

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card				
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				NCBO Logo & Colored Sticker:			
8-17 HCPs (Occ. Light); 5+ cards (Occ. 4 cards at 1-level)			Lead	In Partner's Suit					
RESPONSES:		Suit	3 rd / 5th, 0/1	3rd / 5th					
Same Level NT = 9-11 HCPs, Jump to 2NT = 12-14 HCPs;		NT	2 nd / 4th, top of nothing, 0/1	3rd / 5th					
1-level / 2-level new suit = Constructive; Jump shift = GF;		Subseq	CT / ATT	CT / ATT					
Jump Raise = Preemptive; Cue-bid = Limit Raise or better;		Other: Low from sequence VS NT = calling for unblock				CATEGORY: Green EVENT: Mixed Teams			
Jump cue-bid after 1-level major overcall = 7-9, 4-card+;		Lead A for ATT , lead K for COUNT				NCBO: China Hong Kong UPDATE: Jan 2026			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS				PLAYERS: Christine BOOTH – Kongo KONG			
Direct = /m= 14-17; /1M =16-19, normally BAL; System ON;		Lead	VS Suit		VS NT		SYSTEM SUMMARY		
(1X) P (P) 1NT = 14-17 , normally BAL; System ON;		Ace	AK(+), A(+)		AK(+), A(+)				
		King	KA, KQ(+), KQ(10/9)x		AKJ10(+), KQ(x), Kx		GENERAL APPROACH AND STYLE		
JUMP OVERCALLS (Style; Responses; Reopen)		Queen	QJ(+), Qx		KQ109(+), AQJ(+), QJ(+), Qx		2/1 GF, OPENING: short club, Five-card Major, Artificial 2♣;		
Jump Overcall = PRE;		Jack	HJ10(+), J10(+), Jx		HJ10(+), J10), Jx		Multi 2♦; 2♥= weak, both M; 2♠= 5♠= 4+m		
2NT = 2 lowest un-bid, wide range		10	H109(+), 109(+), 10x		(A/K)J10(+), 109(+), 10x		MINOR: Transfer Relay after 1♣ opening, Inverted Minor Raise		
2NT at 4 th seat BAL = 19-21, normally BAL, System ON;		9	9x		9xx, 9x		Preemptive Jump Raise		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Hi-x	xXxX(x), Xx		xXxX(x), Xxx, Xx		MAJOR: semi-forcing 1NT, Jacoby 2NT, Bergen Raises, Swiss 3NT		
Direct cue-bid = Michaels, wide range		Lo-x	xxX(x), HxX, HxXx, Hxxxxx		HxX, HxxX(x)		1NT Opening: 14-17 HCP		
Jump cue-bid = stopper ask		SIGNALS IN ORDER OF PRIORITY				2 OVER 1 Response: Game Forcing			
			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
VS. NT (vs. Strong / Weak; Reopening; PH)		Suit	1	Low= ENCG	SP	Low = ENCG	2♣ = Strong (22+ BAL/ 20+ un-BAL),		
X = 5m + 4M, vs weak x = penalty			2	Count	Count		2♦ = PRE, 6♥ / 6♠		
2♣ = Both majors			3	SP			2♥ =PRE, 5/4+majors		
2♦ = Any 1 5+ Major, 8-15 (vs wk); Any 1 6+M (vs str)		NT	1	Low = ENCG	SP	Odd/Even	2♠ = PRE, 5♠+5m		
2♥/♠= 6+ 12-15 (vs wk); 5M4m+ (vs str)			2	Count	Count		Vs Multi 2♦: X = ♥, 2♥ = 4+; ♠, 2♠ = ♣/♦, (16+), 2NT=16-19 3♣/♦=		
