

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: Green: NATURAL Last Updated: 13 - 01 - 2026 NCBO: Hong Kong, China EVENTS: Any PLAYERS: Sam Tsz-Chuen TSENG / Niko Pui-Yi MAN		
8-17 HCP (occ. light)		Lead	In Partner's Suit				
Can be 4 card	Suit	3 rd or 5 th best, MUD	3 rd or 5 th best				
Responses: Constructive at 1 lvl; CUE = 10+ HCP	NT	4 th best, TON	3 rd or 5 th best				
2 lvl new suit = 9-12 HCP, 6+ cards	Subseq	Standard Remaining Count	Standard Remaining Count				
PRE DBL RAISE	Attitude lead after showing support						
Reopening: Aggressive	A for ATT; K for CT lead in 5+ suit contract and returning trick(s)						
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2 nd seat: 15-18 HCP; 4 th seat: 11-15 HCP	Lead	Vs. Suit	Vs. NT				
For 1NT/2NT over 1M/2M opening:	Ace	AKx(x), Ax	AKx(x)		GENERAL APPROACH AND STYLE		
2/3♣ = ♦ suit; 2/3♦ = ♥ suit; 2/3♥ = ♠ suit; Other system on	King	KQx(x), Kx, AK	KQx(x), AK		2 over 1 Game Force		
If transfer to opponent suit = Staymen; Accept transfer = No major	Queen	QJx(x), Qx	QJx(x), AQJx(x)		5542 Opening, (5♦332 up to judgement), Five-card major, Strong NT		
	Jack	KJTx(x), JTx(x), Jx	JTx(x), HJTx(x)		3 rd seat opening: 4+ cards good suit or opening strength		
JUMP OVERCALLS (Style; Responses; Reopen)	10	(H)T9x(x)	(H)T9x(x)		Dynamic preempt style depending on vulnerability and position		
1-Suit: NV: Preemptive	9	9x			Very undisciplined NT openings and overcalls		
V: Intermediate at 2 level (9-12 HCP); Preemptive at 3+ level	Hi-x	Xx	Xxxx, Xxx		1NT Opening: 14-17 HCP, Bal/Semi-bal hand, can have 5M or 6(7)m		
2-Suit: 2NT: Lowest Unbid 2 suits	Lo-x	xxX, HxX	HxX		Could have stiff honor, undisciplined		
12+ HCP	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response: Absolute Game Force			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2-level CUE= Michaels	Suit	1 Attitude	Count	Attitude	1.	Transfer response after 1♣ opening [1]	
1m-2♦ = ♥ + ♠, 8+ HCP; 1♠ - 2♣ = NAT ♠ suit		2 Count	Suit Preference	Suit Preference	2.	Inverted Minor after 1♣	
1M-2M = unbid major + either minor, 10+ HCP		3 Suit Preference			3.	1♦ - 1NT/2♣ = artificial GF relay	
VS. NT (vs. Strong / Weak; Reopening; PH)	NT	1 Attitude	Count	Attitude	4.	XYZ Convention	
Non-passed Hand:		2 Count	Suit Preference	Suit Preference	5.	Gazilli	
2♣= One or both majors; >12 HCP		3 Suit Preference			6.	Weak 2♥/♠ [2]	
2♦= Both majors, Weak	2♦=♦+major		Carding: UDCA when needed, else random			7.	2♦ opening = both majors PRE
2♥= NAT, weak	2♥=♥+♠		Standard suit preferences			8.	3NT = Namyats, 7.5-8 tricks in with self-confident major suit
2♠= NAT, weak	2♠=Natural		Reverse Smith Echo			9.	Modified HELLO Convention [3]
2NT= One minor, constructive	2NT= ♣+♦		Standard Remaining Count			10.	Transfer response after opponent's 2 level overall [4]
3♣/♦ = PRE X = 5m4M or ♦	X=any 1-suiter					11.	Negative Free Bids at 2 level
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			12.			LEBENSÖHL
Direct seat X = T/O Oriented; CUE = Ask Stop	Emphasize majors, minor unclear			13.			Kokish Defense against Multi 2♦ opening
(3m) – 4♣ = om + M; 4♦ = both M; (2M) – 4m = m + oM	Response: New suit non-forcing; CUE = F1, any shape			14.			SANDWICH for passed hand
2NT=15-18 Balanced hand; 3NT=To Play	Aggressive Reopenings			15.			Unusual versus unusual after U2NT
VS. ARTIFICIAL STRONG OPENINGS				16.			Fit Jump (and non jump) bids for PH or in competitive auction
Strong artificial 1♣ openings are treated as natural in defense	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES						
Suction after strong artificial 2♣ openings;	NEG DBL						SPECIAL FORCING PASS SEQUENCES
X/♣ = ♦ / (♥+♠); ♦ = ♥ / (♠+♣); ♥ = ♠ / (♣+♦); ♠ = ♣ / (♦+♥)	NO SUPP DBL						1M-(X)-XX: Forcing till 2M
NT = ♠+♦/♥+♣	Maximal DBL only for 1 step below 3 trump; else DBL = PEN						
OVER OPPONENTS' TAKEOUT DOUBLE	Responsive DBLs						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
New suit = NF, Jump = INV, XX = Strength	Penalty DBL at balancing position against 1NT (except opening)						Unless specified, bidding is same for PH or over doubles
DBL raise = PRE; 1M-(X)-2NT = 4+ supp; 1NT = 3+ Supp, LR+	Against bid and raise below 4♥: DBL=T/O oriented						Fit jump (or non jump) could be for lead directing
1♠ - (X) – XX = ♦ suit, else system on	If undiscussed, DBL shows strength						PSYCHICS: Random, Seldom;
Others = System on							May open/overcall off-shaped 1NT/2NT; Tactical bids after preempts

