

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: Crystal Tang - Zia Wai	
Occasional 4card M overcall, may be light at 1 level			Lead	In Partner's Suit				
New suit: 1-Level = F1, 2 level = constructive NF		Suit	3 rd /lowest	Top from XXX if supported				
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" 12-15		Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE		
Response: Same as 1NT opening		Ace	AK+, Ax		AK+	5-cards+ M, 2/1 Game Forcing, Strong 1NT, Convenient minors		
		King	AK+, AK, KQ+		KQTx+, AK+	Forcing 1NT after 1M		
		Queen	QJ+		QJTx+/AQT9+, AQJx+,KQT9	Strong 2♣		
		Jack	KJT+, JT+, Jx		AJT+, KJT+, JT9, Jx	Weak both majors 2♦		
JUMP OVERCALLS (Style; Responses; Reopen)		10	KT9+, QT9+, T9+, Tx		AT9+, KT9+, QT9+	Weak 2♥/♠		
1-suit: Pre-emptive		9	9x		H98, 9x, 98xx	1M - 2♣ = ♣ or BAL GF (5♦/♥ is possible when the suit is very broken)		
2-Suit: unusual 2NT for 2 lower unbid		Hi-x	Xx		Xxx, Xxxx, xXxx, Xxxxx, xXxxx	1NT Opening Style: may have 5-card Major or 5422 or 6-card minor		
		Lo-x	xxX, xxXx, xxxX, xxXxxx		xxxS+, TxS	or singleton when there is rebid problem		
		SIGNALS IN ORDER OF PRIORITY				2 OVER 1 Response: Always FG by an unpassed hand		
Reopen: opening hand			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Suit	1	ATT	CT	ATT	2♣ = 22+ HCP, or 8.5+ tricks	
Michaels Cuebid			2	CT	SP	CT	2♦ = (54)+♥/♠, 5-11 HCP	
jump cue-bid = stopper asking			3	SP			2♥ = 6-11HCP 5♥+	
		NT	1	ATT	Pd to Duck: CT	ATT	2♠ = 6-11HCP 5♠+	
VS. NT (vs. Strong / Weak; Reopening; PH)			2	CT		CT	3NT = Good 4M opening	
X = 14+ (weak) 5m4M / 19-21 Bal / strong 1M (strong)			3	SP			Positive free bids at 2-level	
2♣ = Both majors, 2♦ = 1M; 2M=5M4m;		Signals: UDCA, Std Smith (Hi-Lo = Welcome)				Michaels Cuebid, Unusual 2NT,		
2NT=4♥6m (weak) Good 6+m (strong); 3m=4♠6m (weak)						Lebensohl after direct seat takeout double on 2M opening		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)						Sandwich 1NT for passed hand (two unbid suits 5-5+)		
Vs 2♥/2♠: cue= stopper asking;4m=5m+5oM		Doubles				Vs multi 2♦: 2♥/♠ = natural; X = 13-15 balance		
Vs Multi 2♦: X=13-15 or strong; 4m=5m+5M		TAKEOUT DOUBLES (Style; Responses; Reopening)				Unusual vs Unusual: X = look for penalty; cue low = FG in 4 th suit		
Vs 2♦/♥ Majors: X=12-15 or Strong; 2♥/2♠=minors		Style: Major emphasis at 1/2 level				cue high = LR+ in opener suit; others compete		
Vs 3x: X=t/o, 4m=5m+5M		Aggressive reopening style at balancing position				Many transfers in defensive bidding over 1♣ opening		
Vs 3NT gambling: X=pen;4♣=Majors;4♦=6+M;4M=5M 5m		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				1M-3NT/4♣ = Splinter in ♣/♦		
VS. ARTIFICIAL STRONG OPENINGS		Negative Double: 4♥				SPECIAL FORCING PASS SEQUENCES		
Against Strong 1♠/♦ and 2♠/♦:		Supportive Double & Redouble: 2♥				1m - (X) - XX = forcing pass to lowest NT		
