


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		<b>WBFC Convention Card</b> 	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Generally sound; 1 level: Can be 4cd with opening values; TRF advances; 2NT after M overcall is mostly 4+supp INV; Jump cue= 6-9 4+supp not 4333; Jumpshift= Intermediate NF		<b>Lead</b>	<b>in Partner's Suit</b>	<b>Category i.e. GREEN</b>	
	Suit	3 <sup>rd</sup> /5 <sup>th</sup>	Att if supported; otherwise same	<b>Country: SINGAPORE</b>	
2 level: Sound, TRF advances (will be alerted on the table); Jumpshift= intermediate NF	NT	4 <sup>th</sup> or Top/2nd from XXX(+X)	Att if supported; otherwise 3 <sup>rd</sup> /5 <sup>th</sup>	<b>Event:</b>	
	Subseq	Generally same as lead	Generally same as lead	<b>Players: Teo Xue Heng, Timothy Wu</b>	
Other:					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY	
15-18 HCP on 2nd seat/ 4th seat live (Non-PH)	Lead	<b>Vs.Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
12-15 HCP on 4th seat reopening	Ace	AK(+X);AX(+X);A	AKJT(+X);AX(+X);A	2/1 GF; 5 card majors	
Sandwich 1NT on 4th seat live (PH)	King	AK(+X);KQ(+X);KX;K	AK(+X);KQ(+X);KX;K	1C= 2+C, up to 5D332; Transfer Walsh Over 1C	
	Queen	KQ;QJ(+X);QX;Q	KQ;QJ(+X);QX;Q	1D=4+D Unbalanced	
	Jack	JT(+X);JX;J	JT(+X);JX;J	2H opening= 54+M weak, 2S opening=5+S 4+m weak	
	10	AJT(+X);KJT(+X);T9(+X);TX;T	AJT(+X);KJT(+X);T9(+X);TX;T	3rd seat openings may be light	
1-Suit: PREEMPTIVE; Can vary depending on position	9	AT9(+X);KT9(+X);QT9(+X);9X;9	AT9(+X);KT9(+X);QT9(+X);9X;9	1NT Openings: 14-16	
2-Suit: Michael's Cue-bid; EITHER Minimum or Maximum	Hi-x	SX;S;SXX in supported suit	SX;XSX;S	2 OVER 1 Response Game Forcing	
Unusual 2NT=both minors, any range	Lo-x	3rd/5th	4th	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
Reopening: 6+, intermediate	<b>SIGNALS IN ORDER OF PRIORITY</b>			1C= 2+C, can have longer D; Transfer Walsh Over 1C	
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	1D=4+D Unbalanced
Jump to 3X= Stopper ASK	Suit: 1st	Attitude	Count	Odd/Even Discards	2D opening=weak 2 in 1 major, 2H opening= 44+M weak, 2S opening=5+S 4+m weak
Direct Cue-bid= Michael's Cue-bid	2nd	Count	Suit Preference		Michael's Cue-bid, Unusual 2NT
	3rd	Suit Preference			
	NT: 1st	Attitude	Count	Odd/Even Discards	
	2nd	Count	Suit Preference		
	3rd	Suit Preference			
<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>	Signals (including Trumps):				
2C=44+M, 2D=One M; 2H/S= M+m; 2NT=55+m	Reverse ATT; Standard COUNT; odd/even disc (odd=enc)				
	<b>DOUBLES</b>				
	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>				
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>	Dbl over 1m need not have supp for other minor				
(Wk2X) 2NT = (15)16-19 HCP	Can be lighter on passed hand				
Lebensohl after T/o dbl of Wk2X	Cue-bid after T/o dbl is Inv+				<b>SPECIAL FORCING PASS SEQUENCES</b>
4C/D over wk2/3M= C/D+ oM					
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Dbl= Both M	Support dbl/redbl through 2S				
1NT/2NT= Both m	Negative dbl through 3S				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
4NT= 2 suiter	Redbl over opponent's NEG Dbl shows 10+ HCP				
Anything else is NAT					
OVER OPPONENTS' TAKE OUT DOUBLE		Maximal Dbl for majors			
After 1m opening, rdbl and all 1X up to 1S=Xfer					Psychics: Rare
After 1M opening, rdbl=10+, 1N up to 2M-1 are all transfers, 3M-1=Mixed, other jumps=PRE or SPL					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		2	3S	Clubs or Balanced Can have longer D 11-21HCP	1D=4+H;1H=4+S;1S=3+D; 1NT=8-10 3-3- both M; 2C=5+c 11+HCP; 2D=TRF 2H, either Weak H or Str bal ; 2H=TRF 2S; Weak S or Sgl suited str or str bal; 2S=6+C 7-9HCP 3C=6+C 0-6 HCP; 3D/H/S=Weak	1C-1D-1H/1C-1H-1S= 11-15 2-3supp ; 1C-1D-2H/1C-1H-2S= 11-13 4supp; 1C-1D/H-1NT= 17-19 BAL; 1C-1S-1NT= 11-13 BAL; 1C-1S-2NT= 17-19 BAL; 1C-1X-3NT= solid C; 1C-1D/H-1H/S-2C=RELAY to 2D; 1C-1D/H-1H/S-2D= GF;1C-1D/H-2NT=6+C 3supp; 1C-1D/H-3C=6+C 15-17 2-supp	COMPETITIVE: Direct cue= LIM or better; F1 Free bid over overcalls showing 5+ in that suit
