

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				WBF Convention Card		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				NCBO Logo & Coloured Sticker: 		CATEGORY: GREEN NCBO: Hong Kong, ChinaEVENTS: ALL PLAYERS: Baron Ng – Aron Hui
standard overcall, may be light at 1 level			Lead	In Partner's Suit				
New suit: 1-Level = F1, 2 level = NF, 3 level = FG		Suit	3 rd /lowest	3 rd /lowest				
Jump raise = PRE, Cue = F1		NT	4 th , Top/2 nd of nothing	4 th , Top/2 nd of nothing				
Jump Cue = 6-9 HCP, 4 cards support		Subseq	Remaining CT / ATT	Remaining CT / ATT				
		Other: 0/1, against 5lvl or above A for ATT K for CT						
		ATT return (low=enc) combined with 3 rd /lowest if possible						
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY			
2 nd seat: 15 -18, BAL 4 th seat" 13-16		Lead	Vs. Suit	Vs. NT				
Response: Same as 1NT opening		Ace	AK+, Ax	AK+				
		King	AK+, KQ+	KQx+, KQTx+, AKJT+				
		Queen	QJ+	QJ+/AQT9+, AQJx+, KQT9+	GENERAL APPROACH AND STYLE			
		Jack	KJT+, JT+, Jx	AJT+, KJT+, JT9, Jx	5-cards+ M, 2/1 Game Forcing, Strong 1NT, Convenient minors			
JUMP OVERCALLS (Style; Responses; Reopen)		10	KT9+, QT9+, T9+, Tx	AT9+, KT9+, QT9+, T9+	Forcing 1NT after 1M			
1-suit: Pre-emptive		9	9x	H98+, 98+, 9x	Strong 2♣			
2-Suit: unusual 2NT for 2 lower unbid		Hi-x	Xx	Xxx, Xxxx, xXxx, Xxxxx, xXxxx	Weak both majors 2♦			
		Lo-x	xxX, xxXx, xxxX, xxXxxx	xxxS+, TxS	Weak 2♥/♠			
		SIGNALS IN ORDER OF PRIORITY						
Reopen: opening hand					1NT Opening: 1/2 seat 14-16, 3/4 seat 15-17 (5M 6m possible)			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)					2 OVER 1 Response: Always FG by an un-pass hand			
Michaels Cuebid		Suit	Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
jump cue-bid = ask stopper			1	ATT	CT	ATT	2♣ = 22+ HCP, or 8.5+ tricks	
			2	CT	SP	CT	2♦ = (54)+♥/♠, Preempt	
		3	SP			2♥ = 6-11HCP 5♥+		
VS. NT (vs. Strong / Weak; Reopening; PH)		NT	1	ATT	Pd to Duck: CT	ATT	2♠ = 6-11HCP 5♠+	
X = 14+(weak) 5m4M(strong), 2♣ = Both majors, 2♦ = 1M;			2	CT		CT	3NT = To play with long minors	
2M=5M4m; 2NT=4♥6m(weak) Good 6+m(strong); 3m=4♠6m(weak)			3	SP			Positive free bids at 2-level	
PH X= 1 suit, 2m=DONT, 2M=5M4m		Signals: UDCA, Std Smith (Hi-Lo = Welcome)			Michaels Cuebid, Unusual 2NT			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)					Lebensohl after direct seat t/o on 2M opening			
Vs 2♥/2♠: cue= stopper asking; 4m=5m+5oM FG;		Doubles			Many transfer in defensive bidding over 1♣ opening			
Vs Multi 2♦: X=12-15 or strong; 4m=5m+5M FG					Sandwich 1NT for passed hand			
Vs 2♦/♥ Majors: X=12-15 or Strong; 2♥/2♠=minors		TAKEOUT DOUBLES (Style; Responses; Reopening)			Vs multi 2♦: 2♥/♠ = natural; X = 13-15 bal			
Vs 3♣/♦: 4♣=5m+5M FG, 4♦=55+M; Vs 3♥/♠: 4♠/♦=5m+5M FG		Takeout Double: 4♥, Aggressive reopening			Unusual vs Unusual: X = 10HCP+; cue low = FG in 4 th suit			
Vs 3NT gambling: X=pen; 4♣=Majors; 4♦=6+M; 4M=5M 5m;					cue high = LR+ in opener suit; others compete			
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1M-3NT/4♣=SPL in ♣/♦			
Against Strong 1♣/♦ and 2♣/♦:		Negative Double: 4♥			SPECIAL FORCING PASS SEQUENCES			
X = Majors, NT = minors, others NAT		Supportive Double & Redouble: 2♥			1m-(x)-xx = forcing pass to lowest NT			
		Responsive Double: 4♥			1M-(x)-xx = forcing pass to lowest NT/M			
