DEFENSIVE AND COMPETITIVE BIDDING

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

Sound. 1-level: 4+ cards, 8-15 HCP.

2-level: 5+ cards, 10-15 HCP.

New suit: 1/1 F; 2/1 NF; 2/2 NF; 3/2 F.

Cue-bid: limit raise or better, or any GF hand.

Jump raise: preemptive.

Reopening: same strength and length as direct overcalls.

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

Immediate: 15-18 BAL; reopening: 10-14

Responses: system on, direct and reopening.

JUMP OVERCALLS (Style; Responses; Unusual NT)

Direct jump overcall: 5-9 HCP, 6 cards.

Unusual NT: lower two unbid suits, 5/5, 8+ HCP.

If partner passed: 6-13 HCP, 6 cards.

Reopen: intermediate, 12-15 HCP, 6 cards.

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

Minor cue: Michaels, 5/5 majors.

Major cue: 5 other major and 5 minor.

Direct jump cue-bids: Western, over any suit.

Michaels: 8+ HCP; no fixed upper limit.

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

X = same strength or more; 2♣ = (54)+♥♠;

2♦ = 6+♥/♠; 2♥/♠ = 5+ major + 4+ minor;

2NT = 55+♣♦; 3♣/♦ = 10-13, 6+ suit;

3♥/♠ = PRE, 7+ suit.

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

Weak twos: 2NT 15-18 BAL; T/O X with LEB.

Opening threes: non-leaping Michaels.

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

(1♣): X = ♥♠; 1NT = ♣♦; 2NT = 2-suited;

others NAT. (2♣): X = ♥♠; 2NT = ♣♦.

OVER OPPONENTS' TAKEOUT DOUBLE

After 1M-(X): Rdbl 10+ HCP, usually other-suit length.

Transfer responses, with natural exceptions; see supplement.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th	3rd/5th; Att if supported
NT	2nd/4th; 2nd if all small	3rd/5th; Att if supported
Subseq	3rd/5th; NT 2nd/4th	

Other:

Suit: overlead except AKx(+). NT: Rusinow from length; overlead from 2-3 cards.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A, Ax(+), AKx(+), AKQx(+)	A, Ax(x), AK(x)
King	K, Kx, AK, KQ, KQx(+), KQJ(+)	K, Kx, AKxx(+), KQ(x)
Queen	Q, Qx, QJ(+)	Q, Qx, QJ(x), AQx, KQxx(+)
Jack	J, Jx, JT(+), KJT(+)	J, Jx, JT(x), HJT, HQJx(+)
10	T, Tx, T9(+), HT9(+)	T, Tx, T9x, HJTx(+)
9	9, 9x, 98(+)	98x, HT9x(+), T9xx(+)
Hi-X	Top of xx	Top of xx
Lo-X		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low encourage	Reverse count	Low encourage
Suit 2	Low = even	High discourages lead suit / S/P	High = even
3	Suit preference		
1	Low encourage	Reverse count	Low encourage
NT 2	Low = even	High discourages lead suit / S/P	High = even
3	Suit preference		

Signals (including Trumps): trump high-low shows ability to ruff.

Count: low = even; discards: high = even. Suit: 4 small = 3rd; 3 small = bottom.

NT: from all-small holdings, 2nd highest.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Direct T/O X: 9+ HCP with 4+ in all three unbid suits;

otherwise 12+ HCP.

Reopening T/O X: may be a king lighter than direct.

Responses: cue-bid forcing until a fit is found; not GF.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support doubles / redoubles. Negative / responsive doubles thru 4♥.

Opponents' transfers: double = lead-directing.

W B F CONVENTION CARD

CATEGORY: Blue

NCBO: Singapore

PLAYERS: Ke Guo / Yuhao Li

EVENT: Open

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Strong club. 1♣: 16+ HCP, any shape.

1♦: 11-15, 1+♦, not in 1♥/♠/2♣.

1♥/♠: 11-15 HCP, 5+ suit.

1NT: 14-16 BAL; may have 5-card major.

2♣: 11-15; 6+♣ or 5♣ and 4-card major.

Symmetric relay after 1♣.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦: weak 5-9, (54)+♥♠.

2♥/♠: weak 5-9, 6-card suit.

2NT: 24+ balanced GF.

