

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1level: 8-15hcp 5+cards
Response : New suit = F1, Cue bid = Limit raise+, Jump raise = preemptive
2 level: 10-15hcp 5+cards
Response : New suit = F1, Cue bid = Limit raise+, Jump raise = preemptive
<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 = 12-16 if 1M; 12-14 if 1m → system on
(1x) p (1y) 1NT = 15-18 → system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣/♦/♥/♠ - 2♣/♦/♥/♠ = Michaels
1♣/♦/♥/♠ - 3♣/♦/♥/♠ = Ask stop
<b>VS. NT (vs. Strong/Weak; Reopening; Natural)</b>
2♣ = Both Majors
2♦ = Any one suit
2♥ = 5+♥ + 4+m
2♠ = 5+♠ + 4+m
2NT = Both minors
DBL = Penalty
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(2x) -2NT = 15-18 (semi) BAL (SYS ON); (2x) X - LEB on
(2M) - 4♣/♦ = OM + 5+♣/♦
(2M) - 4NT : Both minors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Strong 1♣ - DBL = majors; 1NT = minors
Same for (1♣) p (1♦) X
Strong 2♣ - DBL = majors; 2NT = minors
Same for (2♣) p (2♦) X
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10+hcp, new suits F1

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> / 5 <sup>th</sup>	Count
NT	2 <sup>nd</sup> / 4 <sup>th</sup>	Count
Subseq	3 <sup>rd</sup> / 5 <sup>th</sup>	
Other : Ace asking for Attitude, King asking for Count/Unblock		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+); ask attitude	AK+; ask attitude
King	AK(+), KQ(+), Kx; ask count	KQT9+,AKJT+, KQJx+; ask count / unblock
Queen	QJx(+), Q(x)	AQJ(+), QJT(+). KQJx
Jack	HJT(+), JTx(+), J(+)	HJT(+), JT9(+)
10	HT9(+), T(x)	HT9(+), Tx(+)
9	9(+)	H98(+), 9x(+)
Hi-X	Sx, HxSx, xxSx	Sx, xSxx, HSx
Lo-X	xxxxS, HxxxS	HxxS

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	Low = Encourage	Low = Encourage	Low = Encourage
	Low = Even	Low = Even	
	Suit preference	Suit preference	
NT	Low = Encourage	Low = Encourage	Low = Encourage
	Low = Even	Low = Even	
	Suit preference	Suit preference	

Signals (including Trumps):

UDCA

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

11+hcp

Responses : Jump = inv, but Preemptive over Redouble; Cuebid = GF

Reopening: 8+ HCP

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative X through 4♥

Responsive X through 3♠

SOS XX

Support X/XX through 2♥

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: GREEN</b>
<b>COUNTRY : SINGAPORE, U26 WOMEN'S</b>
<b>PLAYERS: <u>ANG KE XIN</u> / <u>LIN XIN RUI</u> / <u>GAO TIANLU</u> / BEVERLY <u>SEAH</u> / <u>TAN XINYI</u> / <u>XU SIYAO</u></b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5Card Major
1NT Openings: 15-17hcp incl 5M / 6m / semibal / sgl A/K/Q
2♣ : Artificial Strong
2♦/♥/♠ : Natural, Preemptive
2NT : 20-21 bal or semi bal
3NT: Gambling (solid minor)
2 over 1 Responses : GF except passed hand
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</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	4♥	11-21HCP	1♦/♥/♠= 4+♦/♥/♠ 6+hcp F1; 1NT=6-9hcp; 2NT=10-11hcp; 2♦/2♥/♠= 6+♦/♥/♠ 3-6hcp; 2♣= 4+♣ 10+hcp; 3♣= 5+♣ 6-9hcp	2 way checkback	
1♦		3	4♥	11-21HCP	1♥/♠= 4+♥/♠ 6+hcp F1; 2♣= 4+♣ GF; 1NT=6-9hcp; 2NT=10-11hcp; 2♥/♠=3-6hcp 6+♥/♠; 2♦= 4+♦ 10+hcp; 3♦= 5+♦ 6-9hcp	2 way checkback	
1♥		5	4♦	11-21HCP	1♠=4+♠ 6+hcp F1; 2♣/♦= 4+♣/♦ GF; 1NT=6-11hcp F1; 2♥=3♥ 6-9hcp; 3♣/♦/♥= 4+♥ 6-9hcp/10-11hcp/0-5hcp; 2NT=4+♥ GF; 3NT=Any 4333 scattered values; 3♠/4♣/4♦= short ♠/♣/♦	2 way checkback 1♥-2X-2NT = catchall After 1♥-2NT, 3♣/♦/♠= short ♣/♦/♠, 3♥/3NT = 15-17/18+ no short 4♥=min no shortness	Drury
1♠		5	4♦	11-21HCP	2♣/♦/♥= 4+♣/♦/5+♥ GF; 1NT=6-11hcp F1; 2♠=3♠ 6-9 hcp; 3♣/♦/♠=4+♠ 6-9hcp/10-11hcp/0-5hcp; 2NT=4+♠ GF; 3NT=Any 4333 scattered values; 4♣/♦/♥=short ♣/♦/♥	1♠-2X-2NT = catchall After 1♠-2NT, 3♣/♦/♥= short ♣/♦/♥ 3♠/3NT = 15-17/18+ no short 4♠=min no short	Drury
INT				15-17HCP bal or semi bal Can have 5M / 6m / singleton honour	2♣=Stayman; 2♦/♥/NT=transfer ♥/♠/♦; 2♠= bal inv or ♣ transfer; 3♣= ask for 5M; 3♦= 55minors GF; 3♥/♠= short ♥/♠ GF, (31)(54); 4♦/♥= transfer ♥/♠; 4NT=Quantitative	After 1NT-2♣-2♦, 2♥/♠= 5M4oM inv; 3♥/♠= 5oM4M GF, After 1NT-2♠, 2NT = min, 3♣= max After 1NT-3♣, 3♦/♥/♠= no 5M/5♥/5♠	Lebensohl
2♣	YES			22+HCP any hand	2♦=waiting; 2NT = 10+hcp, no good 5 card suit; 2♥/2♠/3♣/♦=8+hcp 5+♥/♠/♣/♦, at least 1 honour		
2♦/♥/♠		6		6-9HCP Natural	New suit = F1; 2♥-2NT = 5+♠ F1; 2M+1 = ask shortness	After 2♥-2♠, 2NT/3♣/♦/♥= short ♠/♣/♦/none After 2♠-2NT, 3♣/♦/♥/♠= short ♣/♦/♥/none	
2NT				20-21HCP bal or semi bal Can have 5M / 6m / singleton honour	3♣= Puppet Stayman; 3♦/♥=transfer ♥/♠; 3NT=To Play; 4♦/♥=transfer ♥/♠; 4NT=Quanti	2NT-3♣-3♦/♥/♠/NT=any 4M/5♥/5♠/no 4M	
3♣/♦/♥/♠		7		preemptive	New suit = F1		
3NT		7		Solid 7+ minor	4/5/6/7♣ = Pass or correct; 4♦= invite to slam	After 3NT-4♦, 5♣/5♦/6♣/6♦=7♣/7♦/8♣/8♦	
4♣/♦/♥/♠		7		preemptive			
						HIGH LEVEL BIDDING	
						RKCB 1430, D0P1	