WBF Convention Card

NCBO Logo & Coloured Sticker:	

CATEGORY: Green
NCBO: HKCBA **EVENTS:** All
PLAYERS: Charlie Lee Hing Lung – Ben Lai Chun Pong

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

Standard Overcall
Responses:
New suit: 1/2 level = NF, 3 level = NF Constructive, Jump Shift = GF
Jump Raise: INV
Cue bid: F1

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

At 2nd seat: STR NT (15-18HCP), system on.
At 4th seat: 10-14HCP, system on.

JUMP OVERCALLS (Style; Responses; Reopen)

1-Suit: Pre-emptive, 6+ cards suit
2-Suit: Unusual 2NT for 2 lowest unbid, 11- or 16+

Reopen: Opening

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

Cue bid minor: Both M
Jump Cue bid: Ask for stopper to play in 3NT

VS. NT (vs. Strong / Weak; Reopening; PH)

Landy (VS STR or WK NT)
2♣: Both M, normally 8+HCP
2♦, 2♥, 2♠: NAT, normally 8+HCP
X = Equal strength (2nd seat), Opening (4th seat)
(1NT) - 2♣ - (Pass) - 2♦ = M 3-3/2-2

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

T/O up to 4♠
VS WK 2M Opening: Cue = Other M + m, Jump Cue = Both m
Strong Jump Overcall, 2NT = 15-18 HCP, 3NT = Play
VS WK 2♦ Opening:3♦ = Both M, others same as those against 2M

VS. ARTIFICIAL STRONG OPENINGS

Suction at all levels over strong 1♣/2♣
X/♣ = ♦ or ♥ + ♠; ♦ = ♥ or ♠ + ♣; ♥ = ♠ or ♣ + ♦
♠ = ♣ or ♦ + ♥; NT = ♣ + ♥ or ♦ + ♠

OVER OPPONENTS' TAKEOUT DOUBLE

XX = 11+HCP; Jump Raise = INV
Forcing 1NT "OFF" after any interference
1NT = 6-10 over 1m, 2NT = INV, 3NT = Play

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	MUD, 4th Best	3rd or 5th Best
NT	MUD, 4th Best	3rd or 5th Best
Subseq		

Other: Vs. Suit Contract, H = A, K, Q, J, T.
Vs. NT Contract, H = A, K, Q, J

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax, AKx(+)	Ax, AKx(+)
King	Kx, KQ(+), AK	KQ(+), AK
Queen	Qx, QJ(+), AQJ(+)	AQJ(+), QJ(+)
Jack	Jx, JT(+), AJT(+), KJT(+)	AJT(+), KJT(+), JT(+)
10	Tx, T9(+), HT9(+)	T9(+), HT9(+)
9	9x, 98(+)	9x, 98(+)
Hi-x	Xx, Xxxx, xXx	Xx, xXxx, xXx
Lo-x	HxX, HxxX	HxX, HxxX
	xxX in partner's suit	xxX in partner's suit

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	UDCA	UDCA	UDCA
	2			
	3			
NT	1	UDCA	UDCA	UDCA
	2			
	3			

Signals (including Trumps): NAT Smith Echo
NAT Remaining Count

Doubles

TAKEOUT DOUBLES (Style; Responses; Reopening)

Up to 4♠, standard T/O or Strong hand
T/O: Opening, 3+ in unbid M
Strong: 16+, good 5+ suit

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Negative X: Up to 3♠, 7+ with 4+ cards in unbid M or 10+
Lead Directing X: Unusual lead is requested, usually vs 3NT or slam
(1A)-Pass-(1B)-X = Unbid suits at least 4-4

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 Game Forcing, 5+ cards M opening, Convenient minors, Strong 1NT
Forcing 1NT w/ un-passed hand after 1M opening
2♣ opening = Game Forcing, 2NT = 20-22, 3NT = Gambling
2♦, 2♥, 2♠ = Weak two openings
Weak Jump Overcall