3NT: gambling 1st/2nd; to play 3rd/4th.

SPECIAL FORCING PASS SEQUENCES

After our GF is established, opponents intervene, no fit:

X = takeout; Pass forces to X.

GF, fit agreed: X = penalty-oriented; Pass suggests bidding.

IMPORTANT NOTES

RKCB 1403; not after exact shape.

Control ask / DCB; Exclusion RKCB.

PSYCHICS: Rare

OPENING	ARTIFICIAL	MIN. CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓		4♥	16+ HCP, any shape	1♦: 0-7 any; positives: 8+ HCP. Symmetric relay; full responses in supplement.	1♣-1♦-1♥/♠: 4+ unbalanced. Further continuations: supplement.	After X: Pass 0-4; 1♦ 5-7. XX: GF, penalty-oriented. Other interference: see notes.
1♦		1	4♥	11-15 HCP; 1+♦. Not a 1♥, 1♠ or 2♣ opening.	1♥/♠: 6+ HCP, 4+ suit; 1NT: 6-11 BAL. 2♣: 13+, 2+♣; 2♦: 13+, 5+♦. 2♥: 5-9, 5+♥ and 4+♠. 2♠: 10-11, 54+♣♦.	Checkback priority: ♥, then ♠. XYZ only after a 1♦ opening.	After X: transfers (see notes). After (1♥): special responses. Other new suits: 10+, 5+, F1.
1♥		5	4♥	11-15 HCP 5+♥	1♠: 6+, F1, 4+♠; 1NT: 6-12 NF. 2/1: 13+ GF; 2♣ also ♥ INV. 2♥: 6-9, 3♥; 2NT: 10+, 4+♥.	Raises / jump shifts / splinters: See supplementary responses.	After X: transfers (see notes). Passed-hand 2♣: Drury 9-11, 3-4 trumps; see Drury notes.
1♠		5	4♥	11-15 HCP 5+♠	1NT: 6-12 NF. 2/1: 13+ GF; 2♣ also ♠ INV. 2♠: 6-9, 3♠; 2NT: 10+, 4+♠.	Raises / jump shifts / splinters: See supplementary responses.	After X: transfers (see notes). Passed-hand 2♣: Drury 9-11, 3-4 trumps; see Drury notes.
1NT				14-16 HCP, balanced. May contain a 5-card major.	2♣: Stayman; 2♦/♥: transfers. 2♠: range probe / TRF ♣; 2NT: TRF ♦. 3♣: 5-card Stayman; 3♦: 55♣♦ GF.	After X: Rdbl forces 2♣; 2♣/♦/♥ are transfers. Transfer Lebensohl; full notes in supplement.	
2♣		5		11-15 HCP, Precision style. 6+♣ or 5♣ and a 4-card major.	2♦: ask; 2NT: puppet to 3♣. 2♥: 6-10, 5+♥; 2♠: 7-10, 5+♠. 2♥/♠ constructive; 3♣ constructive raise.	3♦/♥/♠: 6+ suit, INV. 4♣: PRE; 4♦: void RKCB.	
2♦	✓	4		Weak, 5-9 HCP. Both majors, (54)+.	2♥/♠: preference; 2NT: ask. 3♣: NAT to play; 3♦: NAT constructive. 3♥/♠: PRE; 3NT: to play. 4♣: RKCB in ♥; 4♦: RKCB in ♠.	After 2NT: 3♣ (54) min; 3♦ 55 min. 3♥/♠: 45/54 max; 3NT: 55 max. 4♣/♦: 5530.	
2♥		6		Weak, 5-9 HCP, 6♥	2♠: NAT NF; 2NT: ask. 3♣/♦/♠: NAT GF; 3♥: PRE. 3NT: to play; 4♣: RKCB.	After 2NT ask: 3♣: min, bad suit; 3♦: min, good suit. 3♥: max, bad suit; 3♠: max, good suit.	
2♠		6		Weak, 5-9HCP, 6♠	2NT: ask; 3♣/♦/♥: NAT GF. 3♠: PRE; 3NT: to play. 4♣: RKCB.	4♥ / 4♠: to play.	
2NT				24+ balanced GF	3♣: Stayman; 3♦/♥: transfers. 3♠: minor-suit Stayman. 3NT: to play.	4♣/♦/♥/♠: 6+♥/♠/♣/♦, SI.	
3♣				Natural weak			
3♦				Natural weak			
3♥				Natural weak			
3♠				Natural weak			
3NT				Gambling in 1st/2nd seat. To play in 3rd/4th seat.			
4♣				Natural weak			
4♦				Natural weak			
4♥				Natural weak			
4♠				Natural weak			
4NT							
5♣				Natural weak		**HIGH LEVEL BIDDING**	
5♦				Natural weak		RKCB 1403. Not on after responder shows exact shape.	
5♥				Natural weak		Control ask / DCB after exact shape; Exclusion RKCB.	
5♠				Natural weak		Asking bids; cue bids; Splinter; Drury.	