2N = 6+ m, 10-13; 3m = 6+m, 14-16			3				natural, 3♥= 15+, 3♠ = ♣+♦, Leaping Michaels		
3M = 7+ M		Signals / Discard (VS Suit and NT): udca; O/E discards (above)				Vs Flannery 2♦ : X= ♦ suit; 2♥ = T/O in ♥; others = natural			
		Remaining Count: Standard				Vs 2♥= both majors: X= bal T/O; others = natural			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)						Unusual vs Unusual			
2N = 16-19, 3N = To play, Jumps = Good playing strength		Doubles				Modified Rubinsohl			
VS Gambling 3NT: x = penalty, 4♣/4♦= weaker/better 55M+									
VS High-level preempts, Cue Bid = Strong T/O. 4NT= 2 suits		TAKEOUT DOUBLES (Style; Responses; Reopening)				LEBENSÖHL			
VS. ARTIFICIAL STRONG OPENINGS		Generally up to 4♥				After (both direct and balanced) T/O Double against weak 2 opening			
Natural						After opener's reverse			
		SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES				After interference of 1N opening: Modified Rubinsohl			
OVER OPPONENTS' TAKEOUT DOUBLE		Negative DBL: up to 4♥				SPECIAL FORCING PASS SEQUENCES			
1♣ - (x): XX/1♦ /1♥/1♠ = ♦ /♥ /♠ / no 4M		Game Try DBL: up to 3♥				1X-(DBL)-RDBL: Forcing Pass thru 2NT; subseq DBL = suggest PEN;			
1M-(x): transfers begin at 1NT; 2N= Jordan, 3♣/3♦= FJS, 7-9		Responsive DBL/RDBL: up to 3♠				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
1♥/♠- (x) :2♠/3♥= 4 card support, 7-9HCP						Preemptive Style: Aggressive when favorable VUL			
						3 rd or 4th seat opening could be light			
1NT: System, XX = Puppet to 2♣, (Pass = ♣; 2♦ = ♦+M; 2♥ = 4/4 major)									
2♣ = ♣+ any / 2♦/2♥/♠ 5+ // XX by O = any 5 card suit		Lead-directing / Lightner / Suit-showing: ON				PSYCHICS: RARE			

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		2	4♥	10-20	1♦/♥ = 4+♥/♠, 1♠ = no 4 cd M; 1NT = BAL INV	1♣ – 1X – 1Y = XYZ	Inverted minor On
				(1) 4+♣	2♣ = FG, 5♣+, 2♦/♥/♠ = WJS, 0-5	1♣ - (X) // XX/1♦/1♥ = 4+♦/♥/♠; 1♠ = no 4 cd M	
				(2) 11-bd14 or gd17-19 BAL	3/4/5♣ = Preempt,	1♣-1♦-2♦ = 17+ any except 17-19 BAL	
				♦ could be longer than ♣	3♦ = 6+good♦ Inv, 3♥/♠/4♦ = SPL, 3N/4♥/♠ = To play		
1♦		4	4♥	10-20	1♥/♠ = 4+, 1N = 6-10, no 4M, 2♣ = GF, 4♣+	1♦ – 1M – 1N = 16+ any without 4 card oM	Inverted minor On
				(1) 4+♦ unbal	2♦ = 10+4+♦, 2♥/♠ = 0-5, WJS	Inverted Minor Raise (2N/3♦ = NF, New-suit = Features)	
				(2) BAL with 5 card ♦	2N = Inv, 3♣ = 6+ good ♣ Inv, 3/4/5♦ = Preempt,	1♦ - (X) // XX/1♥ = 4+♥/♠; 1♠ = no 4 cd M	