OPENING	ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		PASSED HAND BIDDING
1♣		2	4♥	10-21 HCP	Inverted minor: 2♣ = GF; 3♣ = PRE	1♣ - 1X - 2♦ = Gazilli		Inverted minor off
				1) ♣ suit, unbalanced hand	1♦/♥ = 4+ ♥/♠; 1♠ = no M; 1NT = INV; 2NT = 5-5m	1♣ - 1X - 2NT = 18 - 19 Bal		1♣ - 2M = Maximum hand
				2) Any 11-14 or 18-19HCP bal	2♦/♥ = 6+ ♥/♠; 2♠ = minors, GF; 3♦/♥/♠ = PRE	1♣ - 1X - 3♣ - 14 - 16 HCP		1♣ - 1NT = 8 - 10
1♦		4	4♥	10-21 HCP	1♥/1♠ = NAT; 1NT = Transfer to 2♣	1♦ - 1M - 2M = 3+ cards; then 2NT = 4 card INV		1♦ - 2♣ = Constructive
				♦ suit, unbalanced hand	2♣ = GF relay; 2♦ = INV; 2♥/♠ = BERG	1♦ - 1M - 1NT = Gazilli		
					3♣ = INV; 3♦ = PRE; 3M = SPL			
1♥		5	4♦	10-21 HCP	1NT = F1; 2NT = 4+ SUPP;	1♥ - 2♥ - 2NT = General game try		2-way Reverse Drury
					2♠ = 5+♠ and 3♥, INV+; 3NT=Good PRE or ♠SPL	1♥ - 2♥ - 2♠/3♠/3♦ = Short Suit Game Try		XYZ on
					3♠/3♦ = INV; 3♠ = Any Splinter, 12-15 HCP	1♥ - 1♠ - 2♠ = 3+ cards; then 2NT = 4 card INV		New suit at 3 level = fit jump
					2/1 = GF; 4♠/♦ = 8 - 11 HCP Splinter; 4♠ = T/P	XYZ, Gazilli		
1♠		5	4♥	10-21 HCP	1NT = Forcing; 2NT = 4+ SUPP; 3♠/♦ = INV	1♠ - 2♠ - 2NT = General Invite		2-way Reverse Drury
					3♥ = Any SPL; 3NT = Good PRE or ♥ 8 - 11 SPL	1♠ - 2♠ - 3♠/3♦/3♥ = Short Suit Game Try		1♠-2♥ = NF; XYZ On
					4♠/♦ = 8 - 11 HCP SPL, 2/1 = F1, 4+ suit (5+ for 2♥)	XYZ, Gazilli		New suit at 3 level = fit jump
1NT				14 - 17 HCP	2♣ = STAY; 2♦ = TRF or ♦ GF	Escape system after 1NT - (X) [5]		
				Can have 5M or 6cm	2♥ = TRF; 2♠ = MSS or weak ♦ or weak both minors	Smolen		
				Can have stiff honor	2NT = weak ♣ or GF ♣; 3♣ = PUPP; 3♦ = 5-5m, GF			
				Undisciplined	3♥/3♠ = 5-5+M, INV/GF; 4♣ = STAY; 4♦/4♥ = TRF			
2♣	YES			Strong Hand	2♦ = 5-7 or 10+ HCP; 2♥ = 8-9 HCP; 2♠ = 0-4 HCP	Over interference,		
