

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 																												
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Coloured Sticker: 																												
standard overcall New suit: 1/2-Level = NF, jump shift = INV, jump raise = PRE, Jump cue over M = 4 card support raise, INV cue = F1 (SUP = INV, new suit = GF, re-cue = ask stopper)		<table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>4th, MUD, natural</td> <td>3rd / 5th, natural</td> </tr> <tr> <td>NT</td> <td>2nd, 4th, Sxx, natural</td> <td>3rd / 5th, natural</td> </tr> <tr> <td>Subseq</td> <td>Remaining CT / ATT</td> <td>Remaining CT / ATT</td> </tr> </tbody> </table> Other: vs 5/6, K = ask for CT, A = cashing						Lead	In Partner's Suit	Suit	4th, MUD, natural	3rd / 5th, natural	NT	2nd, 4th, Sxx, natural	3rd / 5th, natural	Subseq	Remaining CT / ATT	Remaining CT / ATT	CATEGORY: GREEN NCBO: Hong Kong EVENTS: ALL PLAYERS: Yiu Wai Sing –Leung Chung Man														
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1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY																												
At 2 nd seat: usually 16 -18, BAL At 4 th seat, over 1m, usually 12 – 15, BAL over 1M, usually 13 – 17, BAL Responses: Same as 1NT opening Responses after interference: same as 1NT being interfered		<table border="1"> <thead> <tr> <th>Lead</th> <th>Vs. Suit</th> <th>Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AK (ATT/CT), Ax (2nd SP)</td> <td>AK+ (ATT)</td> </tr> <tr> <td>King</td> <td>KQ (ATT), AK–stiff</td> <td>AKJx+/KQTx+(CT)(ATT)</td> </tr> <tr> <td>Queen</td> <td>QJ+, AKQx+</td> <td>QJTx+/KQT9+/AQT9+/AKQx+</td> </tr> <tr> <td>Jack</td> <td>JT+, Jx</td> <td>JT9+, AQJx+, Jx</td> </tr> <tr> <td>10</td> <td>KJTx+, T9x+, Tx</td> <td>AJTx+, KJTx+, T98x+</td> </tr> <tr> <td>9</td> <td>KT9x+, QT9x+, 9x</td> <td>AT9x+, KT9x+, QT9x+</td> </tr> <tr> <td>Hi-x</td> <td>xSx (MUD), Sxxx</td> <td>Sxx, Sxxx, xSxx</td> </tr> <tr> <td>Lo-x</td> <td>xxxS(x)</td> <td>Natural</td> </tr> </tbody> </table>			Lead	Vs. Suit	Vs. NT	Ace	AK (ATT/CT), Ax (2nd SP)	AK+ (ATT)	King	KQ (ATT), AK–stiff	AKJx+/KQTx+(CT)(ATT)	Queen	QJ+, AKQx+	QJTx+/KQT9+/AQT9+/AKQx+	Jack	JT+, Jx	JT9+, AQJx+, Jx	10	KJTx+, T9x+, Tx	AJTx+, KJTx+, T98x+	9	KT9x+, QT9x+, 9x	AT9x+, KT9x+, QT9x+	Hi-x	xSx (MUD), Sxxx	Sxx, Sxxx, xSxx	Lo-x	xxxS(x)	Natural	GENERAL APPROACH AND STYLE 5-cards+ M, 2/1 Game Forcing, Strong 1NT, Convenient minors Forcing 1NT after 1M Forcing 1♠ after 1♥ Strong 2♣, Multi 2♦ 2♥ = Weak-Both-Majors 2♠ = natural weak 2 Namyats 1NT Opening: usually 15-17 (may 5-card Major, or 5422, or 6-card minor) 2 OVER 1 Response: Always FG by an un-pass hand	
Lead	Vs. Suit	Vs. NT																															
Ace	AK (ATT/CT), Ax (2nd SP)	AK+ (ATT)																															
King	KQ (ATT), AK–stiff	AKJx+/KQTx+(CT)(ATT)																															
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Hi-x	xSx (MUD), Sxxx	Sxx, Sxxx, xSxx																															
Lo-x	xxxS(x)	Natural																															
JUMP OVERCALLS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE																												
