

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Usually opening strength (even at 1 level)
Can be 4 cards with good lead directing value
Responses: new suits forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Live: 15-18 HCP, NT/minor may not have stopper
Reopening: 11-14 HCP over 1m, 12-17 HCP over 1M
Responses same as 14-16 NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preemptive
Unusual 2NT: 2 lower suits
Reopen: Jump in suits = 11-15 HCP, 6+ suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels: 2 higher suits
(1M) – 3M: asking for stopper
(1m) – 3m: 13-16HCP nat
VS. NT (vs. Strong/Weak; Reopening;PH)
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
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
LEB after (WK2x)-Dbl-(P)-
2NT: 16-19HCP Bal; 3NT: 20-23HCP Bal
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
NAT, x = majors, NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL= Points, 10+, usually no fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit NT	3 from even, lowest from odd	Same except may lead top if count known	
Subseq	Usually 1/3/low	Usually 1/3/low	
Other: unusual leads usually for S/P			
Lead K from AKx(x...) if lvl 4+ or if (re)doubled			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x...)		
King	AK, KQ(x...)	Ask att	
Queen	QJ(x...)	AQx (partner's suit)	
Jack	JT(x...)	AQJ(x...), AJx, KJx	
10	T9x, HHT(x...)		
9	9x(x...), HH9(x...)		
Hi-X	Xx, Xxx(...) if raised suit	All other leads same as suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count (Low even)	Count	S/P
Suit 2	Att (Low enc)	S/P	Count
3	S/P		
1	Count	Count	S/P
NT 2	Att	S/P	Count
3	S/P		
Signals (including Trumps):			
Reverse Count, Reverse Attitude			
Lavinthal Discard, Reverse Smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
8+ HCP (8-10 HCP only if perfect shape)			
Lebensohl 2NT on over 2M-X (unless by passed hand, then 2NT: 2 places)			
Cue only forcing bid			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL, Responsive DBL, Balancing DBL			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: SINGAPORE
PLAYERS: DEREK <u>LEE</u>, SEAN <u>TEO</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision, 1♦=2+♦, 2/1 GF and semi-F 1N after 1M
Very aggressive pre-empts, frequent 5 cards at 2 level
Variable 1NT: 10-12 most 1/2, 14-16 1/2 unfav, 15-17 3/4
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
All GF Responses over 1C set up relay
1NT 1 st /2 nd all except unfav: 10-12 HCP
1NT 1 st /2 nd unfav: 14-16 HCP
1NT 3 rd /4 th : 15-17 HCP
2♦: Major Preempt, frequent 5 card
2♥: three suited short diamond 11-15
2♠: 9-11 HCP 6+♦
3NT: solid minor, no outside stopper
3 rd seat pre-empts very wide ranging
Transfers after interference of 1♣ (below 3♣)
SPECIAL FORCING PASS SEQUENCES
Opponents interfere after GF sequence
IMPORTANT NOTES
NF Free bids
3 rd /5 th leads (even against NT)
PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Y	0	4♠	16+ HCP, Any hand	1♦=0-7. 1♥/♠/NT/2♣ = 8+, 4+♠/♥/♣/♦ unbal or 5332 2♦=8-11 or 15+ bal w/o 5 card suit 2♥=solid suit, 0 losers opp void 2♠=12-14 bal w/o 5 card suit (show exact shape)	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 Relays after positive response	Against interference below 3♣: X = 5+ t/o (maybe offshape if 5-7), 1NT 5-7 NAT, first 3 suit bids transfer 5+HCP
1♦	N	2	4♠	10-15 HCP, 2+♦	1M = 4+, F1 2m= 5+, F1 1NT=7-11 2NT= INV, 3m = PRE	XYZ for 1♦-1M-1NT 1♦-1♥-1♠= unbalanced 4+♠ (1♦-1♥-1NT may have 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 can be passed with 10-11 bal 2M = 6-11, 3M = 4-10 3m= 6+m INV, 2NT = 3+M INV+	1♥-1♠-2♦ = 3♠, 1♥-1♠-1NT = 3+♦	NF free bids 3 rd /4 th can be 4 card P – 1M – 2♣= max pass w/ supp
1♠	N	5	4♠	10-15HCP			
1 NT	N	-	4♠	1 st /2 nd Seat Unfav: 14-16 HCP 3 rd /4 th Seat (any): 15-17 HCP 5M, 6m OK	STAYMAN, TRF, 3♣/♦=6+ suit 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
1 NT	N	-	4♠	1 st /2 nd Seat Nonvul or Vul all: 10-12 HCP 5M, 6m OK	2♣ GF relay, 2♦ force 2♥ signoff in any suit or both maj INV+, 2M 4-5M INV, 2NT/3any NAT INV		Dbl of Opps bid = Penalty; 2NT Lebensohl after interference Opener XX after pen X= 5c suit
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 rd /4 th can be 5 card
2♦	Y	(5)	no	3-10 HCP 5+ in one major	2NT=Ask. 3♣/3♦=ask ♥/♠ length, 3♥/3♠=P/C 4♣=transfer your major, 4♦=bid your major	2N: 3♣ = min ♥ 3♦ = min ♠, 3♥ = max ♠, 3♠ = max ♥	3 rd – 0-13 HCP 4 th – 4415(-1) 10-15 HCP
2♥	Y	3	no	10-15 HCP 0-1♦ no 5M no 6♣	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 th – NAT
2♠	Y	(6)	no	9-11 HCP 6+♦ 4M possible	2NT: Ask suit quality, 3♣: Stayman 3M nat forcing, 4♣: modified keycard (0/1/1+Q/2/...)	After 2NT, 3♣ = no 2 of top 3, others = have 2 of top 3 bid best stopper (3♦ = club stopper) After 3♣, 3♦ = have 3M, 3NT = no 3M	4 th - NAT
2 NT	N	-	4♠	1/2 seat 20-21HCP, BAL 3/4 seat 21-22HCP, BAL	3♣: Stayman, 3♦/♥: transfer, 4♣: Ace ask, 4♦/♥: transfer	Opener bids 3NT over 3 level transfer without 3+support	
3♣	N	5	no	PREEMPT	4♦: modified keycard (0/1/1+Q/2/...), other new suits nat forcing 4♣: modified keycard (0/1/1+Q/2/...), other new suits nat forcing		
3♦	N	5	no	PREEMPT			
3♥	N	6	no	PREEMPT			
3♠	N	6	no	PREEMPT			
3 NT	Y	(6)	no	Solid minor, no outside stopper 3/4: to play, 25-27 or equiv		HIGH LEVEL BIDDING	
						REDWOOD	
						RK= 1430	
						D1P0/DOPE	
						Cuebids= 1 st or 2 nd round control	