

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
May be light if good suit or good shape
<b>Responses:</b> 2/1 Constructive NF
Jump 2NT = limit+ raise; Jump CUEBID = mixed raise
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> position 15-18 → system on
4 <sup>th</sup> position 11-14 → system on
4 <sup>th</sup> position vs 1S, 14-17 → system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump
<b>Reopen:</b> vs 1M opening, 2NT = 17-19 BAL (SYS ON). 2M = abt 10-13
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣/♦/♥/♠ - 2♣/♦/♥/♠ = Michaels
1♣/♦/♥/♠ - 3♣/♦/♥/♠ = Ask stop
<b>VS. NT (vs. Strong/Weak; Reopening)</b>
X = Penalty
2♣ = both majors
2♦ = single suit
2♥/♠ = ♥/♠+m
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2♥/♠ - 4♣/♦ = OM - 5+♣/♦
3♣/♦ - 4♣/♦ = both majors; 3M-4M = OM-minor strong
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Strong 1♣: Dbl = majors 1nt = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 9+
Truscott over 1M opening

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd/5th	Count	
NT	Attitude	Count	
Subseq	3/5	Attitude	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ace or AK+	AK+; ask attitude	
King	KQ+ or AK	KQ109+, AKJ10+; ask unblock	
Queen	KQ+, QJ+, Qx	KQJ+. QJT+, AQJx+	
Jack	J10+, Jx, HJ10	J10+, HJ10+	
10	10x, H109+	109x+, H109x+, 10x	
9	9x	H98(+), 98+	
Hi-X	Xx, xxXx	Xx, xXxx	
Lo-X	xxXxX, HxXxX	HxxX, HxX, xXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	U/D att	U/D count	Low=enc
Suit 2	U/D count	S/P	S/P
3	S/P		U/D count
1	U/D att	Reverse Smith	Low=enc
NT 2	U/D count	U/D count	S/P
3	S/P	S/P	U/D count
Signals (including Trumps): std remainder count			
Reverse Smith			
DOUBLES			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Distributional or any strong hand			
<b>Reopening:</b> 8+ hcp			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X and XX up to 2♣			
SOS XX			
Snapdragon X			

W B F CONVENTION CARD
<b>CATEGORY:</b> Blue
<b>COUNTRY:</b> SINGAPORE
<b>PLAYERS:</b> LI LAN + LOW SIOK HUI
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision, 1♣ = 16+
5-card Major
1NT opening: 14-16 hcp balanced or semi-balanced
2 over 1 responses = not always GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ = 11-15, (34)15, 4414 or 4405
3NT opening = Gambling
<b>SPECIAL FORCING PASS SEQUENCES</b>
Opponents interference after GF sequences
<b>PSYCHICS:</b> rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4♥	ART, F1, 16+	1♦=0-7hcp; 1♥=8-11; 1NT=5+♥ 12+ hcp 1♣/2♣/2♦=nat5+,12+hcp; 2♥ = 14+hcp; 2♣=any 4441, 12+hcp; 2NT=12-13hcp BAL; 3♣//♥/♠=semi solid suit, 12+hcp	1♣-1♥-2♠ = any 4441 1♣-2♥-3♠ = 55minors 1♣-2nt-3♠ = normal stayman	1♣-2♥ = 5H+5m, 5-7hcp
1♦	X	2	4♥	11-15 2+♦	1♥/♠=nat4+, F1; 1NT=6-11hcp, NF; 2♣=2+♣ GF; 2♦=nat5+ GF; 2♥=5+♣4♥ NF, 2♣=5+♣4♥ inv; 2NT/3♣/♦=inv; 4♣ = 55minors NF	2way checkback	
1♥		5	4♥	11-15 hcp	1NT=SF 2♣=2+♣ GF, 2♦= 5+♦ GF 2♠=6+♠ inv; 2NT=4+♥ GF; 3♣=3♥ inv; 3♦=4♥ inv; 3♥=4+♥ mixed raise 3♣=pre; 3NT/4♣/♦ = short ♠/♣/♦	2way checkback 1♥-2x-2NT=6+♥	2♣ Drury
1♠		5	4♥	11-15 hcp	1NT=SF 2♣=2+♣ GF, 2♦/♥=nat GF; 2NT=4+♠ GF; 3♣=3♠ inv; 3♦=4♠ inv; 3♥=6+♥ inv; 3♠ =4+♠ mixed raise; 3NT/4♣/♦ = short ♥/♠/♦ 4♥=to play	2way checkback 1♣-2x-2NT=6+♠	2♣ Drury
1NT			4♥	14-16 bal or semi-bal; 15-17 for 4 <sup>th</sup> seat	2♣=Stayman; 2♦/♥=Transfers; 2♠=range ask or ♣; 2NT = asking for 5 card M; 3♣= transfer ♦; 3♦=55m, GF; 3♥/♠=short (31)(54); 4♦/♥=Transfer♥/♠		
2♣		6	4♥	11-15hcp, 6+♠	2♦=asking; 2♥/2♠=nat NF; 2NT=relay 3♣, to play or 2suit GF; 3♣=relay 3♦, to play or 1suit GF; 3♦/♥/♠ = nat 6+, inv	2♣-2♦-2♥ = any 4 card major, 2♠=ask; 2♠ = UNBAL max; 2NT=BAL max; 3♣=min; 3♦ = 4+♦ max; 3♥/3♠ = 6♣/5M	
2♦	X	0		11-15, (34)15, 4414 or 4405	2♥/2♠/3♠ = to play 2nt = asking	2♦-2NT-3♠=any min; 3♦=4414max; 3♥/3♠ = 3 card major, 3415 3NT = 4405 max	
2♥♠		6		Aggressive (NV), sound (V)	2M+1 = ask short 2♥-2NT = 6+ spades F1		
2NT				Good 19-21bal may have 5M6m	3♣ = Romex stayman; 3♦/♥ = TRF 3♠ = Puppet to 3NT (both minors or 1 minor SI)	2nt-3♠-3nt- 4♣/♦ = suit; 4♥/4♠ = short & 55+m; 5♣ = weak 5-5 or 6-5 minors	
3♣♦♥♠		6 (7)		Aggressive (NV), sound (V)	New suit =F1	HIGH LEVEL BIDDING	
3NT	X			7+ solid minor	4/5/6♣:P/C, 4♦=asking short	RKCB 1430	
4♣♦♥♠		7		Pre-emptive		RKCB 0314 (♣)	
						5♣/5NT = specific K ask	