1NT Opening: 15-18, can have 5M, LEB after 2-level interference

2 OVER 1 Response: GF except 2♣ over 1♦ or after any interference

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1. Strong 2♣ Opening (GF)
2. 1NT – 2♠ = MSS/WK ♦ **[1]**
3. Development after 1NT-2NT-3♣ **[2]**
4. 1NT – 3♣/3♦ = Good suit, INV 3NT
5. 1NT – 3♥ = 3145/3154
6. 1NT – 3♠ = 1345/1354
7. Special Doubles **[9]**
8. LEB after 2-level interference after 1NT Opening **[10]**
9. Defensive Bidding against Multi-2♦ Opening **[11]**
10. Defensive Bidding against 2♦ Flannery and 2♥ Flannery Opening **[12]**
11. Unusual vs Unusual **[13]**

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

4SF: GF (Except 1♣-1♦-1♥-1♠), 4th suit = NAT after 2/1 GF
VS Overcall: 1NT=6-10, promise stopper

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1m		3	3♠	12-21	1NT=6-10, 2NT=11-12, 3NT=12+	1m-1M-3NT: 17+, BAL	JS, 2/1 = Max Pass
				3-3 m opens 1♣	2m = 6-9, 4+ cards support, STR JS with semi-solid suit	Reverse: 1♣-1X-2♦/2♥/2♠, 16+	
				4-4 m opens 1♦	3m = 10-12, 4+ cards support, 2-level overcalls = F1	Subsequent Auction after 1m-1M **[5]**	
1M		5	3♠	12-21 (1st/2nd), 5+ cards	2/1 GF; Forcing 1NT with un-passed hand **[3]**	1♥-3♥-3♠/1♠-3♠-3NT: Mathe-Asking Bid **[6]**	JS, 2/1 = Max Pass
				3rd/4th maybe 4 cards and light	1NT = Semi-forcing with passed hand	Reverse: 1♥-1NT-2♠, 16+	Reverse Drury
					2M = 6-9, 3+ cards support	Jacoby 2NT Response **[7]**; 1♥-1♠-2NT = 16-18, BAL	
					3M = 11-12, 4+ cards support	1M-2M-2NT = INV 3NT/4M; 1M-2M-2NT-3m = NAT, game INV	
					STR JS with semi solid suit; Jacoby 2NT, 3NT = 16-17	1♥-2♥-2NT-3♠ = ♠ suit, GF	
					Double JS = SPL, 4+ cards support	1♠-2♠-2NT-3♥ = ♥ suit, game INV	
					2-level overcalls = F1		
1NT				15-18, Balance	2♣ = Non-forcing Stayman	After 1NT-2♣: 2♦ = No 4 cards M	
				May have 5 cards M	2♦/2♥ = Jacoby TRF	2M = 4+ cards M	
				May have 5 cards m	2♠ = MSS / WK♦ **[1]**	3M = 17-18, 5 cards M	
					2NT=Long ♣/Slam interest (4441)/(5440)/Long m **[2]**	After 2♦: 2♥ = 4-4 M, 0-7HCP	
					3♣/3♦ = Good suit, INV 3NT	After 2♦/2♥/2♠: 2NT = INV 3NT	
					3♥ = 3145/3154; 3♠ = 1345/1354	After 1NT-2♣-2X: 3m = 11+HCP, 5+ cards of m	
