

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Usually 8+ hcp for 1 level overcalls, 10+ hcp for 2 level overcalls
Reopening usually 10+ hcp
Cue by advancer = limit raise or better, may not have support if GF
New suit by advancer = 8+hcp (F1 unless passed hand), 1NT = 8-11 hcp
2NT after Major overcall = 10+ hcp with 4+ support
3m cue after 1M overcall = 6-9 hcp with 4+ support
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 hcp 2nd seat, 12-15 hcp in 4th seat (usually balanced)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak/Strong Unusual 2NT = 8- /16+ hcp, 5-5+
Weak jump overcall, usually 6+ card
Reopen: typically good 16+ hcp
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2m over 1m = 8-/16+ 5-5 majors
2M over 1M = 8-/16+ 5 other major + 5 unknown minor
1X - (3X) = asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
vs Strong NT = DONT
vs Weak NT = Multi Landy
In last seat, bids are natural except for 2♠/2♦ - showing unequal length majors and equal length majors respectively
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Against strong 1C: X = majors, 1NT minors, natural overcalls,
2NT - both minors, usually at least 6-5
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl is 10+ hcp, NF 2-level free bids
1NT after 1 major opening = 8-11 hcp 3+ support
Truscott 2NT, Fit jump over DBL of 1M

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	4th	3rd/5th	
Subseq	Same/Att	Same/Att	
Other: MUD from bad suit (no Honor)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax(+), ATT	AKJT(+); AQJT(+); CT/UB	
King	AKx(+); AK; KQx(+); Kx, CT	AKx(+); AK; KQT(+); KQJ(+), KQx(+), ATT	
Queen	KQ; QJx(+); Qx	QJx(+); QJ9(+); QJT(+), Qx	
Jack	Jx; QJ; JTx(+)	JTx(+); JT8x(+); JT9 (+)	
10	Tx; T9(+); KJT (+)	Tx; T9(+); KJT(+)	
9	9x; KJ9(+); KT9(+); 98(+)	9x; KJ9xx(+); KT9(+); 98(+)	
Hi-X	Sx; xSx(+)	Sx; xSx(+)	
Lo-X	HxS(+)	HxxS(+); HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att (Lo=En)	Count (Lo-Hi=Odd)	Suit pref
Suit 2	Count (Lo-Hi=Odd)	Count (Lo-Hi=Odd)	Count (Lo-Hi=Odd)
3	Suit pref	Suit pref	Count (Lo-Hi=Odd)
1	Att (Lo=En)	Count (Lo-Hi=Odd)	Suit pref
NT 2	Count (Lo-Hi=Odd)	Count (Lo-Hi=Odd)	Count (Lo-Hi=Odd)
3	Suit pref	Suit pref	Count (Lo-Hi=Odd)
Signals (including Trumps): standard count, reverse att, lavinthal discards			
Lavinthal Discards: Hi=En higher remaining suit, Lo=En lower remaining suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Prioritize length in unbid majors, primarily distribution showing if partner is a passed hand; Advancer's cuebid is F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL thru 3♠, Support DBL thru 2♥			
Responsive DBL thru 4♠, Cooperative DBL thru 3♥			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Singapore
PLAYERS: Kho Jie Min - Toh Zhen Huai
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF (except 1♠-2♣ 1 round force), 5 card major; semi-forcing 1NT after 1M openings, jacoby 2NT & bergen raises 3♠ - 6-9 HCP; 3♠ - 10-11 HCP; better minor
3rd/4th seat opening may be light
1NT 15-17 HCP, 2NT 20-21 HCP - both can have 5 card major
2♣ opening - strong
Multi 2♦ (weak 2 in a major, no strong option), Muiderberg 2♥/♠(5M-4+m, weak)
RKC 1430, Voidwood, Namyats
NEG DBL through 3♠, Support DBL through 2♥
Drury and fit jumps after 3rd/4th seat 1M openings;
2NT after 3rd/4th seat 1M openings shows both minors (usually up to bad 10 HCP, at least 5-5)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Switch bids over spade/club overcalls thru 3♠ - e.g. 2♦ shows hearts and 2♥ shows diamonds in 1♠-(1♠)-2♦/2♥
Reverse flannery - 1♠ - 2♦/ 1♦ - 2♥ = 5 spades, 4+ hearts 6-9 points
Multi 2♦
Muiderberg 2♥/2♠
Inverted Minors
Jacoby 2NT; Truscott 2NT
Michaels Cuebid; Unusual 2NT
SPECIAL FORCING PASS SEQUENCES
Pass/DBL Inversion: After 1x-(DBL)-RDBL, Opener's pass is forcing, DBL is T/O. Responder's subsequent DBL after opener's forcing pass is T/O
IMPORTANT NOTES
We play switch bids over 1♠/2♠/2♣/3♠ interference
PSYCHICS: Rare