					3♥/♠/4♣ = SPL, 3N/4♥/♠ = To play	1♦ - 1M – 2N = 14-16, 6+♦ 3M OR 5♦ 4M with short	
1♥		5	4♦	10-20	1♠ = 4+, 1N = forcing, 2♣/♦ = GF,	1♥ – 1♠ – 1N = XYZ	2♣/♦ = REV Drury, 3/4+card
					2♥ = 8-10, 2♠ = WJS, 2N = 13+, Jacoby	2/1 Game Force: 2NT = Catch-all	XYZ On
					3♣/♦ = 10-12/7-9 4+cards SUPP, 3♥/4♥ = PRE,	Modified Jacoby 2NT	
					3N = 13-15, any 4333, 3♠/4♠/4♦ = SPL;	Swiss Raise	
1♠		5	4♥	10-20	1N = forcing, 2♣/♦/♥ = GF,	2/1 Game Force: 2NT = Catch all	2♣/♦ = REV Drury, 3/4+card
					2♠ = 8-10, 2N = 13+, Jacoby	Modified Jacoby 2NT	XYZ On
					3♣/♦ = 10-12/7-9 4+cards SUPP, 3♠/4♠ = PRE,	Swiss Raise	
					3N = 13-15, any 4333, 3♥/4♠/4♦ = SPL, 4♥ = to play		
1NT				Gd14-bad 17, normally BAL	2♣ = Stayman, 2♦/♥ = Jacoby, 2♠ = mss or hcp ask	Another Major after Stayman = Fit, slam try	
				5M/6m/stiff honor OK	2NT = 6+♣/♦, weak or ST, 3♣ = Puppet, 3♦ = 5+/5+ m GF	Smolen: 3-level, GF	
					3M = 1-3(54/63) 3N = To play, 4♣ = 6/5 M 4♦/♥ = Texas,	Quantitative: Baron	
					4♠ = 6/5 minor 4NT = Quantitative, 5♣/♦ = To play,	1NT- (3X) Texas is ON	
2♣	√			22+, balanced hand OR	2♦ = waiting; 2M = 6+HCP, 5-5 or 6-4 shape	Over X, P = 6+HCP, XX = negative	
				17+, un- balanced hand	2NT- 3♣/♦/♥ = TSF, 6+ good suit	others = sys ON	
2♦	√	5		WK 2♥ / 2♠	2N = Asking, 2M/3M = P/C; 4M = To play;	2♦-2NT-3♣/♦ = max♥/♠; 2♦-2NT-3♥/♠ = min♥/♠;	
				4 th seat: 10-13, 6+♦	3m = Constructive; 4♣ = bid your M-1; 4♦ = bid your M;	2♦-4♣-4♦/♥ = ♥/♠; 2♦-4♦-4♥/♠ = ♥/♠;	
2♥	√	5		PRE, 4♥+4♠+	2N = Asking, 3m = Constructive, NF	2♥-2NT-3♣ = any min, then 3♦ = ask; 3♥/♠ = longer♥/♠	
				4 th seat: 10-13, 6+♥		2♥-2NT-3♦ = max, ♥ longer than ♠, 3♥ = max ♠ longer than ♥	3♠ = 5/5 min; 3NT = 5/5 max
2♠	√	5		PRE, 5♠+4m+	2N = Asking, 3m = P/C, 3♠ = to play, 4♥ = to play	2♠-2NT-3♣/♦ = min, ♣/♦; 2♠-2NT-3♥/♠ = max ♣/♦;	
				4 th seat: 10-13, 6+♠			
2NT		2		20-21, balanced hand	3♣ = Romex Stayman, 3♦/♥/4♦/♥ = Trf, 3NT = to play	HIGH LEVEL BIDDING / CUE-BIDDING	
				5M/6m/stiff honor OK	3♠ = tsfer to 3NT, then 4♣/4♦ = 6+♣/♦, 4N = Quantitative	CUE-BIDS	SLAM CONVENTIONS
3♣/♦		6		Preemptive	New suit = GF, 4-level other minor = RKCB		NON-SERIOUS 3NT
3♥/♠		6		Preemptive	New suit = GF, 4N = RKCB		Gerber = 03 / 14
3NT	√			Gambling;	4♣/♦ = P/C, 4♥/♠ = To play		RKCB = 14 / 03 agreement after interference
4♣/♦		7		Preemptive	4N = RKCB		ERKCB = 03 / 14
4♥/♠		7		Preemptive	4N = RKCB		DOPI/DEPO
4NT	√	8		Preemptive, both minor	5♥/♠ = Cue-bids		