					4♣ = Gerber (Response: 4♦: 1/4, 4♥: 3/0, 4♠: 2)	1NT-4♦-4♥-4NT/1NT-4♥-4♠-4NT: RKCB 1430	
					4♦/4♥ = Texas TRF	1NT-(X)-XX = S.O.S., no 4-4 M	
					4NT/5NT = Quantitative INV 6NT/7NT		
2♣	√			GF	2♦: 0-1 Control; 2♥: 2 Controls; 2♠: 3 Controls	2♣-2X-2NT = 22-24; 2♣-2X-3NT = 25-27	
					2NT: 4 Controls; 3♣: 5 Controls	After 2♣-2X-2NT = Response of 2NT Opening	
						Response after interference of Strong 2♣ Opening **[8]**	
2♦		6		Pre-emptive, normally 6 cards	3♦ = Simple Raise; 2NT = ASK **[4]**, New Suit Forcing	2♦-(X)-XX = S.O.S., at least 3 cards in each side suit	
2M		6		Pre-emptive, normally 6 cards	3M = Simple Raise, 2NT = ASK **[4]**, New Suit Forcing	2M-(X)-XX = S.O.S., at least 3 cards in each side suit	
2NT				20-22, Balance	3♣ = Stayman, 3♦/3♥ = Jacoby TRF, 3♠ = 54(xx)	After 2NT-3♣: 3♦ = No 4 cards M	
				May have 5 cards M	4♣ = Gerber (Response: 4♦: 1/4, 4♥: 3/0, 4♠: 2)	3M = 4+ cards M, 3♥ if both 4 cards	
				May have 5 cards m	4♦/4♥=Texas TRF; 4NT/5NT=Quantitative INV 6NT/7NT	2NT-4♦-4♥-4NT/2NT-4♥-4♠-4NT: RKCB 1430	
3♣		6		Pre-emptive, normally 7 cards		3♣-(X)-XX = S.O.S., promise at least 3 cards in each side suit	
3♦		6		Pre-emptive, normally 7 cards		3♦-(X)-XX = S.O.S., promise at least 3 cards in each side suit	
3♥		6		Pre-emptive, normally 7 cards		3♥-(X)-XX = S.O.S., promise at least 3 cards in each side suit	
3♠		6		Pre-emptive, normally 7 cards		3♠-(X)-XX = S.O.S., promise at least 3 cards in each side suit	
3NT	√			Gambling, any hands	Usually pass, 3NT-(X)-XX: SOS, only 1 control		
				(usually holding a good suit,	3NT-(X)-4♣: Escape, no control		
				9-18HCP)	3NT-(X)-Pass: At least 2 controls	**HIGH LEVEL BIDDING**	
					4♣= Escape 4♦ = Both M at least 5-5, 4♥,4♠ = play	Gerber 4♣, 5♣: 1430	
4♣		6		Pre-emptive ♣	4♣-(X)-XX= S.O.S., at least 3 cards in each side suit	RKCB 4NT: 1430, Exclusive Blackwood	
4♦		6		Pre-emptive ♦	4♦-(X)-XX= S.O.S., at least 3 cards in each side suit	RKCB 5NT: Ask the lowest K w/o bypass trump; 6NT = 2 Kings	
4♥		6		Pre-emptive ♥		After RKCB 4NT: Lowest non-trump suit = Ask Trump Q	
4♠		6		Pre-emptive ♠		Direct Ask Bid and Indirect Ask Bid after RKCB 4NT	
4NT	√			Simple Blackwood	5♣: 1/4; 5♦: 3/0; 5♥: 2	DOPE vs Interference; Grand Slam Force: Any 5NT not via Blackwood	

