15-18 King	Add a King in balancing seat	Lead	Vs.Suit		Vs. NT		SYSTEM SUMMARY		
## Destroin: 12-15 minor, 14-16 mignor All responses as per INT opening All responses as per INT o	1NT OVERCALL (2nd/4th Live; Responses; Reopening)	Ace			AKx(+), Ax(+)		GENERAL APPROACH AND STYLE		
All responses as per 1NT opening Sandwint (54+ other 2 usits) if aiready passed, except when 10 10 17, 194(+), H194(+), Tx 17, 194(+), H194(+), Tx 19, 194(+), H194(+), H194(+	2nd Position: 15-18	King	AK(+), KQx(+), Kx		AK(+),	KQ(+), Kx	Natural, 5-card Majors		
Sandwich (54+ other 2 suits) if already passed, except when 9 9, 96(+)	4th Position: 12-15 minor, 14-16 major	Queen	QJ(+), Qx		QJ(+),	KQ(+), Qx	Better Minor		
Sandwich (54+ other 2 suits) if already passed, except when 9 9, 96(+)	All responses as per 1NT opening	Jack					NF 1NT after 1	M opening	
Number N		10							
And Position: Natural Preemptive 4th Position: Natural 12-15HCP, 6+ card suit 4th Position: Natural preempt 4th Position: Natural preempt 5th Indiverse 2 suits 5th Indiverse 3 suits 2 suits 5th Indiverse 3 suits	balancing (natural)	9	9x, 98(+)		9x, 98(-	+)			
2nd Position: Natural Preemptive Lo-x xX, xxxxxS HxxXS 2 O VER 1 Responses: Better minor 4th Position: Natural 12-15HCP, 6+ card suit SEPECIAL BIDS THAT MAY REQUIRE DEFENCE Wide-ranging opposite passed partner 2 Partner's Lead Declarer's Lead Discarding 2 C opening = 21-balanced/19 + HCP, 4-loser single suited/21 + HCP, 2-suited Unusual 2NT: 19-21 HCP 2nd S/P 1 H = Odd 1 H = Even 4NT opening = Pick minor Direct cuebid: Michaels, 55+ 3rd VI. 1st Lo = ENC Hi = Even Transfer over 1M-X for 2M-1 showing bad or game forcing raise 3-level jump cuebid (minor): Natural preempt 2nd Hi = Odd I H = Even 4 H = Even 4 H = Odd Hi = Even 4 H = Even 4 H = Odd Hi = Even 4 H	JUMP OVERCALLS(Style; Responses; Unusual NT)	Hi-x	Sx, xxSx				1NT Openings	: 15-17 (may include good 14+ and may have shortness/offshape)	
Wide-ranging opposite passed partner Partner's Lead Declarer's Lead Discarding 2C opening = 22+balanced/19+ HCP, 4-loser single suited/21+ HCP, 2-suited	2nd Position: Natural Preemptive	Lo-x xxS, xxxxS				2 OVER 1 Resp	ponses: Better minor		
Unusual 2NT: 55+ in lower 2 suits Reopening 2NT: 19-21 HCP 2nd S/P 3nd Lo ENC Hi = Odd Lo ENC Transfer over 1M-X for 2M-1 showing bad or game forcing raise Transfer over 1M-X for 2M-1 showing bad or game forcing	4th Position: Natural 12-15HCP, 6+ card suit	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
Reopening 2NT: 19-21 HCP DRECT and JUMP CUE BIDS (Style; Responses; Reopening) Direct cuebid: Michaels, 55+ NT: 1st	Wide-ranging opposite passed partner		Partner's Lead	Declarer's I	Lead	Discarding	2C opening = 2	22+balanced/19+ HCP, 4-loser single suited/21+ HCP, 2-suited	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening) Direct cuebid: Michaels, 55+ NT: 1st Lo = ENC NT: 1st Lo = ENC Hi = Odd Lo = ENC 3-level jump cuebid (minor): Natural preempt 3-level jump cuebid (major): Asks for stop 3-level jump cuebid (major): Asks for stop 3-level jump cuebid (major): Asks for stop 3-level jump cuebid of a major: GF with fit 5-level jump si possible (Hi = Higher suit). We switch 2/4 VS. NT (vs. Strong/Weak; Reopening; PH) Multi-Landy: X = points, 2C = majors, 2D = one major, 2H = H+minor, 2S = S+minor, 2NT = both minors Same over 2NT & 3NT openings VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) Leaping/non-leaping michaels (16+ HCP) Leaping/non-leaping michaels (16+ HCP) SPECIAL FRIFTICIAL AND COMPETITIVE DOUBLES/REDOUBLES VS. ARTIFICIAL STRONG OPENINGS Over strong 1C: X = majors, 1NT = minors And I = Odd Hi = Odd Hi = Odd Hi = EVEN Hi = Odd Hi = EVEN Hi = Odd Hi = EVEN Hi = EVEN Hi = EVEN Fransfer over 1M-X for 2M-1 showing bad or game forcing raise Transfer over 1M-X for 2M-1 showing bad or game forcing raise Transfer over 1M-X for 2M-1 showing bad or game forcing raise Transfer over 1M-X for 2M-1 showing bad or game forcing raise Hi = Odd Hi = EVEN Style = EVEN Style = EVEN Style = EVEN Style = EVEN Transfer over 1M-X for 2M-1 showing bad or game forcing raise Transfer over 1M-X for 2M-1 showing bad or game forcing raise Transfer over 1M-X for 2M-1 showing bad or game for cing raise Hi = Odd Hi = EVEN Style = EVEN	Unusual 2NT: 55+ in lower 2 suits	Suit:1st	Lo = ENC	Hi = Odd		Lo = ENC	3NT opening = Gambling		
Direct cuebid: Michaels, 55+ NT: 1st Lo = ENC Hi = Odd Lo = ENC 3-level jump cuebid (minor): Natural preempt 2nd Hi = Odd Hi = Even 3-level jump cuebid (major): Asks for stop 3rd Signals (including Trumps): 2NT after partner has opened 1 of a major: GF with fit Signals (including Trumps): 2NT after partner has opened 1 of a major: invitational with fit SyP in trumps if possible (Hi = Higher suit). We switch 2/4 Sy. NT(vs. Strong/Weak; Reopening;PH) Multi-Landy: X = points, ZC = majors, ZD = one major, Harbor DOUBLES General Style = Sound Same over 2NT & 3NT openings Major oriented VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) Responses: Cue = Forcing to 3NT, New suit = 0-8, Jump = 9-13, INT = 7-10 Takeout doubles through 5C (X of 5C is takeout) Leaping/non-leaping michaels (16+ HCP) Leaping/non-leaping michaels (16+ HCP) SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES SPECIAL FORCING PASS SEQUENCES After explicit GF sequence except when favourable VS. ARTIFICIAL STRONG OPENINGS Over strong 1C: X = majors, 1NT = minors Snapdragon double	Reopening 2NT: 19-21 HCP	2nd	S/P			Hi = Even	4NT opening =	Pick minor	
3-level jump cuebid (minor): Natural preempt 2nd Hi = Odd Hi = Even 3-level jump cuebid (major): Asks for stop 3rd 3rd 3rd 3rd 3rd 3rd 3rd 3r	DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	3rd					Transfer over 1	M-X for 2M-1 showing bad or game forcing raise	
3-level jump cuebid (major): Asks for stop 3rd Cuebid after partner has opened 1 of a major: GF with fit Signals (including Trumps): 2NT after partner has opened 1 of a major: invitational with fit S/P in trumps if possible (Hi = Higher suit). We switch 2/4 VS. NT(vs. Strong/Weak; Reopening;PH) DOUBLES Multi-Landy: X = points, 2C = majors, 2D = one major, 2H = H+minor, 2S = S+minor, 2NT = both minors General Style = Sound Same over 2NT & 3NT openings Major oriented VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) Takeout doubles through SC (X of SC is takeout) Leaping/non-leaping michaels (16+ HCP) SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES SPECIAL FORCING PASS SEQUENCES Leb on after doubles, 2NT = 15-18, 3NT = to play Support double/redouble if suit available to bid at 2 level After explicit GF sequence except when favourable VS. ARTIFICIAL STRONG OPENINGS Over strong 1C: X = majors, 1NT = minors Ard Doubles including Trumps): Signals (including Trumps): Si	Direct cuebid: Michaels, 55+	NT: 1st	Lo = ENC	Hi = Odd		Lo = ENC			