1D		4	3S	4+D, Unbalanced 11-21 HCP	1H/S=4+; 1NT=6-10HCP; 2C=5+C GF; 2D=4+D GF; 2H: TRF to 2S, either weak S or sgl suited strong or 16+ BAL; 2S=4+D 7-9; 2NT=11-12 BAL; 3C=INV 6+; 3D=0-6 4+D;3H/S=Weak; 3NT= 13-16 BAL	1D-1H/S-1NT= RELAY to 2C if 8+HCP; 1D-1H-2D=3supp 14-16; 1D-1H-2S=MiniSPL in any suit; 1D-1S-2D=4+H 11-16; 1D-1S-2H=3supp 14-16; 1D-1H/S-3C= 5-5+m 14-16; 1D-1H-2NT=6+D 3supp 14-16; 1D-1S-3H= miniSPL	COMPETITIVE: Direct cue= LIM or better; F1 Free bid over overcalls showing 5+ in that suit
1H		5	3S	5+H 11-21 HCP	1S=4+S; 1NT=SemiF1; 2C/D=GF with 1+/5+; 2H=6-9HCP 3supp; 1H-2S=3supp INV; 1H-2NT=single suited strong any; 1H-3C= 4+supp 6-9 HCP; 1H-3D=4+supp 10-11; 1H-3H= 0-5 4+supp; 1H-3N/4C/4D= SPL in S/C/D; 1H-3S=4+H, some void	1H-1S/1NT-2C= GAZZILLI, Relay to 2D with 8+HCP; 1H-1S-1NT-2C= Relay to 2D; 1H-1S-1NT-2D=GF; 1H-2H-2NT= 3+S INV; 1H-2H-2S= RELAY to 2NT;	PASSED HAND: 2C/2D resp=9-11 with 3/4supp COMPETITIVE: Direct cue= LIM or better; F1 Free bid over overcalls showing 5+ in that suit; 2NT=4+supp INV+
1S		5	3H	5+S 11-21 HCP	1NT=SemiF1; 2C/D/H=GF with 1+/5+; 2S=3supp 6-9HCP; 1S-2C/D/H-3S= Set Trumps; 1S-2N=3supp INV; 1S-3C= single suited strong any or ; 1S-3D= 4+supp 6-9; 1S- 3H=4+supp 10-11; 1S-3S=4+supp 0-5; 4C/4D/4H=SPL; 3NT=Void SPL	1S-1NT-2C= GAZZILLI, Relay to 2D with 8+HCP; 1S-2S-2NT= unspecified shortness; 1S-2C/D/H-2NT=6+; 1S-2C/D/H-3NT=18-19 BAL; 1S-2D/H-3S= Set Trumps;	PASSED HAND: 2C/2D resp=9-11 with 3/4supp COMPETITIVE: Jumpshifts over overcalls= Fit jumps; Direct cue= LIM or better; F1 Free bid over overcalls showing 5+ in that suit; 2NT=4+supp INV+
1NT				14-16 Can be 5M/6m/5422/sglton Honour	2C = STAYMAN; 2D/H = TRF to H/S; 2S=Either C or Range ASK or D weak; 2NT=ASK better m or D; 3C=puppet; 3D=D GF; 4C=55+M; 4D/H = TRF to H/S; 4NT= Quantitative INV	1NT-2C-2D-3H/S=5+S/H GF; 1NT-2C-2D-2H=44M less than INV; 1NT-2D/H-2H/S-4H/S= Slam INT; 1NT-2D/H-2H/S-4C/D= SPL; 1NT-2C-2X-2NT= INV; 1NT-2C-2X-3C/D=5+m SLAM INT; 1NT-2S-2NT= Min; 1NT-2S-3C=Max; 1NT-2S-3C-3D=Weak D to play; 1NT-2NT= ASK better m	Dbl of Opps natural bid= t/o ; Lebensohl after interference
2C	Y			Strong, 22+HCP or 4-losers	2D=WAITING; 2H/S/NT/3D= 5+ w/ 2 of top 3 Honors in H/S/C/D;3H/S= SET TRUMPS	2C-2X-2NT=22-23 BAL; 2C-2D-2H/S= RELAY to 2S/NT	
2D	Y	5		weak 2 in a major	2H/S,3H/S=p/c; 2NT=ASK;3C/D=H/S nat; 4C= Bid one step below your M; 4D= Bid your M	2NT=ASK; 2H/2S/3H/3S= P/C; 4C=Bid M-1; 4D= Bid M; 3C=H; 3D=S	
2H		4		44+ Both M, weak	2S/3H/3S/4H/4S=To play, 2NT=ASK, 3C/D=Nat NF	2H-2NT-3C=any min; 3D=5-5max; 3M= 5cM 4oM max; 4C/D=6-5/5-6 max	COMPETITIVE: Dbl of Opps bid is PEN; New Suit=NF
2S		5		5+S 4+m, weak	2NT=ASK; 3C=p/c; 3D=H ; 3H=INV in S	2S-2NT-3C=C min; 3D=D min; 3H= C max; 3S= D max	New Suit=SemiF1
2NT				20-21 HCP BAL	3C=ASK 5cM; 3D/H=TRF to H/S; 3S=TRF 3N; 3N= Minor STAYMAN; 4C=55+M; 4D/H=TRF to H/S	2NT-3C-3D= >=1 4cM; 2NT-3C-3H= 3-3- both M	
3C/D/H/S		6		6+ cards in the suit weak	New Suit F1 4C= modified RK (except for 3C opening, in which case it is 4D)	<b>High Level Bidding</b>	
3NT				AKQ 7+card minor suit	4C=p/c; 4D=ASK shortness;4NT=SHOW minor	RKCB 1430; Cue-bids show either 1st or 2nd round control; Double Odd Pass Even over Interference of RKCB	
4C/D/H/S		7		7+ in the suit weak	New Suit= Cue-Bid		
4NT				6-5+m PRE			
5C/D/H/S		8		PRE			