				1) 22+ Balanced	3 suit = 6+ suit with 2-3 Top Honours;	X = take-out against real suit; 0-4 any shape against artificial		
				2) 8.5+ Playing Tricks	3NT = Any 6+ solid suit	Bid = NAT, positive		
2♦	YES			5-4+ Majors, 6-10 HCP	2M = Pass or Correct; 2NT = Enquire; 3m = GF	After 2NT: 3♣ = 5-4 Min; 3♦ = 5-5 Min; 3M = 5 card Max		New suit NF
2♥				6+ suit, PRE	2♠ = Enquire; 2NT = ♣ OR ♠ INV+	After 2♠: 2NT/3♠/3♦ = ♣/♦/♥ S/V; 3♥ = No S/V		New suit = fit raise
				Wild when NV vs V	3♣ = ♦ OR minor GF; 3♦ = ♥ LR+; 3♠ = INV			
2♠				6+ suit, PRE	2NT = Enquire; 3♣ = ♦ OR minor GF; 3♦ = ♥ LR+	After 2NT: 3 suit = S/V; 3♠ = No S/V		New suit = fit raise
				Wild when NV vs V	3♥ = ♠ LR+			
2♥/♠				5+ suit, PRE when NV vs V	2NT = Enquire; Others = NF	After 2NT: 3♠/♦ = 5 card min/max; 3♥/♠ = 6 card min/max		
2NT				(19) 20-21 HCP Bal/Semi-bal	3♣ = ROMEX; 3♦/♥ = TRF; 3♠ = MSS			
				Can have 5cm or 6-7cm	3NT = Relay to 4♠; 4♣ = Ms; 4♦/♥ = TRF			
				Can have stiff honor				
				Very undisciplined in 3 rd seat				
3♣		6		PRE	3♦ = Ask 3 card major OR fit ♣; 3M = GF; 4♦ = RKC			New suit = fit raise
3♦/♥/♠		6		PRE	New suit = GF; 4♣ = RKC			
3NT	YES			7-8 tricks in ♥/♠	4♣ = Ask TRF; 4♦ = Ask M; 4M = T/P; 4NT = RKC			
4m		6		PRE	4♣ - 4♦ = RKCB; else 4NT = RKCB	HIGH LEVEL BIDDING		
4M		6		To Play	4NT = RKCB	RKC (14, 03), 5NT ask lowest King	5M invite mostly based on trump quality	
4NT	YES			65+ minors, PRE	5-7m = To Play	Q ask - no Q: return to trump	Splinters exclude singleton A or K	
					5♥/♠ = Ask for major first round control; 5NT = GSF	-- with Q: bid lowest King, or 5NT	Last train cuebids	
5♠/♦		7		To Play		DOP1 for interference	First cuebid could be short after showing 5-4	
5/6M	YES			Grand Slam Force	6M = 1 Top Honor; 7M = 2 Top Honors	5NT Grand Slam Force; 6♠ response = A or K		

