



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			<div>NCBO Logo &amp; Colored Stickers:</div> <div></div> <div>Last update Nov 14, 2023</div>	<div>CATEGORY:</div> <div>NCBO: Hong Kong, China    EVENTS: Team</div> <div>PLAYERS:    Flora Wong, Charmian Koo, Joyce Tung</div>	
8-15 HCP		Lead	In Partner's Suit				
Responses: New Suit = F1	Suit	3/5	3/5				
	NT	4th	3/5				
	Subseq	4th	4th				
	Other:						
1NT OVERCALLS (2nd / 4 <sup>th</sup> Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
15-18 HCP, BAL;	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE			
Responses: 2♣=STAY, 2♦/♥ = TRF, LEBENSOHL	Ace	AK(+), AQ(+), A(+)	AK(+), AQ(+), A(+)	Five-card Major (F1NT), Prepared Club 5542			
(4 <sup>th</sup> ) 11-14 HCP, BAL;	King	KQ(+), KQ(10/9)x, Kx	KQ(+), KQ(10/9)x, Kx	INVERTED MINOR			
Responses: 2♣=STAY, 2♦/♥ = TRF, LEBENSOHL	Queen	QJ(+), Qx	QJ(+), Qx				
	Jack	J10(+), (A/K)J10(+), Jx	J10(+), (A/K)J10(+), Jx				
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109(+), 10x, H10x	109(+), 10x, H10x			
1-Suit: WK PRE (6-10 HCP)	9	98(+), H9x	98(+), H9x				
2-Suit: 2NT: 2 Lowest Unbid, WK (6-10 HCP) or STR (16+HCP)	Hi-x	Xx, xxXx	xXxxx				
	Lo-x	HxX, xxX	Xxx	1NT Opening: 14-17 HCP			
Reopen: 11-13 HCP, Fair 6-carder	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response: FG			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2-level CUE=MICHEALS	Suit	1 UDCA	UDCA	UDCA	2-Way Check Back Stayman		
3-level JUMP CUE = SOL/S-SOL, ASK stopper		2			Unusual Notrump		
Responses: 3NT = show stopper, lowest minor = negative, 2nd-lowest minor = positive;		3			LEB (weak 2M, reverse and NT)		
VS. NT (vs. Strong / Weak; Reopening; PH)		NT	1 UDCA	UDCA	UDCA	Negative Free Bids	
Rev Capp (all seat) X=penalty, 2♣=Majors, 2♦=1 Major, 2♥/♠=♥/♠+m	2				Serious 3NT		
Passhand=2♣=♣+higher; 2♦=♦+higher; 2♥/♠=2♥/♠+m	3				Unusual NT [1]		
	Signals (including Trumps):			FG 2NT [5]			
	Smith Echo (standard) Apply						
vs Gambling 3NT: 4♣/♦=T/O in ♣/♦ ; 4♥/♠=natural, to play							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES					
DBL = T/O ;	TAKEOUT DOUBLES (Style; Responses; Reopening)						
WK 4♥/♠: DBL=OPT; 4NT=T/O	Emphasize Major(s); minors unclear;						
	RESP DBL (8+HCP)						
VS. ARTIFICIAL STRONG OPENINGS							
VS strong 1♣ opening: Bids=Natural	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES			
NT=both minors	NEG DBL: thru 4♥			1x-(DBL)-REDBL: Forcing pass thru 2NT			
X=T/O Majors 4-4+	RESP DBL: thru 3♠						
	SUPP DBL or RDBL;						
