



PDEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Sticker: 	CATEGORY: Green NCBO: Hong Kong, China UPDATE: Apr 2026 PLAYERS: Janice Cheng Tsz Kiu - Pauline Ling
8-15 HCPs (Occ. Light); 5+ cards (Occ. 4 cards at 1-level)			Lead	In Partner's Suit		
RESPONSES:		Suit	4th, MUD, 0 / 1	3rd /5th, 0 / 1		
Same Level NT = 9-11 HCPs, Jump to 2NT = 12-14 HCPs;		NT	4th, 0 / 1	3rd / 5th, 0 / 1		
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:				
Jump cue-bid after 1-level major overcall = 7-9, 4-card+;						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
Direct = 15-18, normally BAL; System ON;		Lead	VS Suit	VS NT	GENERAL APPROACH AND STYLE	
		Ace	AK(+), A(+)	AK(+), A(+)	OPENING: Prepare Club (5542), Five-card Major, Artificial 2♣	
		King	AK(+), KQ(+), KQ(10/9)x	AKJ10(+), KQ(x), Kx	Multi 2♦; 2♥=both Majors 54+; 2♠= 5♠+4m	
JUMP OVERCALLS (Style; Responses; Reopen)		Queen	QJ(+), Qx	AQJ(+), QJ(+), Qx	MINOR: Inverted Minor Raise, Preemptive Jump Raise	
Jump Overcall = PRE; Intermediate when VUL vs NV;		Jack	HJ10(+), J10(+), Jx	HJ10(+), J10(+), Jx	MAJOR: Semi-Forcing 1NT, Jacoby 2NT, Bergen Raises ;	
2NT = 2 lowest un-bid, WK (6-12) / STR (16+)		10	H109(+), 109(+), 10x	H109(+), 10x	Swiss 3NT	
		9	9x	9xx, 9x	1NT Opening: 15-17 HCP, Stayman, 4-way Transfer;	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Hi-x	xxxXx, xXxx,, xXx, Xx	xxxXx, xXxx, Xxx, Xx	2 OVER 1 Response: Game Forcing	
Direct cue-bid = Michaels, WK (6-12) / STR (16+)		Lo-x	HxX, HxxX(+)	HxX, HxxX(x)	Others: Walsh, Two-way Check Back, Two-way Reverse Drury	
Jump cue-bid = stopper ask		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
			Partner's Lead	Declarer's Lead	Discarding	
VS. NT (vs. Strong / Weak; Reopening; PH)		Suit	1 Low = ENCG	Low = EVEN	Low = ENCG	2♣ = Strong, artificial OR 22+ BAL
Multi-Landy (Both seats)		2	Low = EVEN	S/P	Low = EVEN	2♦ = PRE, 6♥ / 6♠
X = Strength (15+); 2♣ = Both majors		3	S/P			2♥ =PRE, 2 Majors 54+
2♦ = Any one Major (2♥/♠= P/C, 2N = Ask)		NT	1 Low = ENCG	Low = EVEN	Low = ENCG	2♠ = PRE, 5♠+4m
2♥/♠= 5-card+ and a 4+cards minor		2	Low = EVEN	S/P	S/P	NEGATIVE FREE BIDS at 2-level
2N = Both minors		3	S/P			
3X = PRE when vs STR (14+) NT, Constructive otherwise;		Signals / Discard (VS Suit and NT): REV CT & ATT				
Vs 10-13 weak NT - Natural						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Remaining Count: Standard				
T/O up to 4♥, Direct cue-bids = Michaels (up to 3♥), Leaping Michaels		Doubles				
2N = 15-18, 3N = To play, Jumps = Good playing strength		TAKEOUT DOUBLES (Style; Responses; Reopening)				LEBENSÖHL
Vs High-level Preempts, Cue-bid = Strong T/O, 4N = Two suits		Generally up to 4♥				After (both direct and balanced) T/O Double against weak 2 opening
VS. ARTIFICIAL STRONG OPENINGS		Overcall of 1NT: up to 3♦				After opener reverse
Vs STR 1♣: DBL = majors (5-4+), NT = minors: same with 4 th position		SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES				After interference of 1N opening
DBL		Negative:up to 4♥; new suit after negative double=nf, cue bid=forcing				SPECIAL FORCING PASS SEQUENCES
OVER OPPONENTS' TAKEOUT DOUBLE		Game Try DBL:up to 3♥				
1-suit opening: XX = 10+, 1N = 8-10, 2N = Jordan (maj)		Responsive: up to 3♠				
New suit: 1-level = F1, 2-level = NF, 3-level = GF		Support DBL & REDBL : up to 2♥for ♥,2♠for ♠				
Support: 2-level = NF, 3-level+ = Preemptive						
1N (x) XX = Puppet to 2♣, then new suit=NF						
