

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive 1-level; Sound 2-level
Aggressive pre-empts
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Reopening 11-14 HCP; responses same as opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preemptive
Unusual 2NT: 2 lower suits
Reopen: Jump in suits = 10-15 HCP, 6+ suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels: 2 higher suits
1x – (3x) = asking for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Direct seat: Dbl=Penalty; 2♣=Majors; 2♦/2♥/2♠=natural;
2NT=minors
Reopening: responses same as direct seat
Passed Hand: Dbl=Minors 2♣/♦= ♣/♦ + 1 major, 2♥=Majors
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
LEB after (WK2x)-Dbl-(P)-
2NT: 16-19HCP Bal; 3NT: 20-23HCP Bal
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
NAT, x = majors, NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL= Points, 10+, usually no fit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	Attitude		
Other:			
<b>LEADS</b>			
Ace	AK+, Ax	AK+ AKJT	
King	AK, KQ+, Kx	AK, KQJ+	
Queen	QJ+, Qx	QJT+, Qx	
Jack	JT+, Jx	JT9+, Jx	
10	HJT+, T9+Tx	HJT+, Tx, T9+	
9	HT9+, 9x	HT9+, 9x	
Hi-X	Xx, xxX, xxXx	Xx, xxX, xxXx	
Lo-X	HxXx, xxX, xxXx, xxxX	HxXx, xxX, xxXx, xxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Suit Preference
Suit 2	Count	Attitude	
3			
1	Attitude	Count	Suit Preference
NT 2	Count	Attitude	
3			
Signals (including Trumps):			
Reverse Count, Reverse Attitude			
Lavinthal Discard, Reverse Smith			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape Emphasize M			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support DBL, Responsive DBL, Balancing DBL			

W B F CONVENTION CARD
<b>CATEGORY: BLUE</b>
<b>NCBO: SINGAPORE</b>
<b>PLAYERS: SIEW KHENG HUN &amp; DEREK LEE</b>
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
PRECISION 5-card Majors - Nat Resp 1D=2+
Open light (11+) 2/1 GF 1NT semi-F/1M Fast Arrival
Preempt: Light NAT weak 2 Aggressive COMP style
3 <sup>rd</sup> seat preempts can be very aggressive
1NT Openings: 14-16HCP/15-17 HCP depending on seat
2NT Openings: 20-21/21-22 HCP depending on seat
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Multi 2D
2H: 4415(-1) 11-15
2S: 8-11 HCP 6+♦
Gambling 3NT
Lebensohl
<b>SPECIAL FORCING PASS SEQUENCES</b>
Opponents interfere after GF sequence
<b>IMPORTANT NOTES</b>
NF Free bids
3 <sup>rd</sup> /5 <sup>th</sup> leads
<b>PSYCHICS: RARE</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Y	0	-	16+ HCP, Any hand	1♣=0-7. 1♥/♠/2♣/2♦=8+, 5+♥/♠/♣/♦, 1NT = 8-13 or 16+ balanced 2♠=14-15 bal, 2♥/2NT/3♣/3♦=4441 short ♠/♣/♦/♥, 3♥/♠/4♣/4♦=preemptive	1♣-1♦-1M F1, 4+ M   1nt= 17-19/18-20   2m NF 1M - 2♣ = 5-7 HCP 2-M, 2♦ = 5-7 HCP, 3M	X= 5-7 or GF, no good suit to bid Pass= 0-4 Bid suit= 8+ points, 5+ suit, GF
1♦	N	2	4♠	10-15 HCP, 2+ ♦ Could have 5♣	1M = 4+, F1 2m= 5+, F1 1NT=7-11 2NT= INV, 3m = PRE	XYZ for 1♦-1M-1NT 1♦-1♥-1♠= unbalanced 4+♠	NF free bids GF hands go through double or bid new suit at 3 level 1♦-(1♥)-X = 4-5♠ 1♦-(1♥)-1♠ = no 4♠
1♥	N	5	4♠	10-15HCP	2/1 GF, 1NT = NF	1♥-1♠-2♦ = 3♠, 1♥-1♠-1NT = 3+♦	NF free bids, 5+
1♠	N	5	4♠	10-15HCP	2M = 6-11, 3M = 4-10 3m= 6+m INV, 2NT = 3+m INV+		NF free bids, 5+
INT	N	-	4♠	1 <sup>st</sup> and 2 <sup>nd</sup> seat 14-16HCP, BAL 5M, 6m OK 3 <sup>rd</sup> and 4 <sup>th</sup> seat 15-17HCP, BAL	STAYMAN, TRF, 3♣/♦=6+ Invite, 2♠=Range ask or club transfer; 2NT= Diamonds or 55 minors; 4♣=Ace ask; 4♦/♥= transfer	SMOLEN	Dbl of Opps bid= Takeout if natural, Points if unnatural; 2NT Lebensohl after interference
2♣	N	6	4♠	10-15 HCP 6+♣	2♦=Ask; 2M=6-11, 5+M; 2NT force 3♣ (to play or 2 suit GF); 3♣/♦/♥ = ♦/♥/♠ INV+, 3♠ = 6♣4♥ GF	2♣-2♦: 2♥ = some 4M, 2♠ = 12-15, 2NT = 12-15 majors stopped, 3♣ = 10-11, 3♦/♥/♠ = NAT 5+	3 <sup>rd</sup> /4 <sup>th</sup> can be 5 card
2♦	Y	(5)	4♠	3-10 HCP 5+ in one major	2NT=Ask. 3♣/3♦=Nat Forcing, 3♥/3♠=P/C 4♣=transfer your major, 4♦=bid your major	2N: 3♣ = min ♥ 3♦ = min ♠, 3♥ = max ♠, 3♠ = max ♥	3 <sup>rd</sup> - 0-13 HCP 4 <sup>th</sup> - 4415(-1) 10-15 HCP
2♥	Y	3	4♠	4415(-1) 10-15 HCP	2♠ = To play 3M= Invite 2NT= Ask 3NT/4M/5♣= To play	After 2NT, 3♣= Min hand 10-12; (3♦= ask: 3♥ 4315 3♠ 3415 3NT 4414 4♣ 4405) 3♦ = 4414 3♥ = 4315 3♠ = 3415 3NT= 4405	4 <sup>th</sup> - NAT
2♠	Y	(6)	4♠	8-11 HCP 6+♦	2NT=Ask short; 3♣/♥/♠ = 5+♥/♠/♣ Forcing	After 2NT, 3♣= Poor suit no short 3♦ = Good suit no short 3♥/♠/NT= low/med/high short	4 <sup>th</sup> - NAT
2NT	N	-	4♠	1/2 seat 20-21HCP, BAL 3/4 seat 21-22HCP, BAL	3♣ MUPPET STAYMAN, 3♦/♥= transfer, 4♣=Ace ask 4♦/♥= transfer		
3♣	N	6		PREEMPT			
3♦	N	6		PREEMPT			
3♥	N	6		PREEMPT			
3♠	N	6		PREEMPT			
3NT	Y	(7)		GAMBLING, Solid minor	4/5♣=P/C		
4♣	N	7		PREEMPT		<b>HIGH LEVEL BIDDING</b>	
4♦	N	7		PREEMPT		REDWOOD	
4♥	N	7		PREEMPT		RK= 1430	
4♠	N	7		PREEMPT		D1P0/DOPE	
						Cuebids= 1 <sup>st</sup> or 2 <sup>nd</sup> round control	