

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Aggressive 1-level; Sound 2-level
Responses: Bergen Raise (3D-limit raise)
cue-bids-1RF. Direct jump-raises are pre-emptive.

NT Overcalls

2nd: 15-18 bal (subs auction as after 1NT opening)
4th : 11-14 may not have stopper
NT System is on

Jump Overcalls (Style; Responses; Unusual NT)

Weak, 6 or 5+-card possible
(1M)-2NT=♣+♦

Direct and Jump Cue Bids (Style; Responses)

Aggressive style
(1♣)-cue=♠-♥(55+), (1♦)-cue=♠-♥, (1M)-cue=OM+m,
Jump cue=Asks for stopper.

VS. NT (vs. Strong/Weak; Reopen: PH)

Cappaletti (only direct position)
X - strong
2C - any single suiter
2D - both majors
2H - heart and a minor (5 4)
2S - spade and a minor (5 4)

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take Out DBLs (Lebensohl); 2NT = 15-18
3m-4m= both M; (4H)-X T.O.
(4s)-4NT = any strong 2-suiter

VS. Artificial Strong Openings

Vs 1♣: DBL = Clubs TO; 1-level NAT; 1NT=Clubs; 2NT=2m
Over 2C = natural

Over Opponents' take out double

New bid at 1-level is forcing
After 1♣♦ is a jump in a new suit 3-7hp and at least 6 cards;
2NT is pre-emp with opener's suit; double raise= limited raise
After 1♥♠ Bergen raises are on, jump to 4-level is Splinter; 2NT
= transfer to 3C RDBL = 10hp+, usually no support,
subsequent DBL = penalty, new suit = 1RF, pass = forcing

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd or 5 th	3 rd or 5 th
NT	4 th	4 th
Subseq	Attitude when opening a new suit	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)
King	AK/KQ(x)/KQJ(x)/KQ T(x)	KQ(x)/KQJ(x)
Queen	QJ(x)/QJT(x)/ QJ	KQT(x)/AQJ(x)/ QJT(x)/QJ
Jack	J(x)/JT(x)/JT	(x)/JT(x)/JT
10	HJT _x /T9 _x /T9	HJT _x /AQT _(x) /T9 _x /T9
9	HJ9 _x /HT9/9 _x	HJ9 _x /HT9/9 _x
X	Hx _{xx} /xx _x /xxxx _x (x)	Hxx _x /HT ₂ _x /xxxx _x (x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	High=Enc	High=Even	High=Enc
2 nd	Suit Pref		Hi/Lo=Even
3 rd			
NT:	High=Enc		High=Enc
2 nd	Suit Pref		Suit Pref
3 rd	Suit Pref		Suit Pref

Signals (including Trump's): Triumph Echo

Doubles

Takeout Doubles (Style; Responses; Reopening)

Aggressive 1-level and reopening, Sound 2-level
(Subsequent auction: cue=Art-F1)

Special, Art and Comp Dbl/Rdbl's

NEG+ COMP (showing Take Out-distr)
SUPP DBL and RDBL; Lightner;



**CONVENTION
CARD**

WBF



System: 2/1

Players	Chan Yiu Lin	Kimiko Endo
Club	SCBA	SCBA
	Singapore	Singapore
WBF memb.		

System Summary

General Approach and Style

2/1 GF, Forcing 1NT (unpassed hand);
1♥/♠ is 5 card+; 1NT opening 15-17, can have 5 card M, 6 card m; 5-4 minors

Special bids that may require defence

2♦ Weak 2 in ♥ or ♠ 5-10hp, Rule of 2 / 3
2♥/♠ 5cards and a 4+ minor

Special forcing pass sequences

After 2C opening, with interference, pass by partner is positive hand. X is weak.

Important notes that don't fit

(1x)-Pass-(Pass)-2NT = 19-21hp and BAL
Puppet Stayman on any 2NT with 20-21hp+ or 2C 2NT
1NT X - Any bid shows that suit and another higher (4 4), XX shows 4333 hand. Pass implies single suit (5 card) or strong. Opener XX, then partner bid the suit or pass for penalty

If partner opens 1M in 3rd or 4th seat, 2C is 7-9 with 3 card M support. 2D is 10-11 with 3 card M support. Bergen raise still on.