OVER OPPONENTS' TAKEOUT DOUBLE		GAME TRY DBL;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
New Suit Force at 1-level, RDBL implies No FIT;	MAXIMAL OVERCALL DBL;						
1m-(X) : 2♥/♠=WJS; 2NT=Jordan	Against bid and raise below 3-level: DBL = T/O oriented/game invitation						
1M-(X) : 1N/2♣/2♦/2♥=transfer in competition; 2NT=Jordan;							
3♣/♦ = FJS ; 3M=PRE				PSYCHICS: Rare			

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♦	12-21 HCP	INVERTED MINOR, 1♦=WALSH, 1N=8-10 2♦=5+♦ GF; 2♥/♠WJS; 2NT=Bal INV; 3♣=PRE; 3♦/3♥/3♠= SPL	1m-1X-1Y – always <b>unbalance</b> <u>2-way Checkback STAY</u> (system ON interfered by X, OFF by bids) 1m-1♥-1NT-2♠=4♥4♠ INV 1m-1M-1NT-2NT=puppet to 3♣ (pass or correct) 1m-1M-1NT-GF sequence thru 2♦ Jump rebid=6+cards GF Jump new suit=5-5+ GF 1m-1M-2M=3-4M, then 2N=relay	Checkback STAY on 2♠ ONLY=INV 2♦=natural 5M5+♦ or 4M5♦
1♦		4	4♦	12-21 HCP	INVERTED MINOR; 2♠=FG; 2♥/♠WJS; 2NT=Bal INV; 3♣=5+♣ INV; 3♥/3♠/4♣= SPL;		
1♥		5	4♦	12-21 HCP	F1NT; 2/1=FG; 2NT=J2N (3X=shortness, 3M=strong, 3N=non min., 4X=5+cards suit)		
1♠		5	4♦	12-21 HCP	3♣=10-12 4cSupport, 3♦= 6-9 4cSupport 3NT=Bal 13-15, any 4333 with 3M	1M-2M = constructive 8-10 HCP 1M-2M: Help suit GT 1M-3NT-4x = shortness (or cue bid)	2-way Rev Drury (2♣=3M; 2♦=4M) 1NT = semi force 2NT = minors 9-11 HCP 1M-3m = FJS, 7-9 HCP
1NT				(14)15-17 HCP	2♠= STAY; 2♦= TXF; 2♥= TXF	1) DBL opps' NT - Bid natural escape after penalty DBL - 1st X is T/O, 2nd X is suggest penalty 2) 1N-2♣-2♥-2♠= 4♠ Bal Invite 1N-2♣-2♦-2♥/♠= 5+♥4♠ / 4♥5♠ Invite 3) Our NT being DBL: DONT escape	
				5cM/6cm/singleton possible	2♠= MSS/♦ Bust/55m Bust/5-4m FG/ST 2NT=♠ Bust/(4441) GF; 3♠/3♦= INV with 2 top honors GF smolen (3♥=4♥5♠; 3♠=5♥4♠) 3♥=55M INV; 3♠=55M GF, 4♦/♥=Texas to ♥/♠		
2♣	✓			22+ HCP or 8.5+ playing tricks [7]	2♦=0/1 control; 2♥=2 control; and so on	2-level interference: X/XX=0/1 control, P=2 controls, bid+1=3 controls 3-level Interference: X=bad hand, P=better	
2♦	✓			6-11 HCP, 6♥/6♠ [2]	2♥/2♠/3♥/3♠ = P/C; 2NT = asking; 3m = F1 4♣ = ask partner bid M-1; 4♦ = ask partner bid M	2♦-2NT: 3♠=min ♥; 3♦=min ♠; 3♥=max ♠; 3♠=max ♥ 2♦-2♠: 2N=max ♥; 3♠/♦=3+cards and max ♥	
2♥				6-11 HCP, any 5-4 Majors	2N=asking; 3♠/♦=natural NF; 4♠/♦=natural GF	2♥-2NT: 3♠=any min; 3♦=5-5 min; 3♥=max ♥>♠; 3♠=max ♠>♥ After 2♥-2NT-3♠: 3♦=Ask, then 3♥=♥>♠; 3♠=♠>♥ After 2♥-2NT-3X: 4♣=♥ fit ST; 4♦= ♠ fit ST	
2♠				6-11 HCP, 5♠4+m	2N=asking; 3~7m=P/C	2♠-2NT: 3♠/♦=min. hand with 5+♠/♦ ; 3♥/♠= max with ♠/♦	
