

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Coloured Sticker:		
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 from even, lowest from odd	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	CATEGORY: GREEN		
		Other: Against 4lvl open preempt, 5lvl or above A for ATT K for CT ATT return (low = enc) combined with 3 rd /lowest if possible			NCBO: Hong Kong, China EVENTS: ALL		
					PLAYERS: Zia Wai - Partner		
1NT OVERCALL (2nd/4th 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	1NT Opening Style: may have 5-card Major or 5422 or 6-card minor		
2-Suit: unusual 2NT for 2 lower unbid		Hi-x	Xx	Xxx, Xxxx, xXxx, Xxxxx, xXxxx	or singleton when there is rebid problem		
Reopen: opening hand		Lo-x	xxX, xxXx, xxxX, xxXxxx	xxxX+, TxX	2 OVER 1 Response: Always FG by an unpassed hand		
		SIGNALS IN ORDER OF PRIORITY					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Michaels Cuebid		Suit	1 ATT	CT	ATT	2♣ = 22+ HCP, or 8.5+ tricks	
jump cue-bid = stopper asking			2 CT	SP	CT	2♦ = (54)+♥/♠, 5-11 HCP	
			3 SP			2♥ = 6-11HCP 5♥+	
		NT	1 ATT	Partner to duck: CT	ATT	2♠ = 6-11HCP 5♠+	
VS. NT (vs. Strong / Weak; Reopening; PH)			2 CT		CT	3NT = Solid minor to play, usually at most 1 side K facing unpassed hand	
Reverse Cappelletti			3 SP			Positive free bids at 2-level	
X=14+(weak) multi(strong), 2♣=Both majors, 2♦=1M		Signals: UDCA, Std Smith (Hi-Lo = Welcome)			Michaels Cuebid, Unusual 2NT,		
2M=5M4m, 2NT=Both minors					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 FG		Aggressive reopening style at balancing position					
Vs 3NT gambling: X=pen;4♣=Majors;4♦=6+M;4M=5M+5m;		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
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		
		Maximal Double: 3♥					
OVER OPPONENTS' TAKEOUT DOUBLE		Leading Directing Double:			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
XX =10+, 2NT = Jordon, New Suit Force at 1-level		Against Slam: 1) Lightner Double, 2) Dislike my bidded suit			Biddings are mainly based on VUL/position/playing strength but not HCP		
Ruben advances after 1♥/♠-(X)		Against NT: 1) Dummy's suit, 2) Logically highest-ranking suit			When unclear, we shall not pass		
		Against Splinter: Lower ranking suit of the SPL suit (X 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♦+[1], 1NT=8-10, 2♦=5♦4♣ FG/6♦ FG 16+	2WCB, 4SGF, rebid 2NT=17-19 BAL		Inverted minor on
					2♣=FG, 2♥=WJS 2♠=WJS, 2NT=11-12, 3♣=PRE, 3♦=INV, 3♥/♠=SPL	After opener reverse, 2NT=Lebensohl		2WCB on
1♦		3	4♥	11-21 HCP	1NT=6-11, 2NT=11-12	2WCB, 4SGF, rebid 2NT=17-19 BAL		Inverted minor on
					2♣/2♦=FG, 2♥=WJS, 2♠=WJS 3♣=INV, 3♦=PRE, 3M=SPL	After opener reverse, 2NT=Lebensohl		2WCB on
1♥		5	4♥	11-21 HCP	1NTF, 2♣=FG, 2♦=4♦+ FG, 2♥=8-10, 2♠=WJS, 2NT=4+♥ FG, 3♣/3♦=6-9/9-12 4+♥, 3♥=PRE 3♠/4♣/4♦=♠/♣/♦ SPL, 3NT=13-15 any 4333			Semi-F 1NT, Bergen off 2♣ = 9-11, 3♥, 2♦ = 9-11 4♥ 2♠ = 4+ support, 7-9 HCP Fit raises
1♠		5	4♥	11-21 HCP	1NTF, 2♣=♣ FG, 2♦=5♦+ FG 2♥=5♥+ FG, 2♠=8-10, 2NT=4+♠FG, 3♣/3♦=6-9/9-12 4+♠, 3♠=PRE 3♥/4♣/4♦=♥/♣/♦ SPL, 3NT=13-15 any 4333			Semi-F 1NT, Bergen off 2♣ = 9-11, 3♠, 2♦ = 9-11 4♠ 3♥ = 4+ support, 7-9 HCP Fit raises
1NT				14-16 HCP (1 st /2 nd) 15-17 HCP (3 rd /4 th)	2♣=Stayman; 2♦/♥ = TRF; 2♠=range ask/♣[2] 2NT = ♦/5♦5♣ NF, 3♣=ask 5M; 3♦=5♦5♣ FG 3♥/♠=SPL, 4♠/♦=♥/♠	1NT-2♣-2♦/♥-2♠=5♠ INV, 1NT-3♣-3♦=no 5M, then 3♥/3♠=4♠/4♥ 1NT-2♦/♥-2♥/♠-3♣/♦ = INV 1NT-2♦/♥-2♥/♠-2♠/2NT= FG relay		
2♣	√	0		Strong 22+ HCP, or 8.5+ tricks	2♦=0-1 control, 2♥/2♠ =2/3+controls 3X= 6+suits with 2 out of 3 AKQ 3NT= any solid 6+suits	Vs X/2♦=sys on Vs 2♥ or above: X=neg, Pass = FG		
2♦	√	0		Weak both majors, (54)+	2♥/♠=To play, 2NT=ASK 3♣/3♦=NF/NF, 3♥/♠ = to play	After 2♦-2NT, 3♣ = any min, 3♦/♥ = ♥>♠/♠>♥ max; 3♠=55 int 3NT/4♣=55 max short ♣/♦; 4♦/♥=4♠6♥/6♠4♥		
2♥		5		PRE	2♠ = F1[3], 2NT = Ogust, 3♣/♦ = FG 4♣/♦ = fit raise, 4♥/♠ = to play	Ogust: 3♣/♦ = min, bad/good suit, 3♥/♠ = max, bad/good suit		
2♠		5		PRE	2NT = Ogust, 3♣/♦ = FG 4♣/♦ = fit raise, 4♥/♠ = to play	Ogust: 3♣/♦ = min, bad/good suit, 3♥/♠ = max, bad/good suit		
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+Q), D0P1(1 st /2 nd), DEPO	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	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		Weak RKCB/ERKCB=(0/0.5,1,1.5,2,2.5)	3) Last Train principle	
4♥/♠		7		PRE				