1-Suit: weak, 6+ cards suit 2-Suit: unusual 2NT for 2 lower unbid Reopen: opening hand		<table border="1"> <thead> <tr> <th></th> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td rowspan="3">Suit</td> <td>1</td> <td>ATT</td> <td>CT</td> </tr> <tr> <td>2</td> <td></td> <td>CT</td> </tr> <tr> <td>3</td> <td></td> <td></td> </tr> <tr> <td rowspan="3">NT</td> <td>1</td> <td>ATT</td> <td>Pd to Duck: CT</td> </tr> <tr> <td>2</td> <td>CT</td> <td>Smith Echo</td> </tr> <tr> <td>3</td> <td></td> <td>CT</td> </tr> </tbody> </table>				Partner's Lead	Declarer's Lead	Discarding	Suit	1	ATT	CT	2		CT	3			NT	1	ATT	Pd to Duck: CT	2	CT	Smith Echo	3		CT	2♣ = 22+ HCP, or 9+ tricks 2♦ = multi: 1) Weak 2♥, 2) any 4411, 21-24 HCP, or 3) 22-23 HCP BAL 2♥ = weak 54+ Majors, 8-11 HCP (light in 3rd seat, maybe wild) 2♠ = weak 2♠ 3NT = minor preempt 4♣ / 4♦ = Namyats 4NT = Good PRE in 5♣ / 5♦				
	Partner's Lead	Declarer's Lead	Discarding																														
Suit	1	ATT	CT																														
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DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Doubles																															
Michaels Cuebid jump cue-bid = ask stopper		TAKEOUT DOUBLES (Style; Responses; Reopening) Takeout Double: 4♥			Negative free bids at 2-level Cuebid after opp's overcall = limited+ raise or any GF hand Michaels Cuebid, Unusual 2NT, Unusual Vs Unusual (Q lower = LR+) CRASH against Strong 1♣, Suction against strong 2♣ Lebensohl Snapdragon Doubles, Sandwich 1NT																												
VS. NT (vs. Strong / Weak; Reopening; PH)		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES																												
Reverse Cappelletti (2♣ = Both Major, 2♦ = either Major one suiter, 2♥ = ♥+minor, 2♠ = ♠+minor, 2NT = both minor (Passed hand, X = either minor)		Negative Double: 4♥ Supportive Double & Redouble: 2♥ Snapdragon Double: 2♠ Responsive Double: 4♥			Good-Bad 2NT after opponent's M fit. After 2/1 respond by an un-pass hand																												
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE																												
vs weak 2: cue=ask stopper, Roman jump (4m = m + oM, 4M = ♣ + ♦) Takeout: jump 3oM = INV, Lebensohl (both)		Defense against Negative Double: XX = 10+ hcp, tolerance			Only direct 4/5NT raise: quantitative, most cases: RKC Vs overcall, 1NT = 6-10, do not promise stopper																												
vs high-level, 4NT / cue = 2-suiter takeout					PSYCHICS: Seldom																												
VS. ARTIFICIAL STRONG OPENINGS																																	
Against Strong 1♣, CRASH at 1 level, suction at 2+ level Suction against Strong 2♣ (up to 3NT)																																	
OVER OPPONENTS' TAKEOUT DOUBLE																																	
XX = 10+, new suit at 2-level = NF Forcing 1♠/1NT on , new suit at 3-level = GF, Bergen off , Inverted minor , Reversed Drury off , 2NT = limit or better raise in M 1NT - (X = penalty or same strength): DONT run out (& bal-X)																																	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		3	4♥	11-21 HCP	1♦ = 2+ cards ♦, 1NT = 8-10 HCP, 2♦ = INV 2♣/3♣ = inverted, 2NT = 10-12 HCP 2♥/2♠ = WJS, 3NT = 13-15 HCP	nmf, 4sGF, opener jump 2NT = 18-19 hcp (nmf) After 1♣-1♥, 2♣ = rev, 3♦/3♠ = Spl, 4m = picture bid After opener reverse, 2NT = lebensohl	Inverted minor, WJS still on opener jump shift = FG 2♦ = inv
1♦		3	4♥	11-21 HCP	2♣/3♦ = inverted, 1NT = 6-10 HCP 2♥/2♠ = WJS, 3♣ = INV	same as 1♣	2♣ = weak, ♣ suit WJS still on, 3♣ = inv.
