



WBF Convention Card 2.19

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Aggressive in general;			Lead	In Partner's Suit		
New-suit = constructive; Jump new suit = FG		Suit	3 rd = Even; Low = Odd	3 rd = Even; Low = Odd		
1NT = 8-10; 2NT = 11-12; RAISE = courtesy; Jump RAISE = PRE;		NT	4 th ; 2 nd from weakness	3 rd = Even; Low = Odd		Category: Natural – Green Last Update: 2026.3.20
CUE = F1 or INV+ with SUPP; Jump CUE = mixed raise		Subseq	ATT	ATT		Country: Hong Kong, China
		Others: Top from xxxx for bid-and-raised partner's suit			Event: All	
Reopening: similar style					Players: Helen YEUNG, Flora WONG	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2 nd /4 th live = 15-18; system as over 1NT opening		Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Reopening: (1m)-P-(P)-1NT = 15-17; system as over 1NT opening		Ace	AKx(+); Ax(+)	AKx(+)		1♣ = 2+; 1♦ = 4+; 5-card Major; Strong 2♣
(1M)-P-(P)-1NT = 11-14; system as over 1NT opening		King	AK; KQ(x+)	KQ(x+); KQJ(x+); AKJ10(x+)		2♦ = Multi, weak 1M; 2♥ = both M; 2♠ = ♠+m; 2NT = 20-21
JUMP OVERCALLS (Style; Responses; Unusual NT)		Queen	QJ(x+)	QJ(x+); KQ109(x+)		Balanced minimum opening = 11 HCP
1-Suit: 2 Level(Vul) Intermediate ; others is PRE; system as over corresponding opening		Jack	J10(x+); KJ10(x+)	J10(x+); KJ10(x+)		
Reopening = 6-card+ good hand		10	109(x+); H109(x+)	109(x+); H109(x+)		
2-Suit: 2NT = 2 lowest suits, flexible range		9	9x	9x		1NT Opening: 15-17
Reopening = 20-21; system as over 2NT opening		Hi-x	Sx; HxSx; HxSxxx	Sxx; xSxx		2 OVER 1 Responses = FG
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)		Lo-x	HxS; HxxxS; xxS; xxxxS	HxxS(x)		Style: aggressive on both opening and preemptive bids
Direct = MICHAELS CUE (flexible range):		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1m)-2m = ♥+♠; New suit = NF; 2NT = strong enquiry;			Partner's Lead	Declarer's Lead	Discarding	3NT = Gambling 3NT
(1M)-2M = oM+m; New suit = NF; 2NT = strong enquiry; 3♣ = P/C		Suit: 1 st	High = Discourage	High = Odd	High = Discourage	REVERSE BERGAN RAISE
Jump CUE = stopper ask:		2 nd	High = Odd	S/P	High = Odd	LEBENSÖHL
Lowest new suit = no stopper; CUE = FG; New suit = F1; 4M/5m = NF		3 rd	S/P (dummy's short)		S/P	RUBENSÖHL
VS. NT (vs. Strong / Weak; Reopening; PH)		NT: 1 st	High = Discourage	High = Odd	High = Discourage	COMPETITIVE BIDDING METHOD
X = Penalty (13+/opener's minimum or above); 2♣ = ♥+♠, at least 5-4;		2 nd	High = Odd	S/P	S/P	DEFENSIVE BIDDING METHOD
2♦ = 1M; 2M = M+m; 2NT = ♣+♦; 3m = NF		3 rd	S/P			NEGATIVE FREE BIDS at 2-level;
Passed Hand: X = any one suit; 2♣ = ♥+♠ (at least 5-4)		Signals (including Trumps): Trumps: S/P;				
2♦ = ♦ and a Major; 2M = M+m; 2NT = ♣+♦		Standard Smith Echo (High = Encourage);				
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES				
DBL=T/O thru 4♥; LEB after T/O on Weak 2;		TAKEOUT DOUBLES (Style; Responses; Reopening)				
3-level CUE = stopper ask;		Aggressive and may be light with classic shape or at reopening position				
4-level = Leaping Michaels; (2M)-4m = oM+m		1NT = 8-10; 2NT = 11-12; Jump new suit = INV;				
2NT = 15-18; system as over 2NT opening; 3NT = NF;		CUE = F1, subsequent = FG				
(4m)-4NT = NAT; (4♥)-4NT = ♣+♦; (4♠)-4NT = 2 suits		RESP DBL = 8+				
VS ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
Vs. strong 1♣: X = both Majors; NT = both minors;		SUPP DBL/RDBL: thru 2♥			FG situation: standard approach	
Vs. strong 2♣: X = both Majors; NT = both minors;		NEG DBL thru 4♥			Under obvious sacrifice: standard approach	
		RESP DBL thru 3♠				
OVER OPPONENTS' TAKEOUT DOUBLES		MAX DBL only available at 3♣ for ♦ fit, 3♦ for ♥ fit, 3♥ for ♠ fit			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
New Suit Force at 1-level, RDBL = 10+;		Lead directing DBL and LIGHTNER DBL			In unclear situation, we may not pass	
1m-(X): → 2M = WJS; → 2N = Jordan;		DBL opponent's Bergen Raises (any strength) = T/O; Cue = Michaels;				
1M-(X): → 1N/2♣+♥ = TRF; → 2N = Jordan; → 3m = FJS 7-9;						
1♥-(X)-2♠ = 7-9, 4+ Support; 1♠-(X)-3♥ = 7-9, 4+ Support;					Psychics: extremely rare	

