

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	
1 level: 5+, 8+ HCP; 2 level: 5+, 10+ HCP			Lead	In Partner's Suit			
Responses:		Suit	3rd/5th	3rd/5th			
New suit F1 over RHS pass		NT	4th	4th			
Cue-bid = invite+ / ASK stopper / ASK 4M		Subseq	ATT	ATT	CATEGORY: NATURAL 2/1		
Jump Cue-bid = Mixed Raise / SPL		Other:	0/1, Top of nothing if supported partner's suit		NCBO: Hong Kong, China EVENTS: All		
		At 5+ level, K from AK(+) ask for count, A is cashing			PLAYERS: Crystal Tang – Tony Lau		
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 & convenience minor openings		
Responses: System OFF, cue-bid = invite+		Queen	QJ(+), Qx	KQ109(+), QJ(+), KQJx	Variable NT (1st/2nd seat)		
		Jack	KJ10(+), J10(+), Jx	AJ10(+), KJ10(+), J10(+)	Variable 2 level openings		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	K109(+), Q109(+), 109x	H109(+), 109(+)	2/1 GF		
1-Suit: 2 level NV/Vul = PRE/opening hand; 3 level = PRE		9	KJ9(+)	Q98(+), J98x, 98(+)	Inverted minor GF		
Responses: 2NT = Ogust(NV)/BAL invite(Vul)		Hi-x	Xx, Xxx(optional)	Xx, Xxx, xXxx	Wide range overcalls based on vulnerability		
2-Suit: 2NT = Unusual 2NT, width range(NV)/int+(Vul)		Lo-x	3rd/5th	HxxX(+), HxX			
Responses: Cue-bid = invite+, New suit F1		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead			Discarding
Direct Cue-bid: MICHAELS, width range(NV)/int+(Vul)		Suit	ATT	COUNT	ATT	1NT = 10+-13 / 11-13 1st/2nd NV	
Jump Cue-bid: ASK stopper, 7+ solid suit w side A/K			COUNT	SP	COUNT	2♣ = 22+ BAL or GF	
			SP			2♦ = ♥ + ♠ NV / 6+♥/♠ Vul	
		NT	ATT	COUNT	ATT	2♥ = 5+♥ NV / ♥ + ♠ Vul	
VS. NT (vs. Strong / Weak; Reopening; PH)			COUNT	SP	SP	2♠ = 5+♠ NV / 5+♠ 4+♠/♦ Vul	
VS 14+ BAL: X = 5+m-4M; VS weak NT: X = 14+			SP		COUNT	3NT opening = 7+ solid ♣/♦, at most 1 side K	
2♣ = ♥ + ♠, development similar as weak both M opening		Signals (including Trumps):			JACOBY 2NT & Reverse BERGEN		
2♦ = 6+♥/♠, development similar as 2♦ opening		UDCA, Suit Preference(SP)			Transfer SPL after 1♥/♠ openings		
2♥ = 5+♥-4+m, development similar as 2♠ opening		SMITH Echo(Std)			Reverse DRURY		
2♠ = 5+♠-4+m, development similar as 2♠ opening		Trump Echo(Hi = ruff)			4th suit GF except 1♦-1♥-1♠-2♣ & 1♥-1♠-2♦-3♣		