Cuebid after partner has opened 1 of a major: GF with fit 2NT after partner has opened 1 of a major: invitational with fit 2NF in trumps if possible (Hi = Higher suit). We switch 2/4 VS. NT(vs. Strong/Weak; Reopening; PH) DOUBLES Multi-Landy: X = points, 2C = majors, 2D = one major, 2H = H+minor, 2S = S+minor, 2NT = both minors General Style = Sound Major oriented VS. PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) Takeout doubles through 5C (X of 5C is takeout) Leaping/non-leaping michaels (16+ HCP) Leb on after doubles, 2NT = 15-18, 3NT = to play Septimental Support double through 3S (X of 3S is negative) Over strong 1C: X = majors, 1NT = minors Signals (including Trumps): Signals (including T	3-level jump cuebid (minor): Natural preempt	2nd	Hi = Odd			Hi = Even			
2NT after partner has opened 1 of a major: invitational with fit VS. NT(vs. Strong/Weak; Reopening;PH) DOUBLES Multi-Landy: X = points, 2C = majors, 2D = one major, ZH = H+minor, 2S = S+minor, 2NT = both minors General Style = Sound Major oriented VS. PREMPTS(Doubles; Cue-bids; Jumps; NT bids) Responses: Cue = Forcing to 3NT, New suit = 0-8, Jump = 9-13, 1NT = 7-10 Takeout doubles through 5C (X of 5C is takeout) Leaping/non-leaping michaels (16+ HCP) Leb on after doubles, 2NT = 15-18, 3NT = to play VS. ARTIFICIAL STRONG OPENINGS Over strong 1C: X = majors, 1NT = minors SPECIAL, and coubles through 3S (X of 3S is negative) Snapdragon double	3-level jump cuebid (major): Asks for stop	3rd							
VS. NT(vs. Strong/Weak; Reopening;PH) Multi-Landy: X = points, 2C = majors, 2D = one major, TAKEOUT DOUBLES(Style;Responses;Reopening) 2H = H+minor, 2S = S+minor, 2NT = both minors General Style = Sound Same over 2NT & 3NT openings Major oriented VS. PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) Responses: Cue = Forcing to 3NT, New suit = 0-8, Jump = 9-13, 1NT = 7-10 Takeout doubles through 5C (X of 5C is takeout) Leaping/non-leaping michaels (16+ HCP) SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES SPECIAL FORCING PASS SEQUENCES Leb on after doubles, 2NT = 15-18, 3NT = to play VS. ARTIFICIAL STRONG OPENINGS Negative double through 3S (X of 3S is negative) Over strong 1C: X = majors, 1NT = minors Snapdragon double	Cuebid after partner has opened 1 of a major: GF with fit	Signals ((including Trumps):						
Multi-Landy: X = points, 2C = majors, 2D = one major, 2H = H+minor, 2S = S+minor, 2NT = both minors Same over 2NT & 3NT openings Major oriented VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) Takeout doubles through 5C (X of 5C is takeout) Leaping/non-leaping michaels (16+ HCP) Leaping/non-leaping michaels (16+ HCP) Leb on after doubles, 2NT = 15-18, 3NT = to play VS. ARTIFICIAL STRONG OPENINGS Over strong 1C: X = majors, 1NT = minors NAKEOUT DOUBLES(Style;Responses;Reopening) Major oriented Major oriented Major oriented Seponses: Cue = Forcing to 3NT, New suit = 0-8, Jump = 9-13, 1NT = 7-10 SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES SPECIAL FORCING PASS SEQUENCES After explicit GF sequence except when favourable	2NT after partner has opened 1 of a major: invitational with fit	S/P in tr	umps if possible (Hi =	= Higher suit). \	We switch	th 2/4			
