




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 NCBO: China Hong Kong EVENTS: ALL PLAYERS: Baron Ng - Zia Wai																									
standard overcall, may be light at 1 level New suit: 1-Level = F1, 2 level = NF, 3 level = FG Jump raise = PRE, Cue = F1 Jump Cue = 6-9 HCP, 4 cards support		<table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>3rd/lowest</td> <td>3rd/lowest</td> </tr> <tr> <td>NT</td> <td>4th, Top/2nd of nothing</td> <td>4th, Top/2nd of nothing</td> </tr> <tr> <td>Subseq</td> <td>Remaining CT / ATT</td> <td>Remaining CT / ATT</td> </tr> </tbody> </table> Other: 0/1, K = ask for CT, A = for ATT at 5+ level						Lead	In Partner's Suit	Suit	3 rd /lowest	3 rd /lowest	NT	4 th , Top/2 nd of nothing	4 th , Top/2 nd of nothing	Subseq	Remaining CT / ATT	Remaining CT / ATT													
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1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY																										
2 nd seat: 15 -18, BAL 4 th seat 12-15 Response: Same as 1NT opening		<table border="1"> <thead> <tr> <th>Lead</th> <th>Vs. Suit</th> <th>Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AK+, Ax</td> <td>AK+</td> </tr> <tr> <td>King</td> <td>AK+, KQ+</td> <td>KQTx+, AK+</td> </tr> <tr> <td>Queen</td> <td>QJ+</td> <td>QJTx+/AQT9+, AQJx+,KQT9</td> </tr> <tr> <td>Jack</td> <td>KJT+, JT+, Jx</td> <td>AJT+, KJT+, JT9, Jx</td> </tr> <tr> <td>10</td> <td>KT9+, QT9+, T9+, Tx</td> <td>AT9+, KT9+, QT9+</td> </tr> <tr> <td>9</td> <td>9x</td> <td>H98x,9x, 98xx</td> </tr> <tr> <td>Hi-x</td> <td>Xx</td> <td>Xxx, Xxxx, xXxx, Xxxxx, xXxxx</td> </tr> <tr> <td>Lo-x</td> <td>xxX, xxXx, xxxX, xxXxxx</td> <td>xxxX+, TxX</td> </tr> </tbody> </table>					Lead	Vs. Suit	Vs. NT	Ace	AK+, Ax	AK+	King	AK+, KQ+	KQTx+, AK+	Queen	QJ+	QJTx+/AQT9+, AQJx+,KQT9	Jack	KJT+, JT+, Jx	AJT+, KJT+, JT9, Jx	10	KT9+, QT9+, T9+, Tx	AT9+, KT9+, QT9+	9	9x	H98x,9x, 98xx	Hi-x	Xx	Xxx, Xxxx, xXxx, Xxxxx, xXxxx	Lo-x
Lead	Vs. Suit	Vs. NT																													
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King	AK+, KQ+	KQTx+, AK+																													
Queen	QJ+	QJTx+/AQT9+, AQJx+,KQT9																													
Jack	KJT+, JT+, Jx	AJT+, KJT+, JT9, Jx																													
10	KT9+, QT9+, T9+, Tx	AT9+, KT9+, QT9+																													
9	9x	H98x,9x, 98xx																													
Hi-x	Xx	Xxx, Xxxx, xXxx, Xxxxx, xXxxx																													
Lo-x	xxX, xxXx, xxxX, xxXxxx	xxxX+, TxX																													
JUMP OVERCALLS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			GENERAL APPROACH AND STYLE 5-cards+ M, 2/1 Game Forcing, Strong 1NT, Convenient minors Forcing 1NT after 1M Strong 2♣ Weak both majors 2♦ Weak 2♥/♠																										
1-suit: Pre-emptive 2-Suit: unusual 2NT for 2 lower unbid Reopen: opening hand		<table border="1"> <thead> <tr> <th></th> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td rowspan="3">Suit</td> <td>1 ATT</td> <td>CT</td> <td>ATT</td> </tr> <tr> <td>2 CT</td> <td>SP</td> <td>CT</td> </tr> <tr> <td>3 SP</td> <td></td> <td></td> </tr> <tr> <td rowspan="3">NT</td> <td>1 ATT</td> <td>Pd to Duck: CT</td> <td>ATT</td> </tr> <tr> <td>2 CT</td> <td></td> <td>CT</td> </tr> <tr> <td>3 SP</td> <td></td> <td></td> </tr> </tbody> </table>				Partner's Lead	Declarer's Lead	Discarding	Suit	1 ATT	CT	ATT	2 CT	SP	CT	3 SP			NT	1 ATT	Pd to Duck: CT	ATT	2 CT		CT	3 SP			1NT Opening: 14-16 HCP (may 5-card Major, or 5422, or 6-card minor) 2 OVER 1 Response: Always FG by an un-pass hand SPECIAL BIDS THAT MAY REQUIRE DEFENCE 2♣ = 22+ HCP, or 8.5+ tricks 2♦ = (54)+♥/♠, 5-11 HCP 2♥ = 6-11HCP 5♥+ 2♠ = 6-11HCP 5♠+ 3NT = To play with long minors Positive free bids at 2-level Cuebid after opp's overcall = limit raise or better or any GF hand Michaels Cuebid, Unusual 2NT Lebensohl Sandwich 1NT for passed hand Vs multi 2♦: 2♥/♠ = natural; X = 13-15 balance Unusual vs Unusual: X = Strength; cue low = FG in 4 th suit cue high = LR+ in opener suit; others compete		
	Partner's Lead	Declarer's Lead	Discarding																												
Suit	1 ATT	CT	ATT																												
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DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)																															
Michaels Cuebid jump cue-bid = stopper asking, usually a solid 7-card side suit																															
VS. NT (vs. Strong / Weak; Reopening; PH)																															
X = 14+(weak) 5m4M(strong), 2♣ = Both majors, 2♦ = 1M; 2M=5M4m;2NT=4♥6m(weak) Good 6+m(strong); 3m=4♠6m(weak) Passed hand: X=1 suit, 2m=DONT, 2♥/♠ =5M4m		Signals: UDCA Standard Smith (Hi-Lo = Welcome)																													
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Doubles																													
Vs 2♥/2♠: cue= ask Guard;4m=5m+5oM FG; Vs Multi 2♦: X=12-15 or strong; 4m=5m+5M FG Vs 2♦/♥ Majors: X=12-15 or Strong; 2♥/2♠=minors Vs 3x: X=t/o, 4m=5m+5M FG Vs 3NT gambling: X=pen;4♣=Majors;4♦=6+M;4M=5M 5m;		TAKEOUT DOUBLES (Style; Responses; Reopening) Takeout Double: 4♥, