

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			<div>NCBO Logo &amp; Coloured Sticker:</div> <div><div></div><div></div><div></div></div> <div>CATEGORY: Green: NATURAL    Last Updated: 04 - 03 - 2023 NCBO: Hong Kong, China    EVENTS: U31 / Mixed Team PLAYERS: Sam Tsz-Chuen TSENG / Niko Pui-Yi MAN</div>	
8-17 HCP (occ. light)			Lead	In Partner's Suit		
Can be 4 card at 1 level	Suit	4 <sup>th</sup> best, MUD		3 <sup>rd</sup> or 5 <sup>th</sup> best		
Responses: Constructive at 1 lvl; CUE = 10+ HCP [33];	NT	4 <sup>th</sup> best, TON		3 <sup>rd</sup> or 5 <sup>th</sup> best		
2 lvl new suit = 10+ HCP, 6+ cards	Subseq	Standard Remaining Count		Standard Remaining Count	SYSTEM SUMMARY	
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 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS			GENERAL APPROACH AND STYLE	
2 <sup>nd</sup> seat: 15-18 HCP; 4 <sup>th</sup> seat: 11-15 HCP	Lead	Vs. Suit		Vs. NT		
For 1NT/2NT over 1M/2M opening:	Ace	AKx(x), Ax		AKx(x)		
2/3♣ = ♦ suit; 2/3♦ = ♥ suit; 2/3♥ = ♠ suit; Other system on	King	KQx(x), Kx, AK		KQx(x), AK		
If transfer to opponent suit = Staymen; Accept transfer = No major	Queen	QJx(x), Qx		QJx(x), AQJx(x)	5542 Opening [1], Five-card major, Strong NT	
	Jack	JTx(x), Jx		JTx(x), HJTx(x)	Opening may be light at 3 <sup>rd</sup> seat	
JUMP OVERCALLS (Style; Responses; Reopen)	10	(H)T9x(x)		(H)T9x(x)	Wild preempt at non-vulnerable	
1-Suit: NV: Preemptive	9	9x			1NT Opening: Good 14 - bad 17 HCP, Bal/Semi-bal hand, can have 6m	
V: Intermediate at 2 level (9-12 HCP); Preemptive at 3+ level	Hi-x	Xx, xXxx		Xxxx, Xxx	Could have stiff honor	
2-Suit: 2NT: Lowest Unbid 2 suits	Lo-x	xXx, HxX		HxX	2 OVER 1 Response: Absolute Game Force	
12+ HCP [37]	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	1.	Transfer response after 1♣ opening [2]
2-level CUE= Michaels [37], 10+ HCP	Suit	1 Attitude	Count	Attitude	2.	Inverted Minor after 1♣ [3]
1m-2m=♥+♠		2 Count	Suit Preference	Suit Preference	3.	1♦ - 1NT/2♣ = artificial GF relay [4]
1M-2M=unbid major + either minor		3 Suit Preference			4.	XYZ Convention [13]
VS. NT (vs. Strong / Weak; Reopening; PH)	NT	1 Attitude	Count	Attitude	5.	Gazilli [14]
Non-passed Hand: [29]		2 Count	Suit Preference	Suit Preference	6.	Weak 2♦/♥/♠ [21]
2♣= One or both majors; >12 HCP		3 Suit Preference			7.	2♦ opening = both majors PRE when vul
2♦= Both majors, Weak	Carding: UDCA, standard suit preferences				8.	3NT = Both Majors PRE [25]
2♥= NAT, weak	Smith Echo:				9.	Modified HELLO Convention [31]
2♠= NAT, weak	Low for Encourage for open leader; High for Encourage for partner				10.	Transfer response after 1M - (2oM) and Michaels Cuebid [32]
2NT= One minor, constructive	Standard Remaining Count				11.	Negative Free Bids at 2 level [33]
3♣/♦ = PRE    X = PEN	X=any 1-suiter [30]				12.	LEBENSÖHL [35]
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				13.	Kokish Defense against Multi 2♦ opening [36]
Diret seat X = T/O Oriented	Emphasize majors, minor unclear				14.	SANDWICH for passed hand [37]
Jumps = Leaping Michaels [38]; CUE = Ask Stop	Response: New suit non-forcing; CUE = GF, any shape				15.	Unusual versus unusual after U2NT [39]
2NT=15-18 Balanced hand; 3NT=To Play	Aggressive Reopenings					
VS. ARTIFICIAL STRONG OPENINGS						
Strong artificial 1♣ openings are treated as natural in defense	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				SPECIAL FORCING PASS SEQUENCES	
Suction after strong artificial 2♣ openings;	NEG DBL				1M-(X)-XX: Forcing till 2M	
X/♣ = ♦ / (♥+♠); ♦ = ♥ / (♠+♣); ♥ = ♠ / (♣+♦); ♠ = ♣ / (♦+♥)	NO SUPP DBL				After penalty oriented X or XX	
NT = ♠+♦/♥+♣	Maximal and Game try DBLs					
OVER OPPONENTS' TAKEOUT DOUBLE	Responsive DBLs				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
New suit = NF, Jump = INV, XX = Strength [34]	Against bid and raise below 4♥: DBL=T/O oriented				In unclear situation, we may not pass	
DBL raise = PRE; 1M-(X)-2NT = 4 card support; 3m = INV					PSYCHICS: Random, Seldom;	
1♠ - (X) – XX = ♦ suit, else system on					May open/overcall off-shaped 1NT; Tactical bids after preempts	

OPENING	ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		PASSED HAND BIDDING
1♣		2	4♥	11-21 HCP	Inverted minor: 2♣ = GF; 3♣ = PRE [3]	1♣ - 1X - 2♦ = Gazilli		Inverted minor off
				1) ♣ suit, unbalanced hand	1♦/♥ = 4+ ♥/♠; 1♠ = no major; 1NT = INV	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♦		4	4♥	11-21 HCP	1♥/1♠ = NAT; 1NT = Transfer to 2♣	1♦ - 1M - 2M = 3+ cards [6]; then 2NT = 4 card INV		1♦ - 2♣ = Constructive
				♦ suit, unbalanced hand	2♣ = GF relay; 2♦ = INV; 2♥/♠ = WJS [5]	1♦ - 1M - 1NT = Gazilli		
					2NT = Jacoby; 3♣ = INV; 3♦ = PRE [3]; 3M = SPL	1♦ - 1M - 2NT = 4441 GF		
1♥		5	4♦	11-21 HCP [7]	1NT = F1 [8]; 2NT = 4+ SUPP [9];	1♥ - 2♥ - 2NT = General game try		2-way Reverse Drury [12]
					2♠ = 5+♠ and 3♥ [10]; 3NT=Good PRE or ♠SPL	1♥ - 1♠ - 2♠ = 3+ cards; then 2NT = 4 card INV		XYZ on [13]
					3♣/3♦ = INV; 3♠ = Any Splinter, 12-15 HCP	XYZ, Gazilli [14]		
					2/1 = GF [15]; 4♣/♦ = 8 - 11 HCP Splinter; 4♠ = T/P			
1♠		5	4♥	11-21 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♥ = Slam Try		1♠-2♥ = NF
					4♣/♦ = 8 - 11 HCP SPL, 2/1 = F1, 4+ suit (5+ for 2♥)	XYZ, Gazilli		XYZ on
1NT				14 - 17 HCP	2♣ = STAY [16]; 2♦ = TRF or ♦ GF [17]	Escape system after 1NT - (X) [19]		
				No 5cM, can have 6cm	2♥ = TRF; 2♠ = MSS or weak ♦ or weak both minors	Smolen		
				Sometimes stiff honor	2NT = weak ♣ or GF ♣; 3♣/3♦ = INV			
					3♥/3♠ = 5-5+M, INV/GF; 4♣ = STAY; 4♦/4♥ = TRF	[18]		
2♣	YES			Strong Hand	2♦ = 5-7 HCP; 2♥ = 8-9 HCP; 2♠ = 0-4 HCP	*HCP Count discount J		
				1) 22+ Balanced	2NT = 10+ HCP; 3 suit = 2-3 Top Honours;			
				2) 8.5+ Playing Tricks	3NT = Any 6+ solid suit [20]			
2♦	YES			5+ ♦, PRE (NV)	2M = NF; 2NT = Enquire [21]			New suit NF
				5-4+ Majors, 6-10 HCP (V)	2M = To Play; 2NT = Enquire; 3m = GF			
2♥/♠				5+ suit, PRE	2NT = Enquire; Raise = PRE			
2NT				20-21 HCP Bal/Semi-bal	3♣ = ROMEX [22]; 3♦/♥ = TRF [23]; 3♠ = MSS [24]			
					3NT = Relay to 4♣; 4♣ = Ms; 4♦/♥ = TRF			
3♣		6		PRE	3♦ = Ask 3 card major OR fit ♣; 3M = GF			New suit NF
3♦/♥/♠		6		PRE	New suit = GF			
3NT	YES			6-5+ Majors, PRE	4♣ = S/T; 4♦ = Pick M; 4M = T/P; 4NT = RKC [25]			
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 [26]	SSA after RKCB [28]	
4NT	YES			65+ minors, PRE	5-7m = To Play	Q ask - no Q: return to trump	5M invite mostly based on trump quality	
					5♥/♠ = Ask for major first round control; 5NT = GSF	-- with Q: bid lowest King, or 5NT	Splinters exclude singleton A or K	
5♣/♦		7		To Play		D0P1 for interference [27]	Last train cuebids	
5/6M	YES			Grand Slam Force	6M = 1 Top Honor; 7M = 2 Top Honors	5NT Grand Slam Force; 6♣ response = A or K		