



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Stickers:  CATEGORY: NATURAL 2/1 NCBO: Hong Kong, China EVENTS: Asia Cup PLAYERS: Charmian Koo, Zoe Li	
1 level: 5+, 8+ HCP; 2 level: 5+, 10+ HCP			Lead	In Partner's Suit		
Responses:		Suit	3 rd /lowest from odd	3 rd /lowest from odd		
New suit F1 over RHS pass		NT	4 th	4 th		
Cue-bid = invite+ / ASK stopper / ASK 4M		Subseq	ATT	ATT		
Jump Cue-bid = Mixed Raise / SPL		Other: 0/1, Top of nothing if supported partner's suit At 5+ level, K from AK(+) ask for count, A is cashing				
1NT OVERCALLS (2nd/4th; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd: 15 ⁺ -18 BAL		Lead	Vs. Suit	Vs. NT		
Responses: System ON		Ace	AK(+), Ax	AK(+)	GENERAL APPROACH AND STYLE	
4th: 12-15 BAL/semi-BAL		King	AK, KQ(+), Kx	AKJ10(+), KQ(+), AKQx	5-cards Major & Prepared club openings	
Responses: System OFF, cue-bid = invite+		Queen	QJ(+), Qx	KQ109(+), QJ(+), KQJx	2/1 GF	
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	KJ10(+), J10(+), Jx	AJ10(+), KJ10(+), J10(+)	Inverted minor	
1-Suit: 2 level NV/Vul = PRE/opening hand; 3 level = PRE		10	K109(+), Q109(+), 109x	H109(+), 109(+)	Wide range overcalls based on vulnerability	
Responses: 2NT = Ogust(NV)/BAL invite(Vul)		9	KJ9(+)	Q98(+), J98x, 98(+)		
2-Suit: 2NT = Unusual 2NT, width range(NV)/int+(Vul)		Hi-x	Xx, Xxx(optional)	Xx, Xxx, xXxx		
Responses: Cue-bid = invite+, New suit F1		Lo-x	3 rd /5 th	HxxX(+), HxX		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Direct Cue-bid: MICHAELS, width range(NV)/int+(Vul)			Partner's Lead	Declarer's Lead	Discarding	1NT = 15 – 17 BAL
Jump Cue-bid: ASK stopper, 7+ solid suit w side A/K		Suit	1 ATT	COUNT	ATT	2♣ = 22+ BAL or GF
		2	COUNT	SP	COUNT	2♦ = ♥ + ♠
		3	SP			2♥ / 2♠ = 6+♥ / 6+♠
VS. NT (vs. Strong / Weak; Reopening; PH)		NT	1 ATT	COUNT	ATT	Negative Free bid
VS 14-16/15-17 NT: X = 5+m-4M; VS weak NT: X = 14+		2	COUNT	SP	SP	3NT opening = 7+ solid ♠/♦, at most 1 side K
Modified CAPP		3	SP		COUNT	JACOBY 2NT & Reverse BERGEN
Passed hand: Modified DONT		Signals (including Trumps): UDCA, SMITH Echo(Std)			1♣/♦ - (1♥) - X = 4+♠	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES			1♣/♦ - (1♥) - 1♠ = T/O w/o 4♠	
VS weak 2♥/♠: X = T/O, Cue-bid = ASK stopper, 4m = 5+m-5+M		TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS 2♦ = multi: X = 13-15 BAL or 16+, 4m = 5+m-5+M		Emphasize Majors ONLY				
VS 2♥/♠ = weak both M: X = 13-15 BAL or 16+, 2♥/♠ = 6+♥/♠		Responsive X up to 4♠				
VS 3X: X = T/O, 4m = 5+m-5+M		Negative X up to 4♥				
VS 3NT: X = PEN, 4♠ = both M, 4♦ = 6+M, 4M = 5+M-5+m		Aggressive Reopening X				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
VS STR 1♣ & 2♣ response: X=Majors;NT=minors;others=natural		Support X up to 2♥, Support XX, Game try X,			1m - (X) - XX: Forcing pass thru NT	
OVER OPPONENTS' TAKEOUT DOUBLE		Competitive X, Lightner X			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
New suit F1 at 1-level; XX shows 10+ HCP, X = T/O afterwards					All unnecessary jumps are SPL	
1m-(X): 2M = PRE; 2NT = Jordan; 3m = PRE					Principle of Fast Arrival	