OPENING BID DESCRIPTIONS							
Open	Art	Min	ND	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣		2	4♥	11-21 may have 5-card suit with 6♣+	1♦ = 3+; 1M = 4+; 1NT = 8-10; 2♣ = Inverted minor; 2♦ = 5♦+ 4♣+ FG; 2M = WK 6♥/♠+; 2NT = 10-11; 3♣ = PRE; 3♦ = INV, 6♣+; 3M = SPL; 3NT = NF; 4M/5m = NF;	1m-1X: →1Y = always unBAL; →1N = 4M or 44M possible; 1♣-1♦-1N: →2m = NF; →2M = GF; →2N = INV; →3♦ = GF/ST; →3M = good ♦ SPL M; Two-way Checkback (ON interfered by X, OFF by bids): 1m-1♥-1N-2♠ = 4♥4♠ INV;	Inverted minors ON 2M = 9-11, 5M+4♣+ (ON over X)
1♦		4	4♥	11-21 may have 5-card major with 6♦+	1M = 4+; 1NT = 6-10; 2♣ = FG, 4♣+; 2♦ = Inverted minor; 2M = WK 6♥/♠+; 2NT = 10-11; 3♣ = INV, 6♣+; 3♦ = PRE; 3M = SPL; 3NT = NF; 4M/5m = NF;	1m-1M-1N: → INV thru 2♣; → Jump new suit = GF 5+5+; → GF thru 2♦; → Jump rebid = GF self-sufficient suit; → 2N = puppet to 3♣ (pass or correct); 1m-1M-1N-2♣-2♦-3N = 5M(332), 13-15, CoG; 1m-1M-2M = 3-4M, then 2N = relay; 1m-1M-2N: → 3♣ = CB[2]; → 3♦ = fit m/ST om; → 3M = 6+; 1m-1♥-2N-3♠ = 4♥4♠;	Inverted minors ON 2M = 9-11, 5M+4♦+ (ON over X)
1♥		5	4♦	10-21, 5-card+ 4-card in 3 rd /4 th seat possible may have 5♠ with 6♥+	1♠ = ♠; FORCING 1NT; 2♣ = FG, 2♠+; 2♦ = FG, 5+♦; 2♥ = 8-10; 2♠ = 6-10, 6♠+; 2N/3♣/3♦ = GF/GT/6-9 4+♥; 3♥ = PRE; 3♠ = SPL; 3NT = 3♥(433); 4m = SPL;	-1♠/1N: → 2N = any GF[1]; → 3X = GF 5+5+; -2M-2N = any INV -2M-3X = GF ST; -2N: → 3X = short; → 3M = non-min; → 3N = best; → 4X = good 5+; -3♠-3♦ = ask for short; -3N-4X = shortness;	SEMI-FORCING 1NT 2-way REV Drury 1M-2♣-2♦ = ask honors; 1M-2♦-2oM = ask shortness; 2NT = 9-11, 5+♣5+♦ 3m = 7-9 fit jump (ON over X)
1♠		5	4♥	10-21, 5-card+ 4-card in 3 rd /4 th seat possible	FORCING 1NT; 2♣ = FG, 2♠+; 2♦ = FG, 5+♦; 2♥ = FG, 5+♥; 2♠ = 8-10; 2N/3♣/3♦ = GF/GT/6-9 4+♠; 3♥ = SPL; 3♠ = PRE; 3NT = 3♠(433); 4m = SPL; 4♥ = NF;		
1NT				15-17 may have 5M, 6m or 5m+4M seldom with singleton	2♣ = STAY; 2♦♥/4♦♥ = trf; 2♠ = Range Ask OR ♣ WK/GF/ST; 2NT = transfer to 3♦, WK/GF/ST; 3♣ = GF ask 5M; 3♦ = GF 5+♣5+♦; 3M = GF+, 54+minors, short in M; 3NT = NF; 4♣ = GF+, any 64M; 4♠ = QUANT with 4♣+; 4NT = QUANT with 4♦+; 5m = NF;	-2♣-2♦: → 2M = 4+M 4oM NF; → 3M = Smolen, 4M5oM GF; -2♦♥: → 2N = max 4♥/♠ (then -3♦♥ = re-transfer, others = short); → 3M = min 