Supplementary Notes

[1] Transfer Response Over 1♣ Opening

After 1♣ opening:

1♦/1♥: 4+ cards in ♥/♠

1♠: 1) 6-9 HCP; no 4 card M
2) Invite with one minor, both minors, or 5♦4M
3) Balanced GF
4) ♦ GF, with or without 4 card M

1NT: INV; can have 4 card Ms

2♣: 5+ ♣, GF; can have 4 card Ms

2♦/2♥: 6+ cards in ♥/♠; preemptive or slam try

2♠: Minor stayman, GF, 5-4+ minors

2NT: 5-5+ minors; preemptive or GF

3 suit: PRE

After 1♣ - 1♦:

1♥: 3 card ♥, 11-19 HCP (includes 18-19 balanced), or
4 card ♥, 11-14 HCP, balanced hand

2♦: Gazilli (2♠ from responder then shows 8+)

2♥: 4 card ♥, 11-14 HCP, unbalanced hand

2NT: 18-19 HCP balanced hand; deny 3 card ♥

3♣: 14-16 HCP, 6+ cards good suit

3♥: 4 card ♥, 15-17 HCP unbalanced, or
4 card ♥, 18-19 HCP balanced

After 1♣ - 1♠ - 1NT:

2♣: Relay 2♦, invite strength

2♦: 6+ cards, GF

2♥/2♠: 5♦4M, GF

After 1♣ - 1♠ - 1NT - 2♣ - 2♦:

2♥/♠: 5♦4M, invite

2NT: 5-4m invite

3♣/3♦: 6+ cards invite

After 1♣ - 2♠ - 2NT:

3♣/3♦: 6-4m

3♥/3♠: Short

[2] Weak 2 Openings

After 2♥:

2♠: Ask short

Then 2NT/3♣/3♦/3♥ = Short in None/♣/♦/♠

2NT: Relay to 3♣

Then pass = ♣; 3♦/3♥ = GF/Inv with 5 card ♠;

3♠ = GF with 6 card ♠

3♣: Relay to 3♦

Then pass = ♦; 3♥/3♠ = Shortness; 5-5 minor GF

3♦: Invite to 3NT/4♥

3♥: Blocking

3♠: Invite with 6 cards ♠

After 2♠:

2NT: Ask Short

Then 3♣/3♦/3♥/3♠ = Short in None/♣/♦/♥'

3♣: Same as 2♥

3♦: 6+ cards ♥, INV+

Then 3♥/3♠ = Minimum, others = cuebid

3♥: Invite to 3NT/4♠

3♠: Blocking

[3] Hello Convention

After 1♣ - (1NT):

2♣: 4-4+ majors

2♦/2♥: ♥/♠

2♠: 5-4+ minors

After 1♦ - (1NT):

2♣: 4-4+ majors

2♦/2♥/2♠: Natural

2NT: 4+ ♦

After 1♥ - (1NT)

2♣: 5-4+ minors

2♦: INV in ♥

2♥: Simple raise

2♠: Nat

2NT: Offensive raise in ♥

After 1♠ - (1NT)

2♣: 5-4+ minors

2♦: ♥

2♥: INV in ♠

2♠: Simple raise

2NT: Offensive raise in ♠

[4] Transfer Response Over 2 Level Overcall

After 1♣/1♦ - (2♥):

2♠: NF

2NT/3♣: 6+ cards ♣/♦, INV+

3♦: 5+ cards ♠, GF

3♥: Ask stop

3♠: 6+ card ♠, S/V in ♥; GF

After 1♣/1♦ - (2♠):

2NT: 5+ cards ♥, INV+

Then 3 new minor = catch-all; 3♥ = min; 3♠ = fit ♥

3♣: 6+ cards ♦, INV+

3♦: 6+ cards ♣, GF

3♥: Ask stop

3♠: 6+ cards ♥, S/V in ♠; GF

After 1♥ - (2♥/2♠):

2♠: 4 card ♥, INV

2NT/3♣: 6+ cards ♣/♦; INV+

3♦: 3 card ♥, INV

3♥: Mixed raise

3♠: 4 card ♥, GF

3NT: 3 card ♥, GF

After 1♠ - (2♥/2♠):

2NT/3♣: 6+ cards ♣/♦; INV+

3♦: 3 card ♠, INV

3♥: 4 card ♠, INV+

3♠: Mixed raise

3NT: 3 card ♠, GF

[5] Escape After 1NT Doubled

After 1NT – (X):

Pass: No preference

XX: Seek penalty, if X does not show strength, else

Transfer to 2♣ (Play 2♣ or bid for DON'T)

2♣: ♣ + unknown

2♦/♥/♠: Nat

XX by opener shows 5+ card suit; responder 2♣ for P/C