1M-(X): transfer; 2NT = Jordan; 3M = PRE; 3m = Fit jump shift					PSYCHICS: Rare (occasional light/off-shape 1NT opening)	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	10+ HCP	1♦ = 2+♦ (4♥/♠ possible); 1NT = 8-10 2♣ = Inverted minor 2♦ = 5+♦ 4+♣ GF 2♥ / 2♠ = WJS; 2NT = invite 3♦ = 6+♦ invite; 3♣ = PRE, 3♥/♠ = SPL	1m-1M-1NT/1♦-1♥-1♠-2♣/♦ = invite/GF check-back 1m-1M-1NT-3X = 5-5 GF, 3M = 6+ GF 1m-1M-1NT-2NT-3♣-3♦/3NT = 6♦/♠-4M, 9-11 1♣-2♦-2M= val, 2NT = Bal and both M w/ stopper, 3♣ = ♣, 3♦ = ♦ 1♦-2♦-2M/3♣= val, GF	Inverted minor NF
1♦		4	4♥	10+ HCP	1NT = 6-10; 2♣ = 4+♣ GF (4♥/♠ possible) 2♦ = Inverted minor 2♥ / 2♠ = WJS; 2NT = invite 3♣ = 6+♣ invite; 3♦ = PRE, 3♥/♠ = SPL	1m-2m-2NT = BAL not deny 4M 1♣/♦-1♥-1♠=can be balanced hand 1♦-1♥-1♠-2♣=xyz, puppet to 2♦ 1♦-1♥-1♠-2♦=xyz, GF	
1♥/♠		5	4♥	10+ HCP	F1NT; 2♥/♠ = 8-10; 1♥-2♠ = 6+♠ NF 2♣ = ♣/BAL GF; 2/1 = 5+ GF 2NT = JACOBY; 3♣/♦ = Reverse BERGEN 3NT = 13-15, 3 card ♥/♠, 3♥/4♣/4♦ = SPL in ♥/♣/♦; 1♠-4♥ = To play	1M-2M-3X = 2 nd suit GT 1♥-1♠-2NT = Any GF; 1♥/♠-1NT-2NT = Any GF 1♥/♠-2NT-3♣=any min, 3-level new suit = SPL, 3M=♣ SPL ; 3NT = strongest bid, 4-level new suit=5-5 max, 4M = To play 1♥/♠-2NT-3♣-3♦=ASK, 1♥/♠-2NT-3♣-3♠/3♥/4♣/4♦ = Singleton	1NT = semi-F 2♣ = 3 card, max 2NT = 4M max 1♥/♠ - 2♠/3♥ = 7-9, 4♥/♠ 3♣/♦ = Fit jump shift
1NT				(14)15 - 17 BAL	2♣ = STAYMAN; 2♦/♥/NT/♣ = Transfer ♥/♠/♣/♦ 2♠ = minor stayman (can be 5-5m weak) 3♦ = FG, 04(54)/1444, 3♥ = FG, 40(54)/4144 3NT = To play, 4♣ = 5-5M, not slam try 4♦/♥ = Transfer ♥/♠; 4NT = Quantitative	1NT-2♣-2♦-2♥/♠ = 4-4+M NF 1NT-(X)-XX = 5+any suit, opener bid 2C pass or correct 1NT-(X)-2C/D/H/S = DON'T (2C=C+D;2D=D+M;2H=H+S) 1NT-(2X)-X = T/O; 1NT-(3X)-X = T/O if 3X is natural 1NT-(2X)-2NT= LEBENSOHL	
2♣	✓			22+ BAL or GF	2♦/♥/♠/NT = 5-7/0-4/8-10/11+ excluding Jack 3X = HHxxxx or A/Kxxxxxx, no side A/K 4X = A/Kxxxxxxx, no side A/K	2♣-2♦/♥/♠ - 2NT = 21+, forcing; 3NT – To play 2♣-2♦/♥/♠/NT - 3♣ - 3♦ = Ask M	
2♦	✓			4+♥ 4+♠	2NT = ASK; 3m = NF	2NT: 3♣ = any min and 54, 3♦=max and 5♥4♠, 3♥ = max and 4♥5♠,3♠= min 55, 3NT = max 55	
2♥		5		6+♥	2NT = ASK; New Suit = Forcing, 3NT = To play	2NT: 3♣ = min and bad suit, 3♦ = min and good suit, 3♥ = max and bad suit, 3♠= max and good suit	
2♠		5		6+♠			
2NT				20-21 BAL Singleton A/K/Q possible	3♣ = ROMEX STAYMAN; 3♦/♥ = Transfer ♥/♠ 3♠ = Minor STAYMAN; 3NT = 6+♠; 4♣ = 6+♦ 4♦/♥ = Transfer ♥/♠; 4♠ = 5-5m; 4NT = Quantitative	2NT-3♦/♥-3M/3M+1/4X/4M = 2+M/3M/4+M max/4+M min 2NT-3♠-3NT-4m/4M/4NT = Longer minor/SPL 5-5m/22(54) inv	
3♣/♦		6		6+♣/♦ PRE	New suits = F1; 4♦/♠ = weak RKCB	HIGH LEVEL BIDDING	
3♥/♠		6		6+♥/♠ PRE	New suits = F1; 4♣ = weak RKCB	RKCB(1430)	4NT = 2 suiters T/O or ST
3NT	✓			7+ solid ♣/♦ at most 1 side K	4♣ = P/C; 4♦ = ST; 4♥/♠ = To play	+1 ASK trump Q/ASK nearest K	DOP1 against 5m; DEPO against 5M+
4♣/♦		7		7+♣/♦ PRE	4♦/5♣ = ST; 4♥/♠ = To play	+2 ASK nearest K	Exclusive RKCB(0314)
4♥/♠		7		7+♥/♠ PRE	New Suits = ASK 1 st /2 nd round control	5NT ASK lowest K/general Grand ST	weak RKCB(0/1/1.5/2/2.5)