2H = H+minor, 2S = S+minor, 2NT = both minors General Style = Sound Major oriented VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) Responses: Cue = Forcing to 3NT, New suit = 0-8, Jump = 9-13, 1NT = 7-10 Takeout doubles through 5C (X of 5C is takeout) Leaping/non-leaping michaels (16+ HCP) SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES Leb on after doubles, 2NT = 15-18, 3NT = to play VS. ARTIFICIAL STRONG OPENINGS Negative double through 3S (X of 3S is negative) Over strong 1C: X = majors, 1NT = minors General Style = Sound Major oriented Major oriented PROPOSITIVE DOUBLES/REDOUBLES SPECIAL FORCING PASS SEQUENCES After explicit GF sequence except when favourable	VS. NT(vs. Strong/Weak; Reopening;PH)	DOUBLE	S						
Same over 2NT & 3NT openings Major oriented Responses: Cue = Forcing to 3NT, New suit = 0-8, Jump = 9-13, 1NT = 7-10 Takeout doubles through 5C (X of 5C is takeout) Leaping/non-leaping michaels (16+ HCP) SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES Leb on after doubles, 2NT = 15-18, 3NT = to play Support double/redouble if suit available to bid at 2 level VS. ARTIFICIAL STRONG OPENINGS Negative double through 3S (X of 3S is negative) Over strong 1C: X = majors, 1NT = minors Major oriented Responses: Cue = Forcing to 3NT, New suit = 0-8, Jump = 9-13, 1NT = 7-10 SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES SPECIAL FORCING PASS SEQUENCES After explicit GF sequence except when favourable	Multi-Landy: X = points, 2C = majors, 2D = one major,	TAKEOL	JT DOUBLES(Style;	Responses;Re	opening	3)			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids) Responses: Cue = Forcing to 3NT, New suit = 0-8, Jump = 9-13, 1NT = 7-10 Takeout doubles through 5C (X of 5C is takeout) SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES SPECIAL FORCING PASS SEQUENCES Leb on after doubles, 2NT = 15-18, 3NT = to play Support double/redouble if suit available to bid at 2 level After explicit GF sequence except when favourable VS. ARTIFICIAL STRONG OPENINGS Negative double through 3S (X of 3S is negative) Over strong 1C: X = majors, 1NT = minors Snapdragon double	2H = H+minor, 2S = S+minor, 2NT = both minors	General							
Takeout doubles through 5C (X of 5C is takeout) Leaping/non-leaping michaels (16+ HCP) SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES Leb on after doubles, 2NT = 15-18, 3NT = to play Support double/redouble if suit available to bid at 2 level VS. ARTIFICIAL STRONG OPENINGS Negative double through 3S (X of 3S is negative) Over strong 1C: X = majors, 1NT = minors Snapdragon double	Same over 2NT & 3NT openings	Major or							
Leaping/non-leaping michaels (16+ HCP) SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES Leb on after doubles, 2NT = 15-18, 3NT = to play Support double/redouble if suit available to bid at 2 level VS. ARTIFICIAL STRONG OPENINGS Negative double through 3S (X of 3S is negative) Over strong 1C: X = majors, 1NT = minors Snapdragon double SPECIAL FORCING PASS SEQUENCES After explicit GF sequence except when favourable	VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Respons	*						
Leb on after doubles, 2NT = 15-18, 3NT = to play Support double/redouble if suit available to bid at 2 level After explicit GF sequence except when favourable VS. ARTIFICIAL STRONG OPENINGS Negative double through 3S (X of 3S is negative) Over strong 1C: X = majors, 1NT = minors Snapdragon double	Takeout doubles through 5C (X of 5C is takeout)								