Psychics

Opening	ART	Minimum	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	11-21 hp	1♦♥♠ = F1 2♣ = inverted minor with 5+card ♣ 10hp+ 2♦♥♠ = 4-8hp+, 6card 2NT = Inv 10-12hp, 3♣ = Preemptive	1♣-2♣, 2M shows stop; 2/3NT = min/max2M stops (inverted minor)	
1♦		3	3♠	11-21 hp,	1♥♠ = F1 2♦ = inverted minor with 4+card ♦ 10hp+ 2♥♠ = 4-6hp+, 6card 2NT = Inv 10-12hp, 3♦ = Preemptive	1♦-2♦, 2M shows stop; 2/3NT = min/max2 M stops (inverted minor)	
1♥		5	3♦	11-21 hp, 5card+	1NT = Forcing 2♥ = Constructive, 2 cover tricks Bergen Raises: 3♣ = 7-9, 3♦ = 10-12, 3♥ = 0-6 2NT = Jacoby (13+ with 4card support) bal. 3S/4C/4D = splinter 3NT = BAL. 3 card support; 4♥ = To play	Bid = short suit GT, 2S = ask for feature; 2nt- S,3C-C, 3D-D Opener bid 3-level = singleton; 4-level = void, 3nt to play with 12-14pt After 3nt bid new suit in 4 level 2nd suit showing interested in slam	After 3rd hand opening, 1♥-2♣ = ART, 3card supp, 7-9 1♥-2♦ = ART, 3card supp, 10-11 Bergen raises on 2nt after X opener bid 3c n responder pass or correct
1♠		5	3♦	11-21 hp, 5card+	1NT = Forcing 2♠ = Constructive, 2 cover tricks Bergen Raises: 3♣ = 7-9, 3♦ = 10-12, 3♥ = 0-6 2NT = Jacoby (13+ with 4card support bal) 3H/4C/4D = splinter 3NT = BAL. 3 card support; 4♠ = To play	Bid = short suit GT, 2NT = ask for feature; Opener bid 3-level = singleton; 4-level = void, 3nt to play with 12-14pt 3NT = 12-14. After 3nt bid new suit in 4 level 2nd suit showing interested in slam	After 3rd hand opening 1♠-2♣ = ART, 3card supp, 7-9 1♠-2♦ = ART, 3card supp, 10-11 Bergen raises on
1NT		---	2♦	15-17 balanced, can have 5422 in minors	2♣ Stayman, 2♦♥ = transfers, 2♠ = m stayman, 2NT=invite; 3♣, ♦ = INV to 3NT with HHxxxx, 3♥♠ = singleton, 3NT = to play, 4♦♥ = transfers	*If opps X 1NT, XX=4333 hand. Bid =suit+higher44+, Pass implies 5 card suit or strong, partner must double (System on if X show as strong as opener)	*If opps interfere with bid, Lebensohl , dbl = T/O (8+pts)
2♣	X	0		22+hp, 4 losers	2♦ = 0-7hp, 2♥ = 8+ BAL, 2NT = ♥, rest NAT, 8+		
2♦	X	0		Weak 2 in ♥ or ♠ (6+card) 5-10hp,	2NT = Ogust 2/3/4♥♠ = Pass or correct 3♣♦ = F1	3♣♦ = better hand in ♥♠; 3♥♠ = bad hand	
2♥		5		5-10hp, 5 cards and one minor 4+card(vul 5-5)	2NT = ask m, 3♣♦ = Pass or correct 2H-2S=F1		
2♠		5		5-10hp, 5 cards and one minor 4+card	2NT = ask m, 3♣♦ = Pass or correct 2♠-3♥=F1	2♠-2NT, 3♣♦ = 4card+	
2NT		---		20-21 balanced, can have 54 minors	3♣ = Puppet, 3♦♥ = transfers, 3♠ = minor Stayman 3NT = to play, 4♦♥ = transfers	Slam Conventions	
3x		6		Preempts	3m -4NT (1430)		
3NT	X	7		Solid 7cm, no side K	4♣ = Pass or correct, 4♦ asks for shortness	4NT: RKC 1430; after interference with a bid: X = 1/4, pass = 3/0, next bid=2 w/o Q, etc; after interference with X: XX = 1 / 4, next bid = 3 / 0, & so on	
4♣,♦	X	0		Solid♥♠,8-8.5tricks	4♥♠ new suit = ask control no control; 2nd control; 1st control 4NT = RKC	Cue bids: 1st or 2nd rd controls up the line; after interference with X, XX=1st rd control Splinter, Josephine 5NT=asks for two out of three honours in trumps to bid 7	
4♥,♠		6		To play preemp	New suit is cue-bid, 4NT = RKC		