

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: Red UPDATE: JUNE 2026 NCBO: Hong Kong, China EVENTS: ALL PLAYERS: Leo Lam – Krystal Fang	
8-16 HCP, 5+ suit (NV 4-card POSS); Resp:1/2/3 new suit=F1/NF/FG;		Lead	In Partner's Suit			
After 1♦ overcall: 2♣ = INV+, any	Suit	3rd, 5th	3rd, 5th			
After 1M overcall: 2♣ = INV+, 3 cards +fit, then 2♦ = full opening	NT	2nd, 4th, TON,	3rd, 5th			
2 level cue bid = INV+ without fit (If opener 1♣, 2♣ = fit, 2♦ = no fit)	Subseq	Remaining CT	Remaining CT			
2NT = INV+ 4 cards + fit, 3 level cue bid = 6-9. 4 cards + fit	Other: Attitude when opening a new suit					
Jump Raise = PRE						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd seat NV over 1m = 14-16, system on	Lead	Vs. Suit	Vs. NT			
Otherwise = 15-18, system on	Ace	For Attitude	For Attitude			
Responses same as 1NT opening	King	For Count	For Count			
	Queen	Qx, QJ(+)	Qx, QJ(+), KQTx(+), AQJ(+)			
JUMP OVERCALLS (Style; Responses; Reopen)		Jack	Jx, JT(+), HJT(+)	Jx, JT(+), HJT(+)	GENERAL APPROACH AND STYLE MKT System 1st/2nd seats: 4-cards Major (Canape with minor), Multi 1♣, light openings 1♦/1♥/1♠ 12-14 INT, Variable 2♣ 8-13, 5+♣ / 54+ Both majors, Multi 2♦ Variable 2M 8-13, 5+M / 10-13, 5+M 4+m 3rd/4th seats: NAT, prepared 1♣/1♦, 14-16 INT, Strong 2♣ PRE: very dependent on VUL and position Artificial responses after 1♣/1♦/1♥/1♠ openings	
1-Suit: PRE, 6+ cards suit (5-card possible when NV)	10	Tx, T9(+), HT9(+)	Tx, T9(+), HT9(+)			
2-Suit: Unusual 2NT for 2 lowest unbid: NV: 11- or 16+, VUL:10+	9	9x	9x, H98(+), HH98(+)			
Reopen: Opening hand, 6+ cards suit	Hi-x	Sx	Sx, Sxx, xSxx(+)			
	Lo-x	xxS, xxSx, xxxS(+)	HxS, HxxS(+)			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE We play an uncommon system, all bids may require defence, please see next page for detailed descriptions. Competitive 2NT = Fit Major /Scramble/ Lebenshol in different situations Negative free bids at 2-level/3-level After interference over NV 1st seat 1♦/1♥/1♠ openings: 1-level: F1; 2-level: NF; non-jump 3-level NF; jump 3-level FG After interference over other 1st/2nd seat 1♦/1♥/1♠ openings: 1-level: F1; 2-level: NF; non-jump 3-level FG; jump 3-level FG After interference over 1♣/1NT openings: 1-level: F1; 1NT = any FG; 2-level: NF; 3-level FG; After 2-level overcall, 2N = Lebenshol; 3-level INV+ transfer Michaels Cuebid, Unusual 2NT Sandwich INT for passed hand Unusual vs Unusual: X = look for penalty; cue low = LR+; cue high = FG in 4th suit; others compete	
Michaels Cuebid: NV: 11- or 16+, VUL:10+		Partner's Lead	Declarer's Lead	Discarding		