1N (x) DON'T= 2♣ (4+cd + higher); (1NT) X (P) 2x=NF						
		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♥	12+	Inverted minor 2♣ = 10+ 4♣+cd; 2♦/♥/♠ = WJS, WALSH =bid 4cd M unless GF with 5♦+4♥ 2NT= Invite, 3/4/5♣ = Preemptive, 3♦/3♥/3♠=SPL, 3N/4♥/♠ = To play	1♣-1X-1N, then 2♣/2♦ = 2-way checkback; New Cheapest suit Forcing ♣-1X- 2♣-2♦=GF; 4 th suit GF; 1♣-1X-2N, then 3♣=checkback, then 3♦=both or none Inverted Minor Raise (2N/3♣ = NF, New-suit = Features)	1♣-2♣-4♣=RKC 1♣-3♣-4♣=Ask shortness
1♦		4	4♥	12+	1♥/♠ = 4+, 1N = 6-10, no 4M, 2♣= GF, 4♣+ Inverted minor 2♦ = 10+, 4+♦,2♥/♠ = WJS, 2N = Invite, 3♣ = 6+ good ♣ INV, 3/4/5♦ = Preempt 3♥/♠/4♣ = SPL, 3N/4♥/♠ = To play	1♦ - 1M -1N = 2♣/2♦ = 2-way checkback; New Cheapest suit Forcing / Forth-suit Forcing = GF 1♦-1X-2N, then 3♣=checkback, then 3♦=both or none Inverted Minor Raise (2N/3♦ = NF, New-suit = Features)	1♦-2♦-4♦=RKC 1♦-3♦-4♦=Ask shortness
1♥		5	4♦	11+	1♠ = 4+, 1N = Semi-forcing, 2♣/♦ = GF, 2♥ = 6-9, 2♠= WJS, 2N = 13+, Jacoby 3♣/♦ = 10-12/7-9 4+cards support, 3♥/4♥ = Preempt, 3N = 13-15, any 4333, 3♠/4♣/4♦ = SPL;	Semi-forcing 1N: 2♣/2♦ = 2+/3+cards 1♥ - 1♠ - 1N = 2-way checkback 2/1 Game Force: 2♥ = 6 card ♥; 1♥ - 1NT - 2NT= 18+ Jacoby: 3-level = Shortage, 4-level = good 5+cards	2♣/♦ = REV Drury, 3/4+card 2N=NAT Jordan after X (4 cd)
1♠		5	4♥	11+	1N =Semi-forcing, 2♣/♦/♥ = GF, 2♠ = 6-9, 2N = 13+, Jacoby 3♣/♦ = 10-12/7-9 4+cards support, 3♠/4♣ = Preempt, 3N = 13-15, any 4333, 3♥/4♣/4♦ = SPL, 4♥ = to play	Semi-forcing 1N: 2♣/2♦ = 3+cards 2/1 Game Force: 2♠ = 6 card ♠ 1♥ - 1NT - 2NT= 18+ ->3♣, then show 4cd suit Jacoby: 3-level = Shortage, 4-level = good 5+cards	2♣/♦ = REV Drury 3/4+card 2N=NAT Jordan after X (4 cd)
1NT		1		15-17, normally BAL 5M/6m/stiff honor OK	2♣ = Stayman, 4 way transfer 2♦/♥/♠/NT = transfer 3♣ = Weak both minors, 3♦ =GF, both minors 3♥/3♠= 31(45) / 13(45), GF+, garbage stayman 3N = To play, 4♦/♥ = Transfer, 4NT = Quantitative, 5♣/♦ = To play	Stayman does not promise Major when invitational Another Major after Stayman = Fit, slam try Smolen: GF Quantitative: Baron	DLB artificial intervention= values; Other natural, 4 level = Texas trans
2♣	√	0		17+, strong, artificial, or 22+, balanced hand	2♦ = 0-1 CTLs, 2♥/2♠/2NT = 2 / 3 / 4+CTLs, 3-level = 6-card+ with 2 out of AKQ, nothing else Kokish 2C-2D-2H=H/24+	Over interference: DOPI, X = 0 CTLs ; Pass = 1 CTLs; Others = 2+ CTLs, NAT 5+cd 2NT=2+ CTLs After Kokish - puppet 2S	
2♦	√	0		WK 2♥ / 2♠ (6 cards)	2N = Asking, 2M/3M = P/C; 4M = To play; 3m = Constructive;4♣ = bid your M-1; 4♦ = bid your M;	2♦-2NT-3♣/♦ = max♥/♠; 2♦-2NT-3♥/♠ = min♥/♠; 2♦-4♣-4♦/♥ = ♥/♠; 2♦-4♦-4♥/♠ = ♥/♠;	
2♥	√	4		PRE, 54+ major	2N = Asking, Pass/2♠/3♣/3♦ =non forcing to play	After2NT,3♣=min54, then3♦=ask, then 3♥=5♥/4♠, 3♠=5♠4♥; 3♦=min55, 3♥=max5♥/4♠, 3♠=max5♠4♥; 3NT=max55	
2♠	√	5		PRE,5♠+4m	2N = Asking, 3m = P/C, 3♠ = to play, 4♥ = to play	2♠-2NT-3♣/♦ = min, ♣/♦; 2♠-2NT-3♥/♠ = max ♣/♦;	
2NT		2		20-21, balanced hand 5M/6m/stiff honor OK	3♣= Puppet stayman,3♦/♥/4♦/♥ = Transfer, 3♠ = Minor suit stayman	HIGH LEVEL BIDDING / CUE-BIDDING	
3♣/♦		6		Preemptive	New suit = GF	CUE-BIDS	SLAM CONVENTIONS
3♥/♠		6		Preemptive	New suit = GF, 4N= RKCB		
3NT	√			No side Ace, To Play;	4♣/♦ = P/C, 4♥/♠ = To play, 4N =specific K asking		RKCB = 14 / 03
4♣/♦		7		Preemptive	4N = RKCB		Exclusion Blackwood
4♥/♠		7		Preemptive	4N = RKCB		