Passed hand: Modified DONT					Positive Free bid		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES			1♣ - (1♦) - X/1♥/1♠ = 4+♥ / 4+♠ / T/O w/o 4M		
VS weak 2♥/♠: X = T/O, Cue-bid = ASK stopper, 4m = 5+m-5+M		TAKEOUT DOUBLES (Style; Responses; Reopening)			1♣ - (1♦) - 2♠/3♠ = LR+ in ♣ / SPL in ♦		
VS 2♦ = multi: X = 13-15 BAL or 16+, 4m = 5+m-5+M		Emphasize Majors ONLY			1♣ - (1♦) - 2♦/2♥/3♦/3♥ = 6+M different strength		
VS 2♥/♠ = weak both M: X = 13-15 BAL or 16+, 2♥/♠ = both m		Responsive X up to 4♠			1♠/♦ - (1♥) - X/1♠ = 4+♠ / T/O w/o 4♠		
VS 3X: X = T/O, 4m = 5+m-5+M		Negative X up to 4♥			1♠/♦ - (1♥) - 2♠/3♠ = LR+ in ♣/♦ / SPL in ♥		
VS 3NT: X = PEN, 4♣ = both M, 4♦ = 6+M, 4M = 5+M-5+m		Aggressive Reopening X			1♠/♦ - (1♥) - 2♥/3♥ = 6+♠ different strength		
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
VS STR 1♣ & 1♦ response: SUCTION		Support X up to 2♥			1m - (X) - XX: Forcing pass thru NT		
VS STR 2♣ & 2♦ response: SUCTION		Support XX			1M - (X) - XX: Forcing pass thru 2M		
OVER OPPONENTS' TAKEOUT DOUBLE		Game try X			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
New suit F1 at 1-level; XX shows 10+ HCP, X = T/O afterwards		Competitive X			All unnecessary jumps are SPL		
1m-(X): 2M = PRE; 2NT = Jordan; 3m = PRE		Lightner X			Principle of Fast Arrival		
1M-(X): transfer; 2NT = Jordan; 3M = PRE; 3m = Fit jump shift		Snapdragon X			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♣		3	4♥	10+ HCP	1♦ = 3+♦ (4♥/♠ possible); 1NT = 8-10 2♣ = Inverted minor GF (4♥/♠ possible) 2♥ = 5♥-4♠ NF; 2♠ = 5+♠ invite; 2NT = invite 3♦ = 6+♦ invite; 3♠/♥/♠ = PRE	1m-1M-1NT/1♦-1♥-1♠-2♣/♦ = invite/GF check-back 1m-1M-1NT-3X = invite except 1m-1♠-1NT-3♥ = 5-5M GF 1m-1M-1NT-2NT-3♣-3♦/3NT = 6♦/♠-4M, 9+/-11 (1 st /2 nd NV) 1m-2♣-2♦ = 5m-4M or 44(41); 1m-2♠-2M = 4m-4M 1♦-2♦-2M = 4+m-4M; 1♠/♦-2♣/♦-3♣ = 5♣-4♦/5♦-4♣	Inverted minor NF Fit jump shift 2♣ invite check-back ON
1♦		3	4♥	10+ HCP 3♦ Only if 4432	1NT = 6-10; 2♣ = 4+♣ GF (4♥/♠ possible) 2♦ = Inverted minor GF (4♥/♠ possible) 2♠ = 5+♦ invite; 2NT = invite 3♣ = 6+♣ invite; 3♦/♥/♠ = PRE	1m-2m-2NT = BAL not deny 4M, then 3♦/♥ = transfer ♥/♠ 1X-1M-2M-2NT = ASK for 3M/4M & strength 1X-1M-2M-3X/4X = 5M-4+ GT+/SPL 1X-1M-3M-3M+1/4X = BAL ST ASK/SPL	