(1M)-2M = OM + m at least 5-5/ (1m)-2m = Majors at least 5-5	Suit	1 Attitude	Count/SP	Odd-Even		
Jump Cue bid on 1m: PRE, 6+m		2 Count/SP		Count		
Jump Cue bid on 1M: Ask stopper for 3NT, usually with long minor		3				
VS. NT (vs. Strong / Weak; Reopening; PH)	NT	1 Attitude	Smith/Count/SP	Odd-Even		
2♣ = 44+majors; 2♦ = 5+M; 2♥/2♠=5+M 4+m		2 Count/SP		Count		
X = 5m +4M vs strong NT (14+), then bid = P/C		3				
X = Strength vs weak NT, responses same as 1NT opening	Signals (including Trumps):			SPECIAL FORCING PASS SEQUENCES In Game Forcing situation: Pass in direct position=F1 OPP obvious sacrifice when we are unfavourable VUL		
	UDCA, S/P in trump, S/P when against suit contract dummy singleton					
	Reverse smith echo for NT					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Doubles					
Vs weak 2: X = T/O; Cue 3♦/3M = 55+M/ask stop; 4m = 5+m 5+M	TAKEOUT DOUBLES (Style; Responses; Reopening)					
Vs 2♣/2♦ (weak 1 major): X=13-15 or any 16+; 4m = 5+m 5+M	Almost every X is TO			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE HCP is for reference only; we frequently upgrade and downgrade; BAL NT bid 4441/5M/6m OK; Short suit game try after M fit Frequent use of TRF/ART 2NT in competition		
Vs weak 3: 3NT = 15-20; 4X = 55+M; 4m = 5+m 5+M	Light with good shape					
Vs 3NT(long minor): X= strength; 4♣ = 55+M						
VS. ARTIFICIAL STRONG OPENINGS						
Natural, X = Both Major, NT = Both minor						
Also after (1♣)-p-(1♦)	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			PSYCHICS: rare		
	Supportive Double & Redouble					
	Vs NT: 1) Dummy suit 2) Ask for unusual lead					
	Lead directing X					
OVER OPPONENTS' TAKEOUT DOUBLE	Non lead directing X:					
RDBL = Strength, sub-sequence X = TO	When we show 5-cards suit and OPP cue bid at 3-level or above					
1M – (DBL) – 1♠ = 44+m; 1NT thru 2M-1 = transfer;						
2NT = limit +						

1 st /2 nd OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION
1♣	✓	0	4♥	1) 14-17, any unBAL 2) 15-18, BAL 3) 18-21, 5+♣ 4) 22+, any	1♦ = 0-6/ 13+, any; 1♥ = 5-6, 5+♠/6+m/7-8, any; 1♠ = 9-12, any; INT = 5-8, 54+♥♠; 2♣ = 5-8, 5+♥; 2♦/2♥ = 9-12, 5+♥/♠; 2♠ = 9-12, 4♥; 2NT = 9-12, 54+♥♠; 3♣ = 9-12, ask 5M 3♦ = 9-12, 3♥4♠/4♥4♠; 3♥ = 9-12, 4♠; 3♠ = 9-12, 4♥3♠	1♣ - 1♦ - 1♥/1♠ = 5+M ;INT = 15-18, BAL; 2m = 5+m; 2M = 4+M 5+♦; 2NT = 22+, BAL; 3♣ = 18+, 5+♣; 3♦/3♥/3♠ = 22+, 5+♦/♥/♠ 1♣ - 1♥ - 1♠(ask) - 2♣ = waiting; 2♦/2♥ = 5-6/7-8, 5+♠ other same as RESP to 1♣ 1♣ - 2♣ - 2♦ = ♥ fit, G/T