X = Majors, NT = minors, others NAT		Responsive Double: 4♥				1M - (X) - XX = forcing pass to lowest 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 bided suit				When unclear, we shall not pass		
1♠-(X)-1♦/♥/♠=♥/♠/no M;		Against NT: 1) Dummy's suit, 2) Logically highest-ranking suit						
		Against Splinter: Lower ranking suit of the SPL suit (SPL ♠= lead ♥)				PSYCHICS: Random, 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 way cb, 4sGF, opener jump 2NT = 17-19 hcp (3♣relay, 3♦ask)		Inverted minor
					2♣ = FG, 2♥ = 6-9 HCP 5♥4♠, 2♠ = 9-11 5♣+	1♣-1♥/♠-2♦=ART relay, 15+		Fit Raise
					3♣ = 3-8 5♣+, 3♦ = INV, 3♥/♠= WJS, 4♣/♦=♥/♠			
1♦		3	4♥	11-21 HCP	2♦ = FG, 2♥ = 6-9 HCP 5♥4♠, 2♠ = 9-11 4♦+	2 way cb, 4sGF, opener jump 2NT = 17-19 hcp (3♣relay, 3♦ask)		2♣ =Maximum pass
					3♦ = 3-8 5♦+, 3♣ = INV, 3M=WJS, 4♣/♦=♥/♠	1♦-1♠-2♥=ART relay, 15+		Fit Raise
1♥		5	4♥	11-21 HCP	1♠ = natural, 1NT = F1, 2♣= 2-card+ FG,2♦=5+ FG	1♥-1♠-2NT=FG relay;		Semi-F 1NT, Bergen off
					2♥ = constructive, 2♠ = 4-9 HCP 6+♠	1♥-1♠- 2♦/♥-2♠= FG relay		2♣ = 9-11, 3♥, 2NT = 9-11 4♥
					2NT = Jacoby, 3♣/3♦ = Bergen, 3♥ = PRE	1♥-2♣-2♦/♥/♠=catchall/4♠/4♦; -2NT=15+ 6+♥		2♠ = 4+ support, 7-9 HCP
					3♠/3NT/4♣=♠/♣/♦ SPL; 4♦=Good Pre;	1♥-2♦-2♥/2♠=4♠/catchall;		Fit raises
1♠		5	4♥	11-21 HCP	1NT = F1, 2♣= 2-card+ FG, 2♦/2♥ = 5 card+ FG	1♠-2♣-2♦/♥/♠=♥/♠/catchall/♦; -2NT=15+ 6+♠		Semi-F 1NT, Bergen off
					2NT = Jacoby, 3♣/3♦ = Bergen, 3♠ = PRE	1♠-2♦-2♥/♠=♥/♠/catchall;		2♣ = 9-11, 3♠, 2NT = 9-11 4♠
					3♥/3NT/4♣=♥/♣/♦ SPL; 4♦=Good Pre;			3♥ = 4+ support, 7-9 HCP
								Fit raises
1NT				14-16 HCP (1 st /2 nd)	2♣ = Stayman; 2♦/♥ = TRF; 2♠ = ask range/♣;	Smolen in 3-L after 1NT-2♣-2♦		
				15-17 HCP (3 rd /4 th)	2NT = ♦/5-5m; 3♣=ask 5M;3♦=55m FG;3M=SPL	1NT-2♦-2♥-3♣/♦=inv; 1NT=2♦-2♥-2♠= relay FG;		
					4♣/♦=♥/♠/♣; 4♥/♠ = To Play	1NT-2♣-2♦-2♠=5♠ inv; 1NT-3♣-3♦=no 5M, then 3♥/3♠=4♠/4♥		
2♣	√	0		Strong	2♦/♥/♠=0-2/3/4+ Ctrl's	2♣-2♦-2♥= Kokish Relay		
				22+ HCP, or 8.5+ tricks	2NT/3♣/3♦/3♥ = 6 card ♣/♦/♥/♠ with 2 of AKQ			
					3♠/3NT/4♣/4♦ = 8 card ♣/♦/♥/♠ 0-3HCP			
2♦	√	0		Weak both majors, (54)+	2♥/♠ = To play, 2NT = ASK	After 2♦-2NT, 3♣ = any min, 3♦/♥ = ♥>♠/♠>♥ max; 3♠=55 int		
					3♣/3♦ = natural, NF, 3♥/♠ = to play	3NT/4♣=55 max short ♣/♦;4♦/♥=4♠6♥/6♠4♥		
2♥		5		PRE	2♠ = F1, 2NT = Ogust, 3♣/♦ = FG	Ogust: 3♣/♦ = min, good/bad suit, 3♥/♠ = max, good/bad suit		
					4♣/♦ = fit raise, 4♥/♠ = to play			
2♠		5		PRE	2NT = Ogust, 3♣/♦ = FG	Ogust: 3♣/♦ = min, good/bad suit, 3♥/♠ = max, good/bad suit		
					4♣/♦ = fit raise, 4♥/♠ = to play			
2NT				20-21 HCP	Romex Stayman, Jxf, Texas, 3♠ = minor Stm			
					3NT = relay to 4♣, 4♠= 5♥5♠+, no SI			
3♣		6		PRE	4♦ = Weak RKC, 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		7		Good 4M opening	4♣ = ask for trf, 4♦ = bid your M, 4♥/4♠ = to play	Q ask – no Q: return to trump	1) Cuebid Ace or King or shortness	
4♣		7		PRE		– with Q: bid lowest King, or 5NT	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=(0/0.5,1,1.5,2,2.5)		