4♥/♠; -2♠: → 2N = min; → 3♣: max or ♣ super accept; (then -3♣ = WK; others = ♣ ST, short) -2N: → 3♣ = min; → 3♦ = max or ♦ super accept; (then -3♦ = WK; others = ♦ ST, short); -3♠: → 3♦ = no 5M; (then -3♥ = 4♠; -3♠ = 4♥); → 3M = 5cards; -3♦: → 3♥ = ♠ fit; → 3♠ = ♦ fit; → 4m = 4+m fit max; -4♣: → 4♦ = M-oM<2 (then -4M = 6; -4N/5♠ = ♥/♠ RKC); → 4M = M-oM>=2 (then 4N = RKC);	
2♣	Y			ART, STR, 22+ if BAL	2♦ = 5-7; 2♥ = 8-9; 2♠ = 0-4; 2NT = 10+; all excluding Jacks;	Jump bid by opener = self-sufficient trump -2N: → 3♣ = no mentionable suit; → 3♦♥♠ = NAT, 4+; → 3N = 6+♣;	
2♦	Y			PRE, 6♥+ or 6♠+ 4 th seat: 10-12 6+♦;	2M/3M = P/C; 2N = relay; 3m = 6m+ F1; 4♥ = P/C (no FP); 4♣ = ask to trf; 4♦ = bid your M; (Forcing Pass ON for 4♣♠)	-2N: → 3♣ = min ♥; 3♦ = min ♠; 3♥ = max ♠, 3♠ = max ♥; -2♥-2♠-2N = OGUST (then -3♠/♦ = min bad/good ♠; -3♥/3♠ = max bad/good ♠); -2♥-2♠-3♥ = ♥ INV; -2♠-3X-3♠ = ♠ INV; -2N-3X-3♥♠ = GF 6+♥♠;	
2♥		5		♥+♠, at least 5-4 4 th seat: 10-12 6+♥;	2♠ = NF; 2NT = relay; 3m = constructive NF; 4♣ = ask to trf longer M; 4♦ = bid your longer M; 4M = to play;	-2N: → 3♣ = any min; → 3♦ = 55min; → 3♥ = max ♥>♠; → 3♠ = max ♠>♥; → 3NT = max 55	
2♠		5		♠+m, at least 5-4 4 th seat: 10-12 6+♠;	2NT = relay; 3♣ = P/C; 3♦ = puppet to 3♥; 3♥ = ♠ fit, INV+; 3♠/4♠ = PRE; 3NT/4♥/5m = NF;	-2N: → 3♠/♦ = min 4+♠/♦; → 3♥/♠ = max 5+♠/♦; -(X) system on	
2NT				20-21 may have 5M, 6m or 5m+4M seldom with singleton	3♣ = ROMEX STAY; 3♦♥/4♦♥ = transfer; 3♠ = TRF to 3N (then 4m = ST, 4M = short, both minors); 3NT = NF; 4♣ = 55M game only; 4♠ = QUANT with 4♣+; 4NT = QUANT with 4♦+; 5m = NF;	-3♣: → 3♦ = no 5♠ no 4♥; → 3♥ = 4+♥; → 3♠ = 44M; → 3N = 5♠; -3♠-3♦: → 3♥ = ask: -3♠ = 3♠; -3N = 2♠; -4X = 4♠ max; -4♠ = 4♠ min; → 3♠ = Smolen 5♥4♠; → 4m = NAT (then ORKC1430); -3♠-3♥: → 3♠ = ask: -3N = 4♥; -4x = 5♥ max; -4♥ = 5♥ min; → 4m = NAT (then ORKC); -3♠-3♠: → 4♣ = ♥ ST; → 4♦ = TRF ♥; → 4♥ = ♠ ST; → 4♠ = to play; -3♠-3N-4♦♠ = ♣♠ ST; (then ORKC1430 in ♣♦); subsequent 4N = to play (5om ORKC1430);	
3♣♦♥♠		6		NAT, PRE	3X = FG, NAT; 3NT/4M = NF; 3♣-4♦/3♥♠-4♠ = PRKCB;	PRKCB: +1 = 7+cards; others 01122;	
3NT	Y			Gambling	4♣-7♣ = P/C; 4♦ = ask for shortness;	3N-4♦: → 4M = short; → 4N = short in om;	
4X		6		NAT, PRE	4M over 4m = NF; New suit = CUE		