1♣ opening responses

1♦: 0-7 HCP, Any
1♥: 8+ HCP, 4+♠
1♠: 8+ HCP, 4+♥, no 4♠
1NT: 8+ HCP, 4+♣, no 4♥♠
2♣: 8+ HCP, 5+♦, no 4♥♠♣/(14)44
2♦: 8-11/15+ HCP, BAL
2♥: 8+ HCP, Solid Suit
2♠: 12-14 HCP, 44♣♠/♦♥ or 33(34)
2NT: 12-14 HCP, 44♥♠/♣♦
3♣: 12-14 HCP, (43)33
3♦: 12-14 HCP, 3424
3♥: 12-14 HCP, 4243
3♠: 12-14 HCP, 2434
3NT: 12-14 HCP, 4342, 0-3 Ctrl
4♣: 12-14 HCP, 4342 4+ Ctrl
4♦: TRF to 4♥
4♥: TRF to 4♠

1♦ opening responses

1♥: 6+ HCP, 4+♥
1♠: 6+ HCP, 4+♠
1NT: 6-11 HCP, BAL
2♣: 13+ HCP, 2+♣
2♦: 13+ HCP, 5+♦
2♥: 5-9 HCP, 5+♥4+♠
2♠: 10-11 HCP, 54+♣♦
2NT: 11-12 HCP, BAL
3♣: 10-12 HCP, 6+♣
3♦: 10-12 HCP, 6+♦
3♥: Weak, 6+♥
3♠: Weak, 6+♠
3NT: 13-15 HCP, BAL
4♣: TRF to 4♥
4♦: TRF to 4♠
4♥: To Play
4♠: To Play

1♥ opening responses

1♠: 6+ HCP, F1, 4+♠
1NT: 6-12 HCP, NF
2♣: 13+ HCP, 2+♣ GF/♥ INV
2♦: 13+ HCP, 5+♦ GF
2♥: 6-9 HCP, 3♥
2♠: 5-9 HCP, 6+♠
2NT: 10+ HCP, 4+♥
3♣: 10-12 HCP, 6+♣
3♦: 10-12 HCP, 6+♦
3♥: 6-9 HCP, 4+♥
3♠: Weak, 7+♠
3NT: 12-15 HCP, 4+♥, 0-1♠
4♣: 12-15 HCP, 4+♥, 0-1♣
4♦: 12-15 HCP, 4+♥, 0-1♦
4♥: To Play
4♠: To Play

1♠ opening responses

1NT: 6-12 HCP, NF
2♣: 13+ HCP, 2+♣ GF/♠ INV
2♦: 13+ HCP, 5+♦ GF
2♥: 13+ HCP, 5+♥ GF
2♠: 6-9 HCP, 3♠
2NT: 10+ HCP, 4+♠
3♣: 10-12 HCP, 6+♣
3♦: 10-12 HCP, 6+♦
3♥: 10-12 HCP, 6+♥
3♠: 6-9 HCP, 4+♠
3NT: 12-15 HCP, 4+♠, 0-1♥
4♣: 12-15 HCP, 4+♠, 0-1♣
4♦: 12-15 HCP, 4+♠, 0-1♦
4♥: To Play
4♠: To Play

