


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		<div>WBFB Convention Card</div> <div></div> <div>Category: GREEN</div> <div>Country: SINGAPORE</div> <div>Event: ALL</div> <div>Players: JAZLENE ONG &amp; KOH HAN WEI</div>
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE		
Can be light at 1-level, sound at 2-level		Lead	in Partner's Suit	
Responses: Jump raise = Preemptive	Suit	3rd/5th	3rd/5th if unsupported, else ATT	
Cuebid = Forcing; does not promise support	NT	2nd/4th	2nd/4th if unsupported, else ATT	
New suit = Non-forcing if 2/1, else forcing	Subseq	2nd/4th	2nd/4th	
Add a King in balancing seat	Other:	A for Att, K for Count/Unblock.		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		
2nd Position: 15-18	Lead	Vs.Suit	Vs. NT	
4th Position: 12-15 for minors, 14-16 for majors	Ace	Akx(+), Ax	Akx(+), Ax(+)	
All responses as per 1NT opening	King	AK(+), KQx(+), Kx	AK(+), KQx(+), Kx	
Sandwich (54+ other 2 suits) if already passed, except when balancing	Queen	QJ, QJx(+), Qx, KQ(+)	QJ, QJx(+), KQ(+), Qx	
	Jack	Jx, JT(+), KJTx(+)	Jx, JT(+), KJTx(+)	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T9, T9x(+), HT9x(+), Tx	T9, T9x(+), HT9x(+), Tx	
2nd Position: Natural Preemptive	9	9x	9x	
4th Position: Natural 12-15HCP, 6+ card suit	Hi-x	Sx, xxSx	Sx, xxxSx, xSx, HxxSx	
Unusual 2NT: 55+ in lower 2 suits	Lo-x	xxS, xxxxS	HxxS	
Reopening 2NT: 19-21 HCP	SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)	Partner's Lead	Declarer's Lead	Discarding	
Direct cuebid: Michaels, 55+	Suit:1st	Lo = ENC	Hi = Odd	
3-level cuebid: Asks for stop	2nd	Hi = Odd	Hi = Higher suit	
	3rd	Hi = Higher suit		
	NT: 1st	Lo = ENC	Hi = Odd	
			Hi = Higher suit	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Hi = Odd	Hi = Higher suit	
	3rd	Hi = Higher suit		
Multi-Landy: X = points, 2C = majors, 2D = one major, 2H = H+minor, 2S = S+minor, 2NT = both minors	Signals (including Trumps):			
	S/P in trumps if possible (Hi = Higher suit)			
	Reverse Smith in NT			
	DOUBLES			
	TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	General Style = Sound			
Takeout doubles through 7H	Major oriented			
Leaping/non-leaping michaels (16+ HCP)	Responses: Cue = Forcing to 3NT, New suit = 0-8, Jump = 9-13, 1NT = 7-10			
Leb on after doubles, 2NT = 15-18, 3NT = to play				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Over strong 1C: X = majors, 1NT = minors	Support double/redouble if suit available to bid at 2 level			
Same over (1C) P (1D)	Negative double through 7H			
OVER OPPONENTS' TAKE OUT DOUBLE				
XX strong, new suits at 2-level NF				
Inverted minors off				
1M-(X)-2(M-1) is 3 card supp, 6- or 10+ HCP				
SYSTEM SUMMARY				
GENERAL APPROACH AND STYLE				
Natural, 5-card Majors				
Better Minor				
Semi-Forcing 1NT over major openings				
Preempt style varies by seat and vulnerability				
1NT Openings: 15-17				
2 OVER 1 Responses: Better minor				
SPECIAL BIDS THAT MAY REQUIRE DEFENCE				
2C opening = 22+balanced/19+ HCP, 4-loser single suited/21+ HCP, 2-suited				
3NT opening = Gambling				
4NT opening = Pick minor				
SPECIAL FORCING PASS SEQUENCES				
Only after clear GF sequences				
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
Psychics: Rare				

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		3	7H	12-21 HCP	Inverted minors	XYZ, 4SF	
				Usually open 1C if 3-3/4-4 in minors. Discretion to open 1D allowed.	Weak jump shifts		
1D		3	7H	12-21 HCP	Inverted minors	XYZ, 4SF	
					Weak jump shifts		
1H/S		5	7H	11-21 HCP	Semi-F 1NT (can pass with minimum and balanced)	After 2/1, 2S Rebid = 5-card catchall,	2C = Drury
					2/1 GF	2N = 6-card catchall	
					2NT = splinter, 3C = 6-9 4+ support, 3D = 10-11 4+ support	XYZ	
1NT			7H	15-17 Balanced. Can be off-shape.	Stayman, transfers, 2S = range ask, 2N = transfer to 3C,	Superaccept after transfer shows	Lebensohl; X = takeout if natural.
				6 card minor, singleton minor K, (5422) shape allowed	3C = ask 5M, 3D = short in one M, promise 4oM,	values in suit bid	Over 2C (not showing both majors),
					3M = 3M 1oM with 5-4 minors		X = stayman, system on.
							Else X = strength showing.
2C	✓			22+balanced/19+ HCP, 4-loser single suited/21+ HCP, 2-suited	2D = waiting. 2NT = 8-10 balanced. Suit = 5+ suit, 8+HCP	Kokish relays,	
						2C - 2D - 2S - 3C = 0-4 HCP	
2D				(5) 6+ natural preempt	Natural, New suit forcing. 2NT = ogust		
2H				(5) 6+ natural preempt	Natural, New suit forcing. 2NT = ogust		
2S				(5) 6+ natural preempt	Natural, New suit forcing. 2NT = ogust		
2NT				20-21 Balanced. Can be off-shape (same as 1NT)	Puppet stayman, transfers		
3C				6+ natural preempt	Natural, New suit forcing		
3D				(6) 7+ natural preempt	Natural, New suit forcing		
3H				(6) 7+ natural preempt	Natural, New suit forcing		
3S				(6) 7+ natural preempt	Natural, New suit forcing		
3NT	✓			Gambling	Natural	<b>High Level Bidding</b>	
4C				(7) 8+ natural preempt	Natural	4NT = RKCB 1430	
4D				(7) 8+ natural preempt	Natural	4m = Modified minorwood unless competitive auction	
4H				To Play	Natural	Voidwood 0314 only when jumped or after splinter	
4S				To Play	Natural	Splinter	
4NT	✓			Pick a minor	Natural	Cuebids: 1st/2nd round control, 1st round only at 5-level and above	
						Non-serious 3NT	
						D0P1/DOPE after interference	