HIGH LEVEL BIDDING
Cue-bid style: show first round controls before second, except King in partner's suit;
Concept of fast arrival; Forcing Pass; Pass and pull; NON-SERIOUS 3NT; RKC1430; PRKCB-701122; SPL; Pass-1, DEPO; ORKC1430: +1 = not accept (subsequent 4N = to play, +1 = RKC);

SUPPLEMENTARY NOTES

<p>[8] Unusual NT (On passed hand only)</p> <p>(1m)-p-(1M)-1NT = 4oM 5+om, 2 unbid suits</p> <p>(1m)-p-(1M)-2m = 5-5+, 2 unbid suits</p> <p>(1♥)-p-(2♥)-2NT = minors</p> <p>(1♠)-p-(2♠)-2NT = 5-5+ 2 of 3 unbid suits</p>	<p>[11] Leaping Michaels (for both <i>direct</i> and <i>balancing</i> position)</p> <p>(2M) – ? 3M = stoppers asking</p> <p> 4m = 5+m 5+oM, 4.5 losers or better</p> <p> 4NT = two lowest unbid suits</p>
<p>[9] Development of overcalling 3NT</p> <p>(2/3m) – 3NT – (P) – ? 4♣ = 5+5+ M</p> <p> 4♦♥ = transfer to ♥♠</p> <p> 4♠ = 6+other minor, ORKC responses</p> <p> 4NT = BAL INV</p> <p>(2/3♥) – 3NT – (P) – ? 4m = 6+m, ORKC responses</p> <p> 4♥ = transfer to ♠</p> <p> 4♠ = both minors</p> <p> 4NT = BAL INV</p> <p>(2/3♠) – 3NT – (P) – ? 4♣ = 6+♣, ORKC responses</p> <p> 4♦ = transfer to ♥</p> <p> 4♥ = 6+♦, ORKC responses</p> <p> 4♠ = both minors</p> <p> 4NT = BAL INV</p>	<p>(2M) – 4♣ – (P) – ? 4♦ = relay</p> <p> 4oM = to play</p> <p> 4M = RKCB in ♣</p> <p> 4NT = RKCB in oM</p> <p>(2M) – 4♦ – (P) – ? 4oM = to play</p> <p> 4M = RKCB in ♦</p> <p> 4NT = RKCB in oM</p>
<p>[10] Development of direct 1-level overcall</p> <p>(1X) – 1♦ – (Pass) – ? Simple raise = NF</p> <p> Jump raise = PRE</p> <p> New suit at 1-level / 2-level = constructive, 5+</p> <p> Jump to 2-level/3-level new suit = FG, 5+</p> <p> Cue-bid = F1</p> <p> Jump Cue-bid = 7-9, 4+cards support</p> <p> Double Jump Cue-bid = 4+cards support, SPL</p> <p> 2NT = INV</p> <p>(1X) – 1M – (P/X or 2Y) – ? XX = general strength</p> <p> 2X = LR 3M</p> <p> 2NT = 9-11, 4+M</p> <p> Jump Cue-bid = 7-9, 4+M</p> <p> Jump raise = PRE</p> <p> 2 New suit = constructive, NF</p>	

SUPPLEMENTARY NOTES

[15] **Development of 1NT being interfered**

1NT – (X) – ? Pass = forced to XX; then bid = DONT
 XX = puppet to 2♣; then bid = single suit
 others = system ON

Agreement on Lead Directing DBL:

1NT – (P) – 2♣ – (X) – 1♥ = 4-5♠
 ? Pass = no Stoppers; Responder then XX to resume asking;
 XX = ♣ suit, suggest to play
 2♦ = no 4M with ♣ stoppers
 2M = 4M with ♣ stoppers

Similar to 2♦♥ transfer being DBL:

 Pass = no stoppers but not deny M support
 XX = 5+suit, suggest to play
 2♥♠ = comply transfer with stoppers
 2NT = max, 4M with stoppers

Modified Rubenshol on 2-level overcall

1NT – (2X) – ? X = T/O
 2♦/M = NF
 2NT = puppet to 3♣; (then 3X = to play, 3NT = INV 5+♣)
 3♣ = INV+ with 5+♦ (Stayman if ♦ is (one of) the opponent's suit(s))
 3♦ = INV+ with 5+♥ (Stayman if ♥ is (one of) the opponent's suit(s))
 3♥ = INV+ with 5+♠ (Stayman if ♠ is (one of) the opponent's suit(s))
 3♠ = FG with two lowest unbid suits
 3NT = to play
 4♦/♥ = Texas transfer to 4♥/♠

(1X) – 1NT – (3X) – ? Development same as overcalling 3NT [9]

(2M) – 2NT – (3M) – ? Development same as overcalling 3NT [9]

[14]