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 1♥/♠-3♠/♥ = SPL	1M-2M-2M+1 = 2 way shortness GT or 16+ BAL 1M-2M-3X = 2 nd suit GT; 1M-2M-3NT = 6M BAL 1♥-1♠-2NT = Any GF; 1♥-1NT-2♠ = Any GF 1♠-1NT-2NT = Any GF; 1♥-1♠-2♦/♥-2♠ = Any GF 1M-3♣-3M+1/4X = BAL ST ASK/SPL	1NT = semi-F 2♣ = Reverse DRURY 2♠/NT = 4M, 8-11 Fit jump shift
1NT				14+-16 BAL 10+-13 BAL (1 st /2 nd NV vs Vul) 11-13 BAL (1 st /2 nd Nil) Singleton possible	2♣ = STAYMAN w SMOLEN; 2♦/♥ = Transfer ♥/♠ 2♠ = RANGE ASK or Minors 2NT/3♣ = Transfer ♠/♦; 4♠/♦ = Transfer ♥/♠; 4NT = Quantitative	1NT-2♣-2♦-2♥/♠ = 4-4+m NF/5♠ invite 1NT-2♦/♥-2♥/♠-3X = invite 1NT-(X)-XX/Pass = 5+m/ASK XX, 1NT-(X)-3♦/♥ = 6+♥/♠ 1NT-(2X)-X = HCPs if 2X is artificial, X = T/O afterwards 1NT-(2X/3X)-X = T/O if 2X/3X is natural 1NT-(2X)-2NT/3Y/4m = LEBENSOHL/transfer/6+m	
2♣	✓			22+ BAL or GF	2♦/♥/♠ = 0-2/3/4+ controls 2NT/3♠/♦/♥ = 6+♦/♠/♥/♠, HHxxxx or A/Kxxxxxx 4X = A/Kxxxxxx, no side A/K	2♣-2♦-2NT = 21+-23 BAL; 2♣-2♦-2♥-2♠-2NT = 24+ BAL 2♣-2♦-2♠-3♣ = 2 nd neg; 2♣-2♦-3M = 5+♦-4M 2♣-2♥/♠-3♥/♠-3NT = F1	
2♦	✓	6		6+♥/♠ (Vul)	2NT = ASK; 2M/3M = P/C; 3m = F1 4♠/♦ = Transfer/bid M; 4M = To play	Ogust	
2♦	✓	4		4+♥ 4+♠ (NV)	2NT = ASK; 3♠ = NF; 3♦ = F1/NF	2NT: 3♣ = Any min, 3♦ ASK; 3♦/♥ = 5♥/♠-4♠/♥ max;	
2♥		4		5+♥ 5+♠ (Vul)	3M = PRE/mild invite	2NT: 3♠/3NT/4♠ = 5-5M max; 4♦/♥ = 6♥/♠-4♠/♥	
2♥		5		5+♥ (NV)	2NT = ASK; 3m = F1; 3♠/♥ = 6+♠/♥, invite	2NT: 3♠/♦ = 5M-4+m; 3M = 6+m min; 3♠/♥ = 6+♥/♠ max	
2♠		5		5+♠ (NV)			
2♠		5		5+♠ 4+m (Vul)	2NT = ASK; 3♠ = P/C; 3♦ = 6+♥ F1; 3♥ = ♠, invite+	2NT: 3♠/♦ = 5+♠/♦ min; 3♥/♠ = 4+♠/♦ max; 4♠/♦ = 6♠/♦	
2NT				19+-21 BAL Singleton A/K/Q possible	3♣ = ROMEX STAYMAN; 3♦/♥ = Transfer ♥/♠ 3♠ = Minor STAYMAN; 3NT = 6+♠/♦ GF; 4♠ = 5-5M 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 = minor SMOLEN/SPL 5-5m/22(54) 2NT-3NT-4♠-4♦/4M/4NT/5♠ = 6+♠ ST/6+♦ ST/8+♠/8+♦	
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) +1 ASK trump Q/ASK nearest K	4NT = 2 suiters T/O or ST D0P1 against 5m; DEPO against 5M+
3NT	✓			7+ solid ♠/♦ at most 1 side K	4♠ = P/C; 4♦ = ST; 4♥/♠ = To play	+2 ASK nearest K	Exclusive RKCB(0314)
4♠/♦		7		7+♠/♦ PRE	4♦/5♠ = ST; 4♥/♠ = To play	5NT ASK lowest K/general Grand ST	weak RKCB(0/1/1.5/2/2.5)
4♥/♠		7		7+♥/♠ PRE	New Suits = ASK 1 st /2 nd round control		