Leb on after doubles, 2NT = 15-18, 3NT = to play Support double/redouble if suit available to bid at 2 level After explicit GF sequence except when favourable Negative double through 3S (X of 3S is negative) Over strong 1C: X = majors, 1NT = minors Snapdragon double	1	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			LES/REDOUBLES	SPECIAL FOR	CCING PASS SEQUENCES		
VS. ARTIFICIAL STRONG OPENINGS Negative double through 3S (X of 3S is negative) Over strong 1C: X = majors, 1NT = minors Snapdragon double		Support	Support double/redouble if suit available to bid at 2 level			evel	After explicit G	F sequence except when favourable	
Over strong 1C: X = majors, 1NT = minors Snapdragon double									
	Over strong 1C: X = majors, 1NT = minors		7						
							IMPORTANT I	NOTES THAT DON'T FIT ELSEWHERE	

Judgement maybe used in all situations during bidding to upgrade/downgrade points or shape

We upgrade frequently when bidding NT

Psychics: Frequent

OVER OPPONENTS' TAKE OUT DOUBLE

XX strong, new suits at 2-level NF

Transfers over 1M-X for 2M-1

Inverted minors off

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	description	RESPONSES	subsequent auction	COMPETITIVE & PASSED HAND BIDDING
IC		3	5C	11-21 HCP	Inverted minors	XYZ, 4SF	
				Usually open IC if 3-3/4-4 in minors. Discretion to open ID allowed.	Weak jump shifts		
ID		3	5C	11-21 HCP	Inverted minors	XYZ, 4SF	
					Weak jump shifts		
IH/S		5	F.C.	II 31 II CD	NF INT (can pass with minimum and balanced)	A6 2/1 2NIT Babid =ball	D
111/3		3	5C	II-2I HCP	, ,	After 2/1, 2NT Rebid = catchall,	Drury
					2/I GF, 2C = catchall GF 2NT = 4+ support GF with shortness, 3C = 6-9 4+ support, 3D = 10-11 4+	3C asks for shortness, other bids show	
					support Support Gr with snortness, 3C = 6-7 4+ support, 3D = 10-11 4+	shortness	
INT			5C	15-17 Balanced. Can be off-shape.	Stayman, transfers, 2S = range ask, 2N = transfer to 3C,	Superaccept after transfer shows	Lebensohl; X = takeout if natural.
				6 card minor, singleton , (5422) shape allowed	3C = ask 5M,	values in suit bid	Over 2C (not showing both majors),
					3M = 3M IoM with 5-4 minors		X = stayman, system on.
							Else X = strength showing.
2C	✓			22+balanced/19+ HCP, 4-loser single suited/21+ HCP, 2-suited	2D = waiting. 2NT = 8-10 balanced. Suit = 5+ suit, 8+HCP	Kokish relays,	
						2C - 2D - 2S - 3C = 0-4 HCP	
2D				(5) 6+ natural preempt	Natural, New suit forcing. 2NT = ogust		
2H				(F) (I) which which is a second of the control of t	No. of No. of Code 2017 and		
2П				(5) 6+ natural preempt	Natural, New suit forcing. 2NT = ogust		
2\$				(5) 6+ natural preempt	Natural, New suit forcing. 2NT = ogust		
2NT				20-21 Balanced. Can be off-shape (same as INT)	Puppet stayman, transfers		
3C				6+ natural preempt	Natural, New suit forcing		
3D				(6) 7+ natural preempt	Natural, New suit forcing		
3H				(6) 7+ natural preempt	Natural, New suit forcing		
3S				(6) 7+ natural preempt	Natural, New suit forcing	High Level	Bidding
3NT	✓			Gambling	Natural	4NT = RK0	CB 1430
4C				(7) 8+ natural preempt	Natural	Voidwood 0314 only when	jumped or after splinter
4D				(7) 8+ natural preempt	Natural	Splint	
4H				To Play	Natural	Minor keycard	
4 S				To Play	Natural	Cuebids: Ist/2nd round control, Ist round only at 5-level and above	
4NT	✓			Pick a minor	Natural	Non-serio	
						D0P1/DOPE afte	r interference