OPENING	TICKET ARTIFICAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/♦		3	3♠	11 - 21 hcp, better minor	1M = 4+ M 6+ hcp; 1NT/2NT = 6-10/11-12 hcp 2m = INV minors-10+ hcp 4+m, 3m = 0-7 hcp, 5+m, 2♦/♥ = 5 spades, 4+ hearts, 6-9 hcp	After 2♣/♦, 2x = stopper-showing with extras; 2NT/3m = balanced min/unbalanced min; XYZ is on	Negative double Inverted minors is still on by cuebidding opponents' suit
1♥/♠		5	3♠	11 - 21 hcp	1♠ = 4+ spades, 6+ hcp; 1NT = forcing 6-11 hcp; 2♣ = natural or balanced GF 2♦ = natural GF 2M = simple raise, 6-9 hcp, 3+ card support 2NT = GF with 4+support 3♣ = 6-9 hcp 4+ support, 3♦ = 10-11 hcp 4+ support 3M = weak with 4+ support 3oM = 4+ support with unknown singleton, usually 10-13 hcp, next step asks 3NT = void oM, 4+ support, usually 10-13 hcp 4♣/♦ = void ♣/♦, 4+ support, usually 10-13 hcp	2-way game try after single raise - short-suit and long-suit game tries Responses after jacoby 2NT: 3♣ = any minimum 3♦ = extras with a singleton 3♥ = extras with a void 3♠ = moderate extras with no singleton 3NT = Significant extras with no singleton 4X = 5-card second suit with 2 of top 3 honors	1NT is semi-forcing if partner is passed 2♣ = drury, 3 card support 2NT = 5-5 + minors, < 10 hcp Jump bids are 4+ support with suit
INT				15 - 17 hcp, usually balanced, with rare exceptions (i.e. hands with singleton & rebid issues)	2♣ = Stayman; 2♦/2♥/2♠/2NT = TRF to 2♥/2♠/3♠/3♦ 3♣ = Puppet stayman, 3♦ = at least 5-5 minors, GF 3♥/3♠ = Splinter, 54+ minors, GF 4♣/4♦ = SA Texas TRF to ♥/♠, 4♥/♠ = TRF to ♣/♦ 4NT/5NT = quantitative	After stayman, 2♣ over 2♥ response = NF Smolen over 2♦ response SA Texas transfer is still on 3oM after 2♥/2♠ response = slam interest	Lebensohl after interference Double of opponents' suit is generally T/O DONT escapes if 1NT is doubled for penalty
2♣	√			Strong, 22+ hcp or 19+ hcp with 4 losers	2♦ = waiting, 4+ hcp, 2♥ = double negative, 2NT = hearts positive (8+ hcp with 2 of top 3 or 3 of top 5 honors in the suit), 2♠/3♠/3♦ = natural positive	(Kokish relay) 2♥ after 2♣ is relay to 2♠, subsequent 2NT = 25+ HCP 3♣ = ♥, 3♥/3♠/3♦ = 5+♥, 4+♠/♠/♠	Responder pass after interference shows 4+ hcp, X = double negative
2♦	√			Weak 2 in a major, 6-11 hcp	2♥/3♥ = P/C, 2♠ = Invite in hearts, 2NT = artificial ask, 4♣ = bid 1 lower of major, 4♦ = bid major	After 2NT, 3♣ = strong, relay to 3♦, 3♦ = weak ♥s, 3♥ = weak ♠s	Natural in last seat
2♥/♠				5♥s/♠s, 4+ unknown minor, 6-11 hcp	2NT = artificial ask, 3♣ = P/C 3♦ = invite+ with support for major, 3M/4M = to play	After 2NT, 3♠/♦ = ♠s/♠s, weak 3♥/♠ = ♠s/♠s, strong	
2NT				20-21 hcp, usually balanced, with rare exceptions (i.e. hands with singleton & rebid issues)	3♣ = Puppet stayman, 3♥/3♥ = Jacoby TRF to ♥/♠ 3♠ = Relay to 3NT, 3NT = 5♠s 4♥s 4♣/♦ = SA Texas TRF to ♥/♠, 4♥/♠ = 55+ minors, void ♥/♠, 4NT/5NT = quantitative	After puppet stayman: 3♦ = at least one 4-card major, 3♥/3♠ = 5 card major 3NT = no 4-card major	
3♣/♦/♥/♠		6		Weak, 6-11 hcp	4♦ = RKCB for ♣, 4♠ = RKCB for ♦/♥/♠		
3NT	√			Solid 7/8+♠s/♦s, usually without outside A/K	4♠/5♠ = P/C, Other non-jump suit bids are to play	HIGH LEVEL BIDDING	
4♣/♦	√	8		Namyats, solid ♥s/♠s with ≥1 outside control	4♥/♥ = have controls, interested in slam, 4M = signoff	Minorwood - 4♣/4♦	
4♥/4♠		7-8		To play, usually preemptive (6-11 hcp)		RKCB - 4NT, DEPO over interference	
4NT	√			Minors, usually 6-6+	Subsequent bids in minors are to play	Voidwood	
5♣/♦/♥/♠		8-9		To play, usually preemptive (6-11 hcp)		Responses to minorwood, RKCB and voidwood = 14/30 Subsequent responses are Q ask in trump suit/specific K ask/3rd round control asking if there is a jump	