1♦		3/4	3♥	1) NV 1st/2nd: 8-13/10-13,3+♦ V: 10-13, 4+♦ no 4M except 4M33 2) 18-21, 5+♦ 3) 8+ winners, any 65+m 4) 14-17, 55+♦♣	1♥ = 11+, any relay; 1♠ = 4-11, any F1; INT = 8-11, NF; 2♣ = 8-13, 5+♥4+♠; 2♦ = 4-10, 3+♦, NF; 2♥/2♠ = 4-10, 5+♥/♠, NF; 2NT = INV 3NT; 3♣/3♦/3♥/3♠ = PRE; 3NT = to play	1♦ - 1♥ - 1♠/INT/2♣/2♦ = 8-11, bad for INT/8-11, good for INT/12+ NAT/12+ NAT 1♦ - 1♥/1♠/INT/2♦ - 2♥/2♠ = 18+, 5+♦, 4+♥/♠ follow by LEB 1♦ - 2♣ same as 2♣ opening 1♦ - 1♥ - 1♠/INT - 2♣ = any FG, then 2♦ = catchall
1♥		4	3♠	1) NV 1st: 8-13, 4+♥ NV 2nd/ V: 10-13, 4+♥ may have longer minor 2) 18-21, 5+♥ 3) 8+ winners, 5♥ 6+m 4) 14-17, 5+♥ 5+m	1♠ = any F1; INT = 11-15/11-13, any no 4♥, NF; 2♣ = 4-11, 0+♣, P/C with 4♠; 2♦ = 11-15/11-13, 3-4♥; 2♥ = 0-10, 3-4♥; 2♠ = 0-11, 5+♠, NF; 2NT = INV 3NT; 3♣ = INV 4♥; 3♦ = 6-9, 5+♥; 3♥ = 5+♥, PRE; 3♠ = 6+♠, INV; 3NT = to play; 4♣/♦ = SPL 4♠ = to play	1♥ - 1♠ - INT = 8-13, 44+ both majors /BAL, 1♥ - 1♠ - 2m = 8-13, 5+m 1♥ - 1♠/2♣ - 2NT = 18-21, 5+♥ 1♥ - 1♠/2♣ - 3m = 1) 14-17, 5♥ 5+m 2) 8-8.5 winners 1♥ - 1♠/2♣ - 4m = 9+ winners, 5+♥ 6+m 1♥ - INT - 2♣/2♦/2♥/2♠/2NT/3♥ = 5+m/44+M/10-11,6+♥/18+ any/ 12-13,6+♥
1♠		4	3♥	See 1♥ Case 3/4: Both M included	Same structure as over 1♥ except 2♣ = 0-11, P/C; 2♦ = any FG; 3♥ = 6+♥, INV	See 1♥, 1♠ - 2♣ - 2♥ = 8-13, 5+♠3+♥; 1♠ - 2♣ - 3♥ = 14-17, 5+♠ 5+♥ 1♠ - 2♦ - 2♥/2♠/2N/3♣ = 5+♠/ Catchall/ good hand with 5+♣/ good hand with 5+♦
INT			3♥	12-14, BAL	2♣ = relay to 2♦, up to INV, NF; 2♦ = INV+ relay; 2♥/2♠=NF; 2NT = 6+m, ask for Jx/xx/x; 3♣ = Ask 5M, FG; 3♦ = 5-5+M, INV/FG; 3♥/3♠=4+♠/4+♥, FG; 4♣/♦ = TRF to 4♥/4♠; 4♥/4♠ = to play	After INT-(X): Pass = no other suitable bid; XX = Puppet to 2♣, 5+♣/ 5+♦4+M 2♣ = 44+ Both Majors; 2♦/2♥/2♠ = 5+ suit After INT-(X)-P-(P)- / INT- (P) - P-(X) - XX=any single suit; 2♣/2♦/2♥ = 44+ 2-suiter
2♣		5		NV 1 st seat: 8-13, 5+♣ no 4M	2♦ = relay to 2♥; 2♥ = 5+♥, CONST NF; 2♠ = 5+♠, NF 2NT = PRE / 55+M, INV; 3♣ = INV; 3♦/3♥/3♠ = 6+, INV	After 2♣ - 2♦ - 2♥: 2♠ = 5+♠ CONST NF; 2NT = INV 3NT; 3♣ = 3♣ FG; 3♦/3♥/3♠ = 6+, FG
2♣	✓	0		Otherwise: 8-13, 5+♥ - 4+♠	2♦ = relay to 2♥; 2♥ = 3+♥, CONST NF; 2♠ = 3+♠, NF 2NT = FG ask; 3♣/3♦ = 6+ INV; 3♥/3♠ = PRE; 3NT = to play	After 2♣ - 2♦ - 2♥: 2♠ = 5+♠ CONST NF; 2NT = INV 3NT; 3♣/3♦ = ♥/♠ FG
2♦	✓	0		1) Weak 2♥/2♠ NV 1 st seat: 0-8, 5+♥/♠ Otherwise: 6-12, 6+♥/♠ 2) 19-21, BAL	2♥/2♠/3♥/3♠ = P/C; 2NT = INV+ relay; 3♣/3♦ = 5+♥/♠, INV+; 4♣ = Ask for TRF; 4♦ = pick a major; 4♥/4♠ = to play	After 2♦(NV 1 st seat)-2NT: 3♣ = 5♥/5♠; 3♦/3♥ = 6♥/6♠ After 2♦(otherwise)-2NT: 3♣ = MIN 6♥/6♠; 3♦/3♥ = MAX 6♥/6♠ 2♦ - 2♠ - 3♣ = MIN 5+♥; 3♦ = MAX 5+♥
2♥		5		NV 1 st seat: 8-13 5+♥ Otherwise: 10-13 5+♥ 4+m	2♠ = 5+♠, NF; 2NT = INV 3NT; 3♣ = relay to 3♦; 3♦ = INV 4♥; 3♥ = PRE; 3♠ = 6+♠, INV; 4♣/♦ = SPL	2M - 3♣ - 3♦ - 3♥/3♠/3NT/4♣/4♦ = NAT, FG