1♥		5	4♥	11-21 HCP	1♠ = 0-4-card ♠, or 6-card+ ♠, F1 only 1NT = 1) 5-card ♠ F1, or 2) 4-card+ ♠, FG 2♣/2♦ = 4-card+, FG, 2♠ = strong, 13 HCP+ 2NT = Jacoby, 3♣/3♦ = Bergen, 3♥/4♥ = PRE 3♠/4♠/4♦ = Spl, 3NT = Swiss, 12-15, bal, (4333)	After 1♥-1♠, 1NT = 4-card ♠, min, 2♣/2♦ = 3-card+, 2♥ = 6-card+, 2♠ = rev After 1♥-1NT, 2♣ = 3-card+, 2♦ = 4-card+, 2NT = 18-19 HCP 2♥ = 6-card+, 2♠ = 3-card+, 3♠ = 3-card+, INV responder rebid 2♠/2NT = FG	Forcing 1♠/1NT on, Bergen <i>off</i> 2-way Reversed Drury Fit raises
1♠		5	4♥	11-21 HCP	1NT = F1, 2♣/2♦ = 4-card+, FG, 2♥ = 5-card+ ♥ 2NT = Jacoby, 3♣/3♦ = Bergen, 3♠/4♠ = PRE 3♥ = 6-card+ ♥, INV, 4♠/4♦/4♥ = Spl 3NT = Swiss, 12-15, bal	After 1♠-2m, 2NT = catchall, 3NT = 15-17 3m = extra / shape	Forcing 1NT still on, Bergen <i>off</i> 2-way Reversed Drury Fit raises
1NT				Usually 15-17 HCP	Smolen, 2♦ = Jxf / Walsh, 2♥ = Jxf 2♠ = minor Stm / ♦, 2NT = 3-suiter / ♣ 3♠/3♦ = INV, 3♥/3♠ = 31(54)/13(54) GF, Texas	1NT-4♠ = 15+, 6+ controls, quantitative or SF (Baron) 1NT-4NT = 5- controls, quantitative (Baron)	DONT Runout after 1NT-(X)
2♣	√	0		Strong 22+ HCP, or 9+ tricks	2♦ = 0 ctrls, 2♥ = 1, 2♠ = 2, 2NT = 3+ 3♠/3♦/3♥/3♠ = 1-suiter, 4-5 HCP	After 2♣-2♦, 2♥ = relay to 2♠. Jump bid = solid suit, Force Fit After +ve response, new suit by rpr shows 5+ cards	
2♦	√	0		multi: 1) Weak 2♥ 2) any 4441, 21-24 HCP 3) 22-23 HCP bal	2♥ = p/c, 2♠/3♠/3♦ = 5-card+, F1 2NT = relay, 3♥/4♥ = PRE, jump = cab in that suit After 2♦-2♥, 2♠/3♠/3♦/3♥ = 4441, stiff in ♣/♦/♥/♠ 2NT = 22-23 HCP (same as 2NT opening) rpr stiff suit = SI, other = to play	After 2♦-2♠, 3♠/3♦ = wk 2♥, ♠ fit, singleton/void 2NT/4♠ = strong, 4♣/4♦/4♥ = 4441, stiff in ♣/♦/♥ After 2♦-2NT, 3♠/3♦/3♥/3♠/3NT = Ogust, 4♣/4♦/4♥/4♠ = stiff 4NT = 22-23 bal.	After 2♦-(X), Pass / XX = to play in case rpr is strong After 2♦-(2♠)-Pass, X = penalty 2NT = strong
2♥	√	4		weak 54+ Majors 8-11 HCP (light in 3rd seat)	any Major = to play, 3♠/3♦ = NF 2NT = relay, forcing to 3M, 4♠/4♦ = RKC in ♥/♠	After 2♥-2NT, 3♣ = 54 or 45 min, 3♦ = 55, 3♥/3♠=45/54 max	After 2♥-(X=any), XX = SOS 2NT = good SUP in Ms
2♠		6		weak 2♠	Ogust, 3♠ = PRE, 4N = RKC, 4x = cab	Ogust, 2♠-(X): McCabe	
2NT				20-21 HCP	Stm, Jxf, 4♠/5♠ = transfer to 5♣/5♦, Texas, 4NT = Baron, SF, 3♠ = mSS	Smolen after 2NT-3♣-3♦	DONT Runout after 2NT-(X=any)
3♣/♦		6		PRE	3♥/3♠ = nat, FG, 4m = RKC, 4♥/4♠/5m = to play	HIGH LEVEL BIDDING / CUE-BIDDING	
3♥/♠		7		PRE	Others = cab	RKC (14-30-2-2), D0P1, Gerber (04-1-2-3)	Cue-Bidding
3NT	√	7		Minor preempt	4, 5, 6♣ = p/c, 4♦ = ask stiffness, 4♥/4♠ = to play	RKC-Gerber after 1NT-Stm	1) Cuebid Ace first
4♣/♦	√	7		Namyats	Kickback for ♥, Others = cab	4m-RKC after minor-fit	2) Pd's suit = Ace / King (Q in 2nd round)
4♥/♠		7		PRE	Kickback for ♥, Others = cab	Kickback after ♥ fit	3) With limited pd, fast arrival principal
4NT	√	8		good PRE in a minor	5♣/5♦/6♣ = p/c, 5♥+ = 2 Aces (CRASH)	Special RKC after 2♦/2♥/2♠/3m openings	4) With unlimited pd, obligation to cue
key: rpr = responder SI = slam interest SF = slam force						Leap to 5M, Baron GSF: 6♣ = A/K + extra, 6♦ = A/K	