DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Aggressive 1-level; sound 2-level

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

Overcall 16-18HCP; responses same as opening

Reopening 12-15HCP; responses same

JUMP OVERCALLS (Style; Responses; Unusual NT)

Preemptive

Unusual 2NT: 2 lower suits

Reopen: Jump in suits = 10-15HCP, 6+ suit

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

MICHAELS Cue-Bid: 6-12HCP or 17+HCP, 5-5 at least

VS. NT (vs. Strong/Weak; Reopening;PH)

DONT

2♣: ♣ & higher; advancer's 2♦=P/C; new suit=NF

2♦: ♦ & higher; advancer's 2♥=P/C, new suit = NF

2♥: majors; advancer's 2NT=inv; new suit=NF

2♠: ♠

Dbl: single suit; advancer's 2♣=P/C; new suit = NF

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

LEB after (WK2x)-Dbl-(P)-

2NT: 16-19HCP Bal; 3NT: 20-23HCP Bal

(3m)-4m = Major 2-suiter, (3M)-4NT = Minor 2-suiter

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs strong 1♣ opening, 1-level = NAT

Dbl = majors(54+)

1NT = minors(54+)

OVER OPPONENTS' TAKEOUT DOUBLE

TRUSCOTT 2NT: Limit Raise or better

Jump Raise = WK; New suits = Forcing

RDBL = No Support, 10+HCP, PEN

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th, 2nd from worthless	Count
NT	2nd/4th	Count
Subseq	Varies	Varies

Other: 10 or 9 = top or 2 higher

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+) or Ax(+)	AK(+) or Ax(+)
King	KQ(J/10)x(+) or AK or Kx	Count or unblock
Queen	QJx(+) or Qx	QJ(+)
Jack	J10x(+) or Jx	J10(+)
10	HJ10x(+) or 109x(+) or 10x	HJ10x(+) or 109x(+)
9	H109x(+) or 9x	H109x(+) or 9x
Hi-X	Sx	xSxx
Lo-X	xxxxS or xSx	xSxx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi = ENCRG	Hi/lo = E	ATT
Suit 2	Hi/lo = E		
3			
1	Hi = ENCRG	Hi/lo = E	ATT
NT 2	Hi/lo = E		
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Classic

RESP DBL after M: 2 4-card m, RESP DBL after m: 2 4-card M

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

SUPP DBL/RDBL through 3 of responder's suit

SOS RDBL

SNAPDRAGON DBL

W B F CONVENTION CARD

CATEGORY: **GREEN**
NCBO: **SINGAPORE**
PLAYERS: **LIAN SUI SIM & LAM ZE YING**

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2 Over 1 Game Force

1NT Response to 1M F1

2♣ Strong & Artificial

3rd seat preempts can be very aggressive

1NT Openings: 15 – 17 HCP

2 OVER 1 Response: GF

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

LEBENSOHL

TWO-WAY REVERSE DRURY

BERGEN RAISE

WEAK JUMP-SHIFTS

GOOD-BAD 2NT

SPECIAL FORCING PASS SEQUENCES

Opponents interfere after GF sequence

Opponents overcall 2♣ opening

IMPORTANT NOTES

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	N	3	4♦	11-21HCP, 1♣ w/ 3♣3♦	MAFIA, 1NT NF 6-9HCP, 2NT (10-12HCP)	2-way CB, FSGF (1♣-1♦-1♥-1♠ NAT & F)	1M Response NF
					Inverted Minor Raises (11+HCP) 2♦=5-5M 6-9	Over 1♦ response can bypass M if BAL	
1♦	N	3	4♦	11-21HCP, Maybe 4♦5♣	See Above, 3♣ = Nat inv, 2♥=5-5M 6-9	See Above	See Above
1♥	N	5	4♦	11-21HCP, Usually 5-card	1NT Forcing, JACOBY 2NT, SPLINTER	Jump-shift by opener = FG,	Reverse DRURY 2♣(3 SUPP) &
					Bergen raises (3♣: 7-9HCP, 3♦: 10-12HCP)	1♥-F1NT-2♣ = could be 2-card	2♦ (4 SUPP), 1NT NF
1♠	N	5	4♦	11-21HCP, Usually 5-card	See Above		See Above
1NT	N			15-17HCP, BAL	STAYMAN does not promise 4-card M, TRF,	3m after STAYMAN = GF, SMOLEN	
				5 M, 6 m OK	TEXAS, 2♠ MINOR SUIT STAY, 2NT to ♣ P/C	3OM Forcing Raise	
2♣	Y			STR 1/2-suiter	2♦ NEG 0-7HCP, 2M =5+M, 8+HCP	Cheapest minor 2nd NEG	
				or BAL 22+HCP		Opponent overcall – X = NEG, P = POS	
2♦	N	5		PREEMPT	2NT = Inv		
2♥	N	5		PREEMPT	2♠ = Ask SGL, 2NT = 5+♠ & F		
2♠	N	5		PREEMPT	2NT = Ask SGL		
2NT	N			20-22HCP, BAL	PUPPET STAY, TRF, TEXAS, MINOR STAY		
3♣	N	6		PREEMPT			
3♦	N	6		PREEMPT			
3♥	N	6		PREEMPT			
3♠	N	6		PREEMPT			
3NT	Y			Gambling	4♣/♦/5♣ Pass or Correct		
				Solid m, no side A or K			
4♣	N	7		PREEMPT			
4♦	N	7		PREEMPT			
4♥	N	7		PREEMPT			
4♠	N	7		PREEMPT			
4NT							
5♣	N	7		PREEMPT		**HIGH LEVEL BIDDING**	
5♦	N	7		PREEMPT		RKCB: 1430, 1st step ask Q, 2nd step ask specific K	
5♥	N	7		PREEMPT		DIPO	
5♠	N	7		PREEMPT		GRAND SLAM FORCE	
						Cue-Bids 1st or 2nd round controls	