

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
6-16, 5+cards (sometimes 4 cards)	
Transfer after some overcall	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
Direct: 15-18, system ON	
Balance: 12-15, system ON	
PH: 55 2-suiter	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-suit: PRE	
2-suit: 2NT = unbid 2 lowest suits	
(1C) – 2D = Both Majors, (1D Prec) - 2H = Both Majors	
Reopen: Intermediate	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michaels (except (1C) – 2C = NAT), Leaping Michael	
VS. NT (vs. Strong/Weak; Reopening;PH)	
vs strong NT (14-16+): X = 4M 5+m or 6+D or Good hand	
2C= both Majors; 2D= 1 Major; 2M = 5M 4+m; 2NT = 1m	
vs weak NT (13-15-): X = Points; 2C= both Majors;	
2D = any 1 suit; 2M = 5M 4+m; 2NT= 4S + 6m, 3m = 4H + 6m	
Passed hand: X = 1 suit; DONT	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
X = S+H, 1D = S+C or H+D, 1NT = S+D or H+C	
2NT = C+D	
OVER OPPONENTS' TAKEOUT DOUBLE	
1M – (X): transfer response	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4 (1/2 from all small)	3/5	
Subseq	0/2		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	AKx+	
King	AK, AKx+, KQx+	AKJx+, KQTx+	
Queen	QJx+, AKQ+	(H)QJx+, KQx+	
Jack	(H)JTx+	(H)JTx+	
10	(H)T9x+	(H)T9x+	
9	(H)98x+	(H)98x+	
Hi-X	Xx, xxX, xxXx	Xx, Xxx, XXxX+	
Lo-X	HxX. HxXx	HxX. HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Enc	Low = Even	Low = Enc
Suit 2	Low = Even		Standard Suit Pref
3			
1	Low = Enc	Reverse Smith Echo	Standard Suit Pref
NT 2	Low = Even	Low = Even	Low = Enc
3			
Signals (including Trumps):			
UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasis on Major, not promise minor			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double up to 4H			

W B F CONVENTION CARD	
DATE: 20260518	
CATEGORY: GREEN	
NCBO: HONG KONG, CHINA	
Players: Bubble Ho Wai Lam – Gordon Ho Hoi Tung	
NCBO Logo, Team Logo & Coloured Sticker:	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣ = 11-21 2+C (can be 5D BAL)	
1♦ = 11-21 4+D, not 4333/4432/5332 (1/2 Seat)	
1M = 11-21 5+M	
1NT = 11-13 (NV, 1/2 seat) or 15-17 (Vul)	
2 OVER 1 Responses: forcing game	
2♣ = weak both Major	
2♦ = weak in a Major or GF opening	
2♥=♥+minor, 2♠=♠+minor	
Often upgrade and downgrade based on actual situation	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
SPECIAL FORCING PASS SEQUENCES	
Many VUL vs NV situation at 5 level	
IMPORTANT NOTES	
PSYCHICS: seldom	

O P E N I N G	TICK IF ARTI FICI AL	MI N. N O. OF CAR DS	NE G. DB L TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-21 (can be 5D BAL)	1♦/♥ = 4+♥/♠ (could be weaker); 1♠ = no 4M; 1NT = bal INV; 2♣ = 0-5 54+M; 2♦ = 13+ 5+♦; 2♥/♠/3X = PRE; 2NT = 55m		
1♦		4	4♥	11-21 4+D, not 4333/4432/5332 (1/2 Seat)	1♥/♠ = 4+♥/♠ (could be weaker); 1NT = 6-10 no 4M; 2♣ = FG; 2♦ = 8+ 3+card supp; 2♥/♠ = 5-9/10-12 5+♠ 4+♥; 3♣ = INV; 3X = PRE	1♦ -1♥/♠ -1NT = 16+	
1♥		5	3♠	11-21 5+M	1NT = 6-12 (could be 3M support and weaker hand); 1♥-2♠ = 5-9, 6+♠; 2/1 = GF; 2NT/3♣ = 10+/6-9 4+card M; 3♦ = 10-11 3M support; 3M = PRE; 3oM = any splinter; 3NT/4m = void splinter, 4M = to play	1♥-1♠-2♣ / 1M-1NT-2♣ = Gazzilli	2C/D = Drury
1♠		5	3♠				
1NT				11-13 bal (NV, 1/2 seat) 15-17 bal (V) Sing H, 5M, 6m possible	2♣ = stayman; 2♦ = H or relay; 2♥ = S; 2♠ = bal INV or C or 55m GF; 2NT = D or 55m NF; 3♣ = ask 5M; 3♦ = (64)m GF; 3M = 31(54)/13(54), GF		
2♣	YES	0		4-10, Both Majors 54+	2♦ = ask for 5 card suit (can be INV hand); 2M/3M/4M = to play 2N = GF relay; 3♣/♦ = nat NF		
2♦	YES	0		1) 4-10, 6+M 2) GF opening	2/3/4H = p/c, 2NT = relay, 3m = nat NF 4C = ask for transfer, 4D = H, 4S = to play		
2♥	YES	5		4-10, 5H 4+m	2♠ = NF, 2NT = relay, 3♣/5♣ = p/c, 3♦ = INV 4H, 4m = 6+m, GF		
2♠	YES	5		4-10, 5S 4+m	2NT = relay, 3♣/5♣ = p/c, 3♦ = 5+♥ 3♥ = INV 4S; 4m = 6+m, GF		
2NT				20-21 bal	3♣ = Muppet stayman; 3♦/♥ = transfer, 3♠ = minors 4C/D = H/S, 4H/S = C/D	2NT-3♣: 3♦ = at least 1M; 3♥ = no 4M; 3♠ = 5♠; 3N = 5♥	
3X		6		PRE	3C-4D/3X-4C = slam try in opener suit	HIGH LEVEL BIDDING	
3NT				Good 4M Opening	4C = ask for transfer, 4D = slam interest, 4M = pass or correct	RKCB 1430, Exclusion 0,1,1.5,2,2.5	
4X		7		PRE		Turbo keycard showing after 4m fit	
4NT	YES			Both minors 65+		D0P1, DEPO	