

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

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	0/1/3rd/5th	0/1/3rd/5th	
NT	0/1/4th	0/1/4th	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), Ax, A	AKx(x), AKJT(x)	
King	KQ(x), KQJ(x), Kx, K	KQ(x), KQJ(x)	
Queen	QJx, QJT(x), Qx, Q	QJx, QJT(x)	
Jack	J, Jx, JT(x), JT9(x), KJT(x), AJT(x)	J, Jx, JT(x), JT9(x), KJT(x), AJT(x)	
10	T, Tx, T9x, QT9(x), KT9(x)	T, Tx, T9x, QT9(x), KT9(x)	
9	9x, 9	9x, 9	
Hi-X	Xx, xXxx	Xx, xXxx	
Lo-X	xxX, xxxX	xXx, xxxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Att	Count	Suit Pref
Suit 2	Count	Suit Pref	Count
3	Suit Pref		
1	Att	Count	Suit Pref
NT 2	Count	Suit Pref	Count
3	Suit Pref		
Signals (including Trumps): NT: Lo- Enc, Suit: Hi-Enc, Hi – Even			
Discards: O/E			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Takeout doubles generally light if shapely			
1 level response: 8-HCP, 4+suit			
2 level response: 8+ HCP, 4+ suit			
Reopening double generally light			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support double and redouble			
Negative double			
Responsive double			
Lightner double			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green /Blue /Red /HUM /Brown Sticker
<b>NCBO:</b> Singapore Contract Bridge Association
<b>PLAYERS:</b> Gao Heng & Nicole Xu
<b>EVENT</b> (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Standard 2/1, modified 2 Level Preempts
Light overcalls with shape
Over 1M: 3C=7-9HCP, 4+supp/3D=10-11HCP, 4+supp/3M=0-6, 4+supp
Weak Jump Shifts
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D!: Preempt in one M, 6+M weak
2H!: Both Majors, weak (44+ if non-vul, 54+ vul)
2S: S+m, weak 54+
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	5S	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: Weak jump shift 3C: Weak raise 1NT/2NT/3NT: 6-9/10-11/12+ HCP	1C-1D-1H/S: 11-17HCP, 4+M, 5+C	
1♦		3	5S	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: Weak jump shift 1NT/2NT/3NT: 6-9/10-11/12+ HCP	1D-1H-1S: 11-17HCP, 4+S	
1♥		5	5S	11-21HCP, 5+H	1S: 4+S, 6+HCP, 1NT: F1, 6-11HCP 2C/D: 2/1 GF 2H: 3+H, 6-10HCP 2NT: 4+H, bal, 12+HCP 3C/D/H: 4+H, 7-9/10-11/0-6 HCP	1H-1NT-2C: 2+C, 11-17HCP 1H-1NT-2NT: 18+ GF	
1♠		5	5S	11-21HCP, 5+S	1NT: F1, 6-11HCP 2C/D/H: 2/1 GF 2S: 3+S, 6-10HCP 2NT: 4+S, bal, 12+HCP 3C/D/S: 4+S, 7-9/10-11/0-6 HCP	1S-1NT-2C: 3+C, 11-17HCP 1S-1NT-2NT: 18+ GF	
1NT				(14)15-17HCP, balanced	2C: Stayman 2D/2H: transfer 2S: transfer to 2NT 2NT: invite to 3NT 3C/D: 6+C/D, invite 4D/H: Texas transfer	1NT-2S-2NT: -3C: C weak -3D: D weak -3H: C strong -3S: D strong	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/S: 5+H/S good suit 3C/D: 5+ C/D good suit	2C-2D-2H: kokish relay force 2S	Over opps overcall, x=0-4HCP, pass=4+HCP
2♦	✓	6	5S	Preempt in 1 major, 6+suit weak (except 4 <sup>th</sup> seat 6+ nat)	2H/2S/3H: p or correct 3C/D: C/D, F1 2NT: asking 3S: S, inv 4C: bid 1 step below M 4D: bid M 4H/S: nat, to play	2D-2NT-3C: min 2D-2NT-3C-3D!: ask -3H: S -3S: H 2D-2NT: -3D: mid H -3H: mid S -3S: strong H -3NT: strong S	After overcall, 3H/4H p or correct After X, system on