NCBO: Hong Kong Contract Bridge Association
PLAYERS: Charlie Lee Hing Lung – Ben Lai Chun Pong

WBF SUPPLEMENTARY SHEET

[1] Development after 1NT-2♠

1NT-2♠-2NT = No 4 cards m
1NT-2♠-2NT-3♦ = WK ♦
1NT-2♠-3♣ = 4 cards of ♣ or both m 4-4
1NT-2♠-3♦ = 4 cards of ♦
1NT-2♠-2NT/3♣-3NT = Good ♦ suit, NF

[2] Development after 1NT-2NT

3♣ = Relay
Pass = WK hand, long ♣
3♦/3♥/3♠/4♣ = Slam interest, (4441)/(5440), short in bid suit
3NT = Good ♣ suit, NF
4♦ = Kickback, long ♣
4♥ = Kickback, long ♦

[3] Forcing 1NT

1M-1NT-2♣ = 3+ cards of ♣ (5233/5323 when ♣ is exactly a 3 cards suit) (EXCEPT 4522)
2♦/2OM(Except 2♠ after 1♥) = Not enough strength for 2/1, 5+ cards
3♣ = 5+ cards support, 10-12 HCP
2M = 6-9 HCP, 2 cards support
3M = 10-12 HCP, 3 cards support, INV 4M
2NT = INV 3NT
3NT = play
1♥-1NT-2♦-2♠ = 4+♦, 11-12 HCP
1♥-1NT-2♦-3♦ = 5+♦, 9-11 HCP
1M-1NT-2♦ = 3+ cards of ♦ (5332 when ♦ is exactly a 3 cards suit)
2OM = Not enough strength for 2/1, 5+ cards
3♣ = Not enough strength for 2/1, 6+ cards
3♦ = 5+ cards support, 10-12 HCP
2M = 6-9 HCP, 2 cards support
3M = 10-12 HCP, 3 cards support, INV 4M
2NT = INV 3NT
3NT = play
1♠-1NT-2♥ = 4+ cards of ♥
2♠ = 6-7 HCP, 2 cards support
2NT = INV 3NT
3X = Not enough strength for 2/1, 6+ cards of bid suit
3♠ = 10-12 HCP, 3 cards support, usually BAL
3♥ = 10-12 HCP, 4+ cards support
3♠ = 10-12 HCP, 3 cards support
3NT = play

(Cont'd [3])

1♥-1NT-2♠ = Reverse, 16+
3♣ = 6-9, 6+ cards, NF; 3♦ = 6-9, 6+ cards, NF; 3♥ = 3+ cards support, GF; 3♠ = 3+ cards support, GF
3NT = play; 4♣ = SPL; 4♦ = SPL; 4♥ = play; 4♠ = play; 4NT = ♠ trump, RKCB
1♥-1NT-3♣ =At least 5 cards of ♥ and 4 cards of ♣, GF
3♦ = ♦ suit; 3♥ = 10-11, 3+ cards support; 3♠ = Ask for ♠ guard, fit m; 3NT = play
4♣ = 4+ cards ♣ support, slam interest; 4♦ = SPL; 4♥ = play; 4♠ = SPL; 4NT = ♣ trump, RKCB
1♥-1NT-3♦ = At least 5 cards of ♥ and 4 cards of ♦, GF
3♥ = 10-11, 3+ cards support; 3♠ = Ask for ♠ guard, fit m; 3NT = play; 4♣ = ♣ suit
4♦ = 4+ cards ♦ support, slam interest; 4♥ = play; 4♠ = SPL; 4NT = ♦ trump, RKCB
1♠-1NT-3♣ = At least 5 cards of ♠ and 4 cards of ♣, GF
3♦ = ♦ suit; 3♥ = ♥ suit; 3♠ = 10-11, 3+ cards support; 3NT = play
4♣ = 4+ cards ♣ support, slam interest; 4♦ = SPL; 4♥ = SPL; 4♠ = play; 4NT = ♣ trump, RKCB
1♠-1NT-3♦ = At least 5 cards of ♠ and 4 cards of ♦, GF
3♥ = ♥ suit; 3♠ = 10-11, 3+ cards support; 3NT = play; 4♣ = ♣ suit
4♦ = 4+ cards ♦ support, slam interest; 4♥ = SPL; 4♠ = play; 4NT = ♦ trump, RKCB
1♠-1NT-3♥ = At least 5 cards of ♠ and 4 cards of ♥, GF
3♠ = 10-11, 3+ cards support; 3NT = play; 4♣ = ♣ suit; 4♦ = ♦ suit; 4♥ = play; 4♠ = play
4NT = ♥ trump, RKCB

[4] 2♦-2NT = Ask for stoppers to play in 3NT

3♣/3♥/3♠ = Features; 3♦ = Minimum; 3NT = ♦ leads with AKQ

2♥-2NT = Ask for stoppers to play in 3NT

3♣/3♦/3♠ = Features; 3♥ = Minimum, 3NT = ♥ leads with AKQ

2♠-2NT = Ask for stoppers to play in 3NT

3♣/3♦/3♥ = Features; 3♠ = Minimum, 3NT = ♠ leads with AKQ

[5] Subsequent Auction after 1m-1M

1m-1X-1NT = 12-15 HCP, usually BAL
1m-1M-2NT = 18^{+} to 20^{-}HCP, BAL
1m-1M-3NT = good hand
1m-1M-4M = good hand
1m-1M-3m = 16+, 6+ m, NF
1m-1M-4m = Promise 6m and 4M, GF
1m-1M-3M = 15+, INV 4M
1m-1M-2OM/1♣-1M-2♦: Reverse, 16+
1♦-1M-4♣ = SPL
1♣-1M-3♦ = SPL
1m-1M-3OM = SPL

