

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Aggressive 1-level; Sound 2-level	
NT Overcalls	
2nd: 15-17 bal (subs auction as after 1NT opening)	
4th : 11-14 may not have stop. NT System is on	
Jump Overcalls (Style; Responses; Unusual NT)	
2NT – both minors,	
Direct and Jump Cue Bids (Style; Responses)	
Michaels	
Jump cue=Asks for stopper.	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Cappelletti	
X – Your NT+1+ or just penalty oriented	
2♣ – any single suit	
2♦ – 2M	
2♥ – H and a m (5 / 4+)	
2♠ – S and a m (5/ 4+)	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
2NT = 15-18	
3m-4m= both M; (4H)-X T.O.	
(4S)-4NT = any strong 2-suiter	
VS. Artificial Strong Openings	
(1C*) X = 2M and NT = 2m	
Over Opponents' take out double	
Transfers from 1NT to 2M-1	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd / 5 th	3 rd / 5 th	
NT	4 th	4 th	
Subseq	Attitude when opening up a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	<u>AK</u> x/AKxx(x)	AK/ AKx / <u>AK</u> xx(x)	
King	AK/KQ(x)/KQJ(x)/KQT(x)	KQ(x)/ KQJ(x)	
Queen	QJ(x)/QJT(x)/ QJ	QJT(x)/QJ	
Jack	HJ10x, Jx/JT(x)/JT	HJ10(x),JT(x)/JT	
10	HT9x/T9x/T9	HTx/T9x/T9	
9	9x, H109, 9xxx	H98x/HT9/9x	
X	¾ top of 2/4 small	Top of nothing	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	High=Disc	High=Odd	low=enc
2 nd	Lavinthal	High = Odd	Low=Enc
3 rd			High = Odd
NT:	High=Disc		Lavinthal
2 nd	High = Odd		High=Odd
3 rd	Suit Pref		Suit Pref
Signals (including Trump's): Suit pref in trumps if poss			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Aggressive 1-level and reopening, Sound 2-level			
Special, Art and Comp Dbl/Rdbl's			
Support X and XX to 2♥; Game try after we have a fit			

 		
CONVENTION CARD		
System: Standard American		
Players	Chan Yiu Lin	Derek Maggs
Club	SCBA	SCBA
	Singapore	Singapore
WBF memb.		6776
System Summary		
General Approach and Style		
2/1 GF; 5542, Forcing 1NT (unpassed hand);		
1♥/♠ is 5 card+; 1NT opening 15-17, UDCA		
Special bids that may require defence		
2♦ = weak in 1M		
2♥/♠ = 5:4+ in ♥/♠ and minor(Muiderberg)		
Special forcing pass sequences		
After 2♣ opening bid and interference, X shows (0-4). Pass shows positive 5+.		
Important notes that don't fit elsewhere		
New suit response after intervention – 1 and 3 level forcing. 2 level non-forcing		
Psychics		
Occasional		

Open	A R T	Min	- v e x	Desc. / Points	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	11-21	1♦♥ transfers; ♠ = F1 no 4M; 1NT is 8+m cards 5-10 2♣ = inverted minor with 5+card ♣ 11hcp+ 2♦♥♠ = weak, 0-5hcp, 6+card 2NT = Inv 11-12hp, 3♣ = 6-9hcp, 5+ card	1♣-2♣ (inverted minor FG): 2♦/♥/♠ shows stopper 2NT/ 3NT - max/ min with both major stops	
1♦		4	3♠	11-21	1♥♠ = F1 2♦ = inverted minor with 5+card ♦ 10 hcp+ 2♥♠ = weak, 4-6hcp+, 6+card 2NT = Inv 11-12hcp, 3♦ = 6-9 hcp, 5+ card	1♦-2♦ (inverted minor FG): 2♥/♠ shows stopper 2NT/3NT = max/ min with both major stops	
1♥		5	3♠	10-21	1NT = Forcing, 2♣/♦ = GF, natural 2♥ = Constructive, 2♠ = weak; Rev Bergen raises 3♣=10-12; 3♦=7=9; 2NT = Jacoby (bid shortage at 3 level, 5card suit @ 4 level); 3♠/♣/♦ = Void (<12HCP) 3NT = 13-15 BAL. 3 card support; 4♥ = To play (weak)	After 2♥ constructive, 2♠/♣/♦ = long suit GT; Reverse Romex long and short suit trials) 4 level bids = cue	
1♠		5	3♥	10-21	1NT = Forcing; 2♣/♦/♥ = GF, natural 2♠ = Constructive, 3♥ = any singleton; Bergen raise; 2NT = Jacoby 4♣/♦/♥ = Void (<12HCP) 3NT = 13-15 BAL. 3 card support; 4♠ = To play (weak)	After 2♠ constructive, 3♣/♦/ 3♥ = long suit GT; reverse Romex (long and short suit trials) 4 level bids = cue	
1NT		---	2♦	15-17 balanced, can have 5422 in minors	2♣ Stayman, 2♦/♥ = transfers, 2♠ = ♣; 2NT = ♦; 3♣ = 2m non INV 3♦ = 5M ask; 3♥ = 2M weak; 3♠ = 2m slam interest; Texas transfers (4m)	Smolen 3 level - show 4 card M	
2♣	X	0		22+, 4 or fewer losers	2♦ = 0-7 else NAT5+ suit and 8+. 3M = 0-4 6/7 card suit	3♣ = double negative (0-3)	
2♦	X	0		Weak 1M	2/3 ♥♠ = P/C; 2NT = Asking,	3♣/♦ = better hand in ♥/♠; 3♥♠ = weak	
2♥		5		5♥, 4+ m	2NT = ask m; 3/4/5♣/♦ = P/C; other bids are NF	new suit bids after 2NT 3m are FG	
2♠		5		5♠, 4+ m	2NT = ask m 3/4/5♣/♦ = P/C; other bids are NF	new suit bids after 2NT 3m are FG	
2NT		---		20-21 balanced, 54 2m or 6m ok	3♣ = Puppet stayman, 3♦/♥ = transfers, 3♠ = minor Stayman; 3NT = to play, 4♦♥ = one up transfers	Slam Conventions 4NT: 1/4; 3/0; 2-Q; 2+Q; 5NT = 0/3; 1/4/2; After bid interference: D0P1; steps 2, 3 etc. RKCEB 1 step = 0/3; 2 steps = 1; 3 steps = 1+Q; 4 steps = 2; 5 Steps is 2+Q	
3x		6		Preemptive			
3NT	X	7		Solid 7m, no A or K	4♣ = Pass or correct, 4♦ asks for shortness		
4♣, ♦		7		Preempt			
4♥, ♠		6		Preempt	New suit is cue-bid, 4NT = RKC		