


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 
<b>OVERCALLS(Style; Responses; 1/2level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			
Can be light at 1-level, sound at 2-level			<b>Lead</b>	<b>in Partner's Suit</b>	<b>Country: Singapore</b>
Responses: Jump raise = Preemptive Cuebid = Forcing; does not promise support New suit = Non-forcing if 2/1, else forcing Add a King in balancing seat		Suit	3rd/5th	3rd/5th	<b>Event: All</b>
		NT	3rd/5th	3rd/5th	<b>Players: Jazlene Ong &amp; Sean Teo</b>
		Subseq	Low if encouraging	Standard count	
		Other:	A for Att, K for Count/Unblock		
		Suit preference if lead is clearly not 3rd/5th			
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
2nd Position: 15-18		<b>Lead</b>	<b>Vs.Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>
4th Position: 12-15 for minors, 14-16 for majors		Ace	Akx(+), Ax(+)	Akx(+)	Natural, 5-card Majors
All responses as per 1NT opening		King	AK(+), KQx(+)	AK(+), KQx(+)	Better Minor
		Queen	QJ, QJx(+), KQ	QJ, QJx(+), KQ, KQx(+)	Bergen raises over majors
		Jack	JT, JTx(+), KJTx(+)	JT, JTx(+), KJTx(+)	Forcing 1NT over major openings
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>		10	T9, T9x(+), HT0x(+), Tx	T9, T9x(+), HT0x(+), Tx	
2nd Position: Natural Preemptive		9	9x, 98x(+)	9x, 98x(+)	1NT Openings: (14)15-17
4th Position: Natural 12-15HCP, 6+ card suit		Hi-x	Sx, xxSx	Sx, xxxSx	2 OVER 1 Responses: Better minor
		Lo-x	xxS, xxxS	xxS, xxxS	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
		<b>SIGNALS IN ORDER OF PRIORITY</b>			2C opening = 22+balanced/19+ HCP, 4-loser single suited/21+ HCP, 2-suited
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
Direct cuebid: Michaels, 55+, 10-HCP or 16+HCP		Suit: 1st	Lo = enc	count (Hi/Lo = odd)	Lo = enc
3-level cuebid: Asks for stop		2nd	count (Hi/Lo = odd)	S/P	count (Hi/Lo = odd)
		3rd	S/P		
		NT: 1st	Lo = enc	count (Hi/Lo = odd)	S/P
<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>		2nd	count (Hi/Lo = odd)	S/P	count (Hi/Lo = odd)
Multi-Landy		3rd	S/P		
X = points 2C = majors 2D = one major 2H = H+minor 2S = S + minor		Signals (including Trumps): S/P in trumps if possible			
		<b>DOUBLES</b>			
		<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>			
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>		General Style = Sound			
Takeout doubles through 4H (X after 4H is takeout, X after 4S is points)		Responses: Cue = Forcing to 3NT, New suit = 0-8, Jump = 9-13, 1NT = 7-10			<b>SPECIAL FORCING PASS SEQUENCES</b>
Leaping/non-leaping michaels					Only after clear GF sequences
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
Over strong 1C: X = majors, 1NT = minors		Support double/redouble			
		Negative double through 4H			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
		Snapdragon double			
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>					
Natural					Psychics: Rare
Inverted minors off					