2NT				20-21 HCP bal	3♠=ROMEX; 3♠=txf to 3N (then 4m=ST, 4M=short); 3♦=♥ transfer (opener 3♥=2♥, 3♠=3♥) 3♥=♠ transfer (opener 3♠=2♠, 3NT=3♠) 3NT=To play; 4♣=both Majors; 4♦/♥=Texas to 4♥/♠	2NT-3♠-3♦=no 4♥no 5♠ (then 3♥ ask: 3♠=3♠, 3N=2♠) 2NT-3♠-3♥=4+♥ (then 3♠ ask: 3NT=4♥, 4x=5♥) 2NT-3♠-3♠=4-4M (then 4♣=♥ fit, 4♦=♠ fit) 2NT-3♠-3NT=5♠ (then 4♥=transfer)	
3♣		6		PRE	4♦=wRKCB [6]		
3♦		6		PRE		HIGH LEVEL BIDDING	
3♥		6		PRE	4♠=wRKCB [6]	4NT=T/O, usually 2-suiter	
3♠		6		PRE		RCKB (1430) DOPI (X=0/3, P=1/4, bid+1=2 etc)	
3NT		7		Gambling		5♠/♦/♥/♠ = 14/03/2/2+Q, 5NT = even + void	
4♠/♦		7		PRE		6♠/♦ = 1/3 keycards + void in ♠/♦	
4♥/♠		7		7+♥/♠ PRE		xRKCB (0314)	

**SUPPLEMENTARY**

<p>(1) <b>Unusual NT</b> (On both pass and non-pass hand)</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>(7) <b>2♣ Opening follows up</b></p> <p>2♣-2♦/♥-      2♥: Relay to 2♠</p> <p>Then: 2NT: 24+HCP</p> <p>3♣/♦: 5+♥4+♣/♦, forcing to 3♥</p> <p>3♥: 6+♥</p> <p>3♠: 5+♥4+♠</p>
<p>(2) <b>2♦ Opening follows up</b></p> <p>After 2♦-2♥/2N-2♠/3m-      4♥=To play</p> <p>After 2♦-2♠-3X-      3♠=♠ suit invite</p> <p>After 2♦-2N-3X-      3♠=♠ suit FG</p>	<p>2♠: Relay to 2NT</p> <p>Then: 3X: 5+♠4+X</p> <p>3♠: 6+♠</p> <p>2N: 22-23 HCP</p> <p>3X: Natural, NF</p>
<p>(3) <b>Game Forcing Sequence</b></p> <p>1♠-1M-2♣-2♦</p> <p>1♦-1♥-2♦-2♥</p> <p>1♦-1♠-2♦-2♥</p> <p>1♥-1♠-2♥-2♠</p> <p>After 1♥-1♠-2♥-2♠-</p> <p>3♣/♦: 6♥4♣/♦ min</p> <p>3♠: 6♥3♠ then 4♣=♥ fit ST, 4♦=♠ fit ST</p>	<p>(8) <b>Defense vs Bergan</b></p> <p>(1M)-p-(3♣/♦)-X      X=T/O when 3♣/♦ is weaker raise in the M</p> <p>X=suit when 3♣/♦ is stronger raise in the M</p> <p>After (1M)-p-(3♣/♦)-</p> <p>3M: Michaels</p> <p>3NT: To play</p> <p>4M: Michaels</p> <p>4NT: minors; or strong 2-suiter hand</p>
<p>(4) <b>FG 2NT after F1N</b></p> <p>1M-1NT-2NT-      3♣: puppet bid</p> <p>3♦: 6+♦ 9-11 HCP</p> <p>3♥: 5+♥ 9-11 HCP</p> <p>3M: ST in M, 10-11 HCP</p>	<p>(9) <b>Defense unusual NT and Michaels</b></p> <p>X = value showing; subsequent X is T/O</p> <p>Pass = nothing; subsequent X is penalty</p> <p>Cue low = LR or better in partner's suit</p> <p>Cue high = 4<sup>th</sup> suit GF</p>
<p>(5) <b>Rebid 2NT</b></p> <p>1m-1M-2NT-      3♣: Check back, promised 5M</p> <p>3♦: no 5M, fit m or ST in other m</p> <p>After 1m-1M-2NT-3♦-      3♥=asking; then 3♠=♠; 3NT=♦</p>	<p>3-bid = Natural and GF when only 1 suit specified</p> <p>Natural and compete when 2 suits are specified</p>
<p>(6) <b>Weak RKCB</b></p> <p>+1 step :      0 KC with or without trump Q</p> <p>+2 step :      1 KC</p> <p>+3 step :      1 KC with trump Q</p> <p>+4 step :      2 KC</p> <p>+5 step :      2 KC with trump Q</p>	