1NT responses and continuations

2♣: Stayman
2♦: Transfer ♥
2♥: TRF ♠
2♠: Range Probe/TRF ♣
2NT: TRF ♦
3♣: 5c Stayman, no 44♥♠
3♦: 55♣♦, GF
3♥: 3♠1♥(54)♦♣, GF
3♠: 1♠3♥(54)♦♣, GF
3NT: To Play
4♣: TRF to ♥
4♦: TRF to ♠
4♥: To Play
4♠: To Play
4NT: INV
After double: Rdbl forces to 2♣, 2♣/♦/♥ TRF
After 1NT - 3♣ - 3♦ (no 5♥/♠):
3♥: 4-card ♥
3♠: 4-card ♠
After 1NT - 2♦ - 2♥:
2♠: ♥5+ INV
2NT: ♣ GF
3♣: ♦ GF
3♦: ♥ SI
3♥: ♥♠55 INV
3♠: SPL
4♣: SPL
4♦: SPL
Similar after the 2♥ transfer.

2♣ opening responses

2♦: Ask
2♥: 6-10 HCP, 5+♥ Const
2♠: 7-10 HCP, 5+♠ Const
2NT: Puppet to 3♣
3♣: Const Raise
3♦: 6+♦, Inv
3♥: 6+♥, Inv
3♠: 6+♠, Inv
3NT: To Play
4♣: PRE
4♦: Void, RKCB
4♥: To Play
4♠: To Play

2♦ opening responses

2♥: Preference
2♠: Preference
2NT: Ask
3♣: Nat, To Play
3♦: Nat, Const
3♥: PRE
3♠: PRE
3NT: To Play
4♣: RKCB in ♥
4♦: RKCB in ♠
4♥: To Play
4♠: To Play
After 2NT ask:
3♣: (54) min
3♦: 55 min
3♥: 45 max
3♠: 54 max
3NT: 55 max
4♣: 5530
4♦: 5530

2♥ opening responses

2♠: Nat, NF
2NT: Ask
3♣: Nat, GF
3♦: Nat, GF
3♥: PRE
3♠: Nat, GF
3NT: To Play
4♣: RKCB
4♥: To Play
After 2NT ask:
3♣: Min, bad suit
3♦: Min, good suit
3♥: Max, bad suit
3♠: Max, good suit

2♠ opening responses

2NT: Ask
3♣: Nat, GF
3♦: Nat, GF
3♥: Nat, GF
3♠: PRE
3NT: To Play
4♣: RKCB
4♥: To Play
4♠: To Play

2NT opening responses

3♣: Stayman
3♦: TRF ♥
3♥: TRF ♠
3♠: Minor Stayman
3NT: To Play
4♣: ♥
4♦: ♠
4♥: ♣
4♠: ♦

Other bidding agreements

Minor jump raises: 1♦-3♦=Limit 10-12 HCP, 6+ cards
Major jump raises: Limit 7-9 HCP, 4+ cards
Jump shifts after minor: 1♦-2♥=5♥4-5♠ PRE, 2♠=10-11 HCP, 54+♣♦
Jump shifts after major: Natural, 6+ cards, invitational
1♣ continuation: 1♣-1♦-1♥/♠ 4+ UnBal; 2♥=Puppet to 2♠, 22-23 BAL or ♥5+ GF
Fourth suit forcing: game force.
Checkback: ♥ then ♠; XYZ only after 1♦ opening.

Additional defensive agreements

Vs 3NT: X = Strength; 4♣ = ♥♠; 4♦♥♠ = Nat
Vs Multi 2♦: X = 13-15 BAL or STR; Others NAT
Vs RCO two-suiters: X = Strength; Pass then X = T/O
Over 1NT interference: Transfer Lebensohl, Sys on when 2♣ = ♣ / 1 suit
Over 4♣ / 4♦ / 4♥ / 4♠: Dbl = T/O; 4NT = 2 places.

Overcalls and responses

Style: sound. 1-level: 8-15 HCP, 4+ cards. 2-level: 10-15 HCP, 5+ cards.
Reopening suit overcalls: same strength and length as direct overcalls.
New suits after partner overcalls: 1/1 F; 2/1 NF; 2/2 NF; 3/2 F.
Cue-bid: limit raise or better, or any GF hand.
Direct jump raise: preemptive.
Jump cue after partner overcalls: mixed raise, 7-9 HCP, 4-card support. Example: (1♦)-1♠-(Pass)-3♦.
1NT overcall responses: system on, both direct (15-18) and reopening (10-14).

