

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE					
Can be light at 1-level, sound at 2-level		Lead	in Partner's Suit		Category: GREEN	Country: SINGAPORE	
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.			Event: ALL	Players: JAZLENE ONG & KOH HAN WEI	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2nd Position: 15-18	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE		
4th Position: 12-15 for minors, 14-16 for majors	Ace	Akx(+), Ax	Akx(+), Ax(+)		Natural, 5-card Majors		
All responses as per 1NT opening	King	AK(+), KQx(+), Kx	AK(+), KQx(+), Kx		Better Minor		
Sandwich (54+ other 2 suits) if already passed, except when balancing	Queen	QJ, QJx(+), Qx, KQ(+)	QJ, QJx(+), KQ(+), Qx		Semi-Forcing 1NT over major openings		
	Jack	Jx, JT(+), KJTx(+)	Jx, JT(+), KJTx(+)		Preempt style varies by seat and vulnerability		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	T9, T9x(+), HT9x(+), Tx	T9, T9x(+), HT9x(+), Tx	1NT Openings: 15-17		
2nd Position: Natural Preemptive	9	9x	9x		2 OVER 1 Responses: Better minor		
4th Position: Natural 12-15HCP, 6+ card suit	Hi-x	Sx, xxSx	Sx, xxxSx, xSx, HxxSx		SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Unusual 2NT: 55+ in lower 2 suits	Lo-x	xxS, xxxxS	HxxS		2C opening = 22+balanced/19+ HCP, 4-loser single suited/21+ HCP, 2-suited		
Reopening 2NT: 19-21 HCP	SIGNALS IN ORDER OF PRIORITY				3NT opening = Gambling		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	4NT opening = Pick minor		
Direct cuebid: Michaels, 55+	Suit:1st	Lo = ENC	Hi = Odd	Lo = ENC			
3-level cuebid: Asks for stop	2nd	Hi = Odd	Hi = Higher suit	Hi = Odd			
	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			
Multi-Landy: X = points, 2C = majors, 2D = one major,	3rd	Hi = Higher suit					
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				SPECIAL FORCING PASS SEQUENCES	
Takeout doubles through 7H	Major oriented				Only after clear GF sequences		
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				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
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						Psychics: Rare	
XX strong, new suits at 2-level NF							
Inverted minors off							
1M-(X)-2(M-1) is 3 card supp, 6- or 10+ HCP							