[6] Mathe-Asking Bid

1♥-3♥-3♠ = Ask for Singleton/Void in side suit
3NT: ♠ Singleton/Void; 4♣: ♣ Singleton/Void; 4♦: ♦ Singleton/Void; 4♥: No Singleton/Void
1♠-3♠-3NT = Ask for Singleton/Void in side suit
4♣: ♣ Singleton/Void; 4♦: ♦ Singleton/Void; 4♥: ♥ Singleton/Void; 4♠: No Singleton/Void

NCBO: Hong Kong Contract Bridge Association
PLAYERS: Charlie Lee Hing Lung – Ben Lai Chun Pong

WBF SUPPLEMENTARY SHEET

[7] Jacoby 2NT Response

After 1M-2NT:

3X = Singleton/Void

3M = Max, w/o singleton/void

3NT = Intermediate, w/o singleton/void

4M = Min, w/o singleton/void

4X = 5+ cards suit, 2 top honours

[8] Response after interference of Strong 2♣ Opening

2♣-(2♦):

Double = 0 Controls; Pass = 1 Control; 2♥ = 2 Controls; 2♠ = 3 Controls; 2NT = 4 Controls

3♣= ♣ suit, 5+ Controls; 3♥ = ♥ suit, 5+ Controls; 3♠ = ♠ suit, 5+ Controls

2♣-(2♥):

Double = 0 Controls; Pass = 1 Control; 2♠ = 2 Controls; 2NT = 3 Controls

3♣ = ♣ suit, 4+ Controls; 3♦ = ♦ suit, 4+ Controls; 3♠ = ♠ suit, 4+ Controls

2♣-(2♠):

Double = 0 Controls; Pass = 1 Control; 2NT = 2 Controls

3♣ = ♣ suit, 3+ Controls; 3♦ = ♦ suit, 3+ Controls; 3♥ = ♥ suit, 3+ Controls

2♣-(3X):

Double = 0 Controls; Pass = 1 Control; 3/4-level new suit at least 4 cards with 2+ Controls

[9] Special Doubles

a) Support Doubles and Redoubles

Up to 2♠

1X-(Pass)-1M-(Overcall)-X = 3 cards M support

1X-(Pass)-1M-(Overcall)-2M = 4 cards M support

1X-(Pass)-1M-(Overcall)-3M = 4 cards M support, INV

1X-(Pass)-1M-(X)-XX = 3 cards M support

1X-(Pass)-1M-(X)-2M = 4 cards M support

1X-(Pass)-1M-(X)-3M = 4 cards M support, INV

b) Responsive Doubles

Up To 2♠

(1m)-X-(2m)-X = Both M, at least 4-4

(1♥)-X-(2♥)-X = Both m, at least 4-4, deny 4 cards ♠

(1m)-X-(1NT)-X = Both M, at least 4-4

(1A)-X-(1B)-X = Length in B

c) Lead Directing Doubles

Any double to a bid not showing the suit usually requires partner to lead the suit

Double to 3NT requires partner to lead the weakest suit in his hand, or lead the first bid suit of dummy

d) Lightner Double

e) S.O.S Redoubles

2♦-(X)-XX = S.O.S. Redouble, promise at least 3 cards in each side suit, usually void in ♦

2M/3M-(X)-XX = S.O.S. Redouble, promise at least 3 cards in each side suit, usually void in M

3m-(X)-XX = S.O.S. Redouble, promise at least 3 cards in each side suit, usually void in m