Jump overcalls and two-suited calls

Direct jump overcall: 5-9 HCP, 6 cards, if partner has not passed.
If partner has passed: 6-13 HCP, 6 cards.
Reopening jump overcall: intermediate, 12-15 HCP, 6 cards.
After a weak jump overcall, 2NT asks strength / suit quality:
3♣: minimum, bad suit.
3♦: minimum, good suit.
3♥: maximum, bad suit.
3♠: maximum, good suit.
Michaels: 8+ HCP, no fixed upper limit; 5/5 majors over a minor; 5 other major and 5 minor over a major.
Unusual 2NT: lower two unbid suits, at least 5/5, 8+ HCP.
Direct jump cue-bids over any opening suit: Western cue-bids.

Takeout doubles

Direct: 9+ HCP with 4+ cards in all three unbid suits; otherwise 12+ HCP.
Reopening: may be a king lighter than direct.
Cue-bid response: forcing until a fit is found; not necessarily GF.
Jump response in a new suit: 8-10 HCP, 4 cards.

After our 1♥ is doubled

1♠: Natural
1NT: Clubs
2♣: Diamonds
2♦: About 9+ HCP, heart support; may be slightly below a limit raise
2♥: 8 HCP or less
2NT: 10+ HCP, 4+ hearts, same as without the double
XX: 10+ HCP, usually length in the other suits.
Transfers to a new suit: 5+ cards, no minimum HCP; F1. Opener need not accept the transfer.

After our 1♠ is doubled

1NT: Clubs
2♣: Diamonds
2♦: Hearts
2♥: About 9+ HCP, spade support; may be slightly below a limit raise
2♠: 8 HCP or less
2NT: 10+ HCP, 4+ spades, same as without the double
XX: 10+ HCP, usually length in the other suits.
Transfers to a new suit: 5+ cards, no minimum HCP; F1. Opener need not accept the transfer.

After our 1♦ is doubled

XX: Hearts
1♥: Spades
1♠: Transfer to NT; may stop in NT, 2♣ or 2♦
1NT: Clubs
2♣: Diamonds
2♦: 6+ hearts
2♥: 6+ spades
2♠: Both minors, invitational
2NT: Both minors, constructive
Suit transfers: ♥/♠ show 4+ cards; ♣/♦ show 5+ cards. No minimum HCP; F1. Opener need not accept the transfer.

Strong club after interference

After 1♣-(X):
Pass: 0-4 HCP.
XX: GF, penalty intention.
1♦: 5-7 HCP.
Other responses: system on.
After 1♣-(suit overcall):
Pass: 0-4 HCP or trap pass.
Overcalls through 2♥: X = 5-7 HCP or a directionless GF hand.
Overcalls of 2♠ or higher: X = GF takeout.
Direct new suit: 8+ HCP, 5+ cards, GF.

Natural openings after a suit overcall

After 1♦/1♥/1♠-(suit overcall), a new suit usually shows 10+ HCP, 5+ cards, F1.
Exception after 1♦-(1♥):
X: 4-5 spades
1♠: 0-3 spades
1NT: Natural
2♣: 10+ HCP, 5+ clubs, F1
2♦: 5+ spades, game forcing
2♥: 6+ spades, constructive to invitational
2♠: 10+ HCP, 5+ diamonds, F1
2NT: Both minors, invitational
3♣ / 3♦: Constructive

Drury

By a passed hand after a third/fourth-seat 1M opening:
2♣: 9-11 HCP, 3-4 card support.
Opener's 2♦: normal opening strength.
Opener's 2M: no game interest.

Forcing passes

After our GF is established and the opponents intervene:
No fit agreed: X is takeout; Pass forces to X.
Fit agreed: X is penalty-oriented; Pass suggests bidding (normal forcing-pass treatment).

Lead and signal clarifications

Subsequent leads: suit 3rd/5th; NT 2nd/4th. NT all-small holdings: second highest.
Doubleton small cards: top card, against both suit and NT.
NT short honours: lead H from H or Hx. Any singleton may be led.
Partner's lead, suit and NT: 1 low encouraging; 2 low even; 3 suit preference.
Declarer's lead, suit and NT: 1 reverse count (low even); 2 high discourages the opening-led suit, or suit preference.
Discards, suit and NT: 1 low encouraging; 2 high even. No fixed third priority.
Trump high-low: ability to ruff.
Psychics: rare.