2♠		5		See 2♥	See 2♥	See 2♥
2NT	✓			10-15, 6+M	3♣ = Ask for TRF; 3♦ = INV 4M; 3♥/3♠ = P/C; 4♣ = Ask for TRF; 4♦ = Pick a Major	After 2NT - 3♣ 3♦/3♥/3♠/3NT/4♣/4♦ = 6+♥/ 6+♠/ 6+♥5+♣/ 6+♥5+♦/ 6+♠5+♣/ 6+♠5+♦
3♣		6		1st NV PRE/ Otherwise: 10-13	3♦ = relay to 3♥; 3♥ = FG; 3♠ = NF; 4♦ = fit, S/T	After 3♣ - 3♦ - 3♥; 3♠ = FG/ 3NT = optional/ 4♣ = INV 5♣ / 4♦ = 55+M
3X		6		PRE	New suit = NF; 4♣ = fit, S/T	HIGH LEVEL BIDDING
3NT	✓			10-15, 7+M	4♣ = Ask for TRF; 4♦ = S/T; 4♥/4♠ = P/C	Cue-bid style: First or Second control; serious 3NT
4m		7		PRE	4♦ = fit, S/T	RKCB 4NT: 1430, Lowest non-trump suit = Ask TQ
4M		7		To play	5♣/5♦ = fit, S/T	5NT: Ask the lowest K w/o bypass trump

3 rd /4 th OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION
1♣	✓	2	4♥	10+, 2+♣, F1	1♦ = 0-5, ANY or 6+, 4+♦; 1♥/♠ = 6+, 4+♥/♠;	1♣ – 1♦/1♥/♠ - INT = 17-19 BAL(may have 4M)
				NAT or 17-19 BAL	1NT = 6-10; 2♣ = NV 5-7/V 10-11, 5+♣;	Checkback 2♣ after 1♣ – 1♥/♠ -INT = pup. to 2♦ (invitational seq.)
					2♦/2♥/2♠ = WJS; 3♣ = 6-9, 5+♣; 2NT/3♦ = INV;	
1♦	✓	2	4♥	10-21, 2+♦	1NT= 6-10; 2♣/♦ = NV 5-7/ V 10-11, 5+m;	1♦ – 1♥/♠ - INT = 11-13 BAL (may have 4M)
				NAT or 11-13 BAL	2♥/2♠ = WJS; 3♣ = 6-9, 4+♦, 3♦ = 0-5, 5+♦;	
					2NT = INV; 3♣ = 9-bad 12; 3♥/♠ = SPL	
1♥		5(4)	4♦	8-21, 5+♥	1NT = 5-11, any NF; 2♣ = 10-11, 3♥; 2♦ = 10-11, 4+♥	1♥ – 2♣ - 2♦ = full opening
				4-card possible when NV	2♠ = 6-9, 4+♥; 2NT = INV 3NT	
1♠		5(4)	4♥	8-21, 5+♠	See 1♥	
				4-card possible when NV		
1NT				14-16 BAL	See 1 st / 2 nd seat 1NT responses	
2♣	✓			Control Asking	2♦ = 0/1 CTRL; 2♥/♠/NT = 2/3/4+ CTRL;	2NT: 22+HCP, GF. After 2♣-2♦-2M, then 3♣ = 2 nd negative
				a) Force to 3 Level Major	3X = 6+ suit with 2 honors; 3NT= ANY 6+ SOLID suit;	Vs X/2♦: XX/X = 0, pass = 1, 2♦/2♥ = 2, ... etc
				b) 22+ HCP		Vs 2♥ to 2♠: X = 0/1, pass = 2, ... etc
						Vs 2NT or higher : X = 0/1, pass = 2+, 3X = NAT, 2+ CTRL
2♦		5		Wide range PRE at 3 rd seat	2M = 5+M, NF	
				9-12, 6+♦ at 4 th seat		
2♥/2♠		5		See 2♦	See 2♦	
2NT				20-21, BAL	Romex stayman; 3♠ = both m; 3NT = to play; 4♣/4♦ TRF	
3♣		6		PRE at 3 rd seat/9-12 at 4 th seat	New Suit=NF	HIGH LEVEL BIDDING Cue-bid style: First or Second control RKCB 4NT: 1430 RKCB 5NT: Ask the lowest K w/o bypass trump After RKCB 4NT: Lowest non-trump suit = Ask Trump Q Direct Ask Bid and Indirect Ask Bid after RKCB 4NT
3♦		6		PRE at 3 rd seat/9-12 at 4 th seat	New Suit=NF	
3♥		6		PRE at 3 rd seat/9-12 at 4 th seat	New Suit=NF	
3♠		6		PRE at 3 rd seat/9-12 at 4 th seat	New Suit=NF	
3NT				To play		
4♣		7		PRE		
4♦		7		PRE		
4♥		7		To play		
4♠		7		To play		