1NT-(X)-XX = S.O.S. Redouble, WK hand

f) Cooperative Doubles; g) Penalty Doubles; h) Optional Doubles; i) T/O Double up to 4♠

j) Negative Double up to 3♠; k) Snap Dragon OFF

[10] Lebensohl Convention after 2-level interference of Strong 1NT Opening

1NT-(2♣)-X = Stayman, promise guard in ♣

1NT-(2♦/2♥/2♠)-X = Penalty Double

1NT-(2♣/2♦/2♥/2♠)-2NT = Force to 3♣

1NT-(2♦)-2NT-(Pass)-3♣-(Pass)-3♦ = Stayman, promise a guard in ♦

1NT-(2♥)-2NT-(Pass)-3♣-(Pass)-3♥ = Stayman, promise a guard in ♥

1NT-(2♠)-2NT-(Pass)-3♣-(Pass)-3♠ = Stayman, promise a guard in ♠

1NT-(2♣)-3♣ = Stayman, deny guard in ♣

1NT-(2♦)-3♦ = Stayman, deny guard in ♦

1NT-(2♥)-3♥ = Stayman, deny guard in ♥

1NT-(2♠)-3♠ = Stayman, deny guard in ♠

1NT-(2A)-2B = To play, B is higher rank of A

1NT-(2A)-3B = Usually 5 cards suit, GF

1NT-(2A)-2NT-(Pass)-3♣-(Pass)-3B = (i) If B is lower rank of A, WK hand, to play

(ii) If B is higher rank of A, INV, NF

1NT-(2♣/2♦/2♥/2♠)-2NT-(Pass)-3♣-(Pass)-3NT = Game strength, promise guard in opponent's suit

1NT-(2♣/2♦/2♥/2♠)-3NT = Game strength, deny guard in opponent's suit

[11] Defensive Bidding against Multi-2♦ Opening

(2♦)-X = 16+HCP, any hands, promise opening strength in other positions

(2♦)-New suit = usually 5+ cards, 16+HCP, promise opening strength in other positions

(2♦)-2NT = 19-21 HCP

Pass/3NT = To play; 3♣ = Stayman; 3♦/3♥ = Jacoby TRF

[12] Defensive Bidding against 2♦/2♥ Flannery

(i) VS 2♦ Flannery

X = 15-18 HCP, B.H., promise guards in both M; 2♥ = Short in ♥, 13+HCP;

2♠ = ♠ suit, normally 6 cards, 13+HCP; 2NT = Both m; 3m = Normally 6 cards in the m, 13+HCP

(ii) VS 2♥ Flannery

X = 15-18 HCP, B.H., promise guards in both M; 2♠ = ♠ suit, normally 6 cards, 13+HCP

2NT = Both m; 3m = Normally 6 cards in the m, 13+HCP

NCBO: Hong Kong Contract Bridge Association
PLAYERS: Charlie Lee Hing Lung – Ben Lai Chun Pong

WBF SUPPLEMENTARY SHEET

[13] Unusual Vs. Unusual

(a) Vs Michaels Cue-bid

1♣-(2♣)-2♥/1♦-(2♦)-2♥ = Limit Raise+
1♣-(2♣)-2♠ = ♦ suit, GF
1♣-(2♣)-X/1♦-(2♦)-X = Penalty to one of opponent's suits
1♣-(2♣)-2♠ = ♦ suit, GF
1♦-(2♦)-2♠ = ♣ suit, GF
Others = Compete

1♥-(2♥)-X = Penalty to one of opponent's suits
1♥-(2♥)-2♠ = Limit Raise+
1♥-(2♥)-3♣/3♦ = Suit, GF
3♥ = Compete
Others = Compete

1♠-(2♠)-X = Penalty to one of opponent's suits
1♠-(2♠)-3♣/3♦ = suit
1♠-(2♠)-3♥ = Limit Raise+
1♠-(2♠)-3♠ = Compete
Others = Compete

(b) Vs Unusual NT

Cue lower = Limit Raise+
Cue higher shows the 4th suit, GF
(e.g. 1♠-(2NT)-3♦ = ♥ suit, GF)
X = Penalty to one of opponent's suits