OVER OPPONENTS' TAKEOUT DOUBLE		Maximal Double: 3♥			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
XX =10+, 2NT = Jordon, New Suit Force at 1-level		Leading Directing Double:			Bidding are mainly based on VUL/position/playing strength but not HCP			
Ruben advance after 1♥/♠-(X)		Against Slam: 1) Lightner Double, 2) Dislike my bidded suit			When unclear, we shall not pass			
1♣-(X)-1♦/♥/♠=♥/♠/no M;		Against NT: 1) Dummy's suit, 2) Logically highest-ranking suit						
1m-(x)-2♦/♥/♠=6+♥/6+♠/LR+ in m		Against Splinter: Lower ranking suit of the SPL suit			PSYCHICS: Rare			

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♦+, 1NT = 8-10, 2♦ = 5♦4♣ FG/6♦ 15+ 2♣ = FG, 2♥ = 6-9 HCP 5♥4♠, 2♠ = 9-11 5♣+ 3♣ = 3-8 5♣+, 3♦ = INV, 3♥/♠ = WJS, 4♣/♦ = ♥/♠	2 way cb, 4sGF, opener jump 2NT = 17-19 hcp (3♣ relay, 3♦ ask) 1♣-1♥/♠-2♦ = ART relay, 15+ After opener reverse, 2NT = lebensohl	Inverted minor Fit Raise
1♦		3	4♥	11-21 HCP	2♦ = FG, 2♥ = 6-9 HCP 5♥4♠, 2♠ = 9-11 4♦+ 3♦ = 3-8 5♦+, 3♣ = INV, 3M=WJS, 4♣/♦ = ♥/♠	same as 1♣ 1♦-1♠-2♥=ART relay, 15+	2♣ =Maximum pass Fit Raise
1♥		5	4♥	11-21 HCP	1NT = F1, 2♣ = 2-card+ FG, 2♦ = 5+ FG 2♥ = 8-10, 2♠ = 4-9HCP 6+♠ 2NT = Jacoby, 3♣/3♦ = Bergen, 3♥ = PRE 3♠/3NT/4♣ = ♠/♣/♦ SPL; 4♦ = Good Pre;	1♥-1♠-2NT=FG relay; 1♥ - 1♠ - 2♦/♥ - 2♠ = FG 1♥-2♣-2♦/♥/♠=catchall/4♠/4♦; -2NT=15+ 6+♥ 1♥-2♦-2♥/2♠=4♠/catchall;	Semi-F 1NT, Bergen off 2♣ = 9-11, 3♥, 2NT = 9-11 4♥ 2♠ = 4+ support, 7-9 HCP Fit raises
1♠		5	4♥	11-21 HCP	1NT = F1, 2♣ = 2-card+ FG, 2♦/2♥ = 5 card+ FG 2NT = Jacoby, 3♣/3♦ = Bergen, 3♠ = PRE 3♥/3NT/4♣ = ♥/♣/♦ SPL; 4♦ = Good Pre;	1♠-2♣-2♦/♥/♠ = ♥/♠/catchall/♦; -2NT=15+ 6+♠ 1♠-2♦-2♥/♠ = ♥/♠/catchall;	Semi-F 1NT, Bergen off 2♣ = 9-11, 3♠, 2NT = 9-11 4♠ 3♥ = 4+ support, 7-9 HCP Fit raises
1NT				14-16 HCP (1/2 seat) 15-17 HCP (3/4 seat) 5M 6m possible	2♣ = Stayman; 2♦/♥ = TRF; 2♠ = ask range/♣; 2NT = ♦/5-5m; 3♣=ask 5M;3♦=55m FG;3M=SPL 4♣/♦ = ♥/♠/♣; 4♥/♠ = Play;	Smolen in 3-L after 1NT-2♣-2♦ 1NT-2♦-2♥-3♣/♦=inv; 1NT=2♦-2♥-2♠ = relay FG; 1NT-2♣-2♦-2♠=5♠ inv; 1NT-3♣-3♦=no 5M, -3♥/3♠=4♠/4♥	
2♣	√	0		Strong 22+ HCP, or 8.5+ tricks	2♦ = waiting, 2♥ = negative, 2♠ = Any 5-5+ 1A1K+ 2NT/3♣/3♦/3♥ = 6 card ♣/♦/♥/♠ with 2 of AKQ 3♠/3NT/4♣/4♦ = 8 card ♣/♦/♥/♠ 0-3HCP	Vs X/2♦=sys on Vs 2♥ or above: X=neg	
2♦	√	0		Weak both majors, (54)+	2♥/♠ = To play, 2NT = ASK 3♣/3♦ = natural, NF, 3♥/♠ = to play	After 2♦-2NT, 3♣ = any min, 3♦/♥ = ♥>♠/♠>♥ max; 3NT=55 int 3NT/4♣=55 max short ♣/♦;4♦/♥=4♠6♥/6♠4♥	
2♥		5		PRE	2♠ = F1, 2NT = Ogust, 3♣/♦ = FG 4♣/♦ = fit raise, 4♥/♠ = to play	Ogust: 3♣/♦ = min, good/bad suit, 3♥/♠ = max, good/bad suit	
2♠		5		PRE	2NT = Ogust, 3♣/♦ = FG 4♣/♦ = fit raise, 4♥/♠ = to play	Ogust: 3♣/♦ = min, good/bad suit, 3♥/♠ = max, good/bad suit	
2NT				19-21HCP (1/2 seat) 20-21HCP (3/4 seat)	Romex Stayman, Jxf, Texas, 3♠ = minor Stm 3NT = relay to 4♣, 4♠ = 5♥5♠+, no SI		
3♣		6		PRE	4♣/♦ = fit raise, 4♥/♠ = to play		
3♦		6		PRE	4♣ = Weak RKC		
3♥		6		PRE	4♣ = Weak RKC	HIGH LEVEL BIDDING / CUE-BIDDING	
3♠		6		PRE	4♣ = Weak RKC	RKC (14-03-2-2), D0P1, Gerber (04-1-2-3)	Cue-Bidding
3NT	√	6		To play with long minor	4, 5, 6♣ = p/c, 4♦ = ask stiffness, 4♥/4♠ = to play	Q ask – no Q: return to trump – with Q: bid lowest King, or 5NT	1) Cuebid Ace or King or shortness 2) Pd's suit = Ace / King (Q in 2nd round)
4♣	√	7		PRE		D0P1; DEPO;	3) Last Train principle
4♦	√	7		PRE		Weak RKCB/ERKCB=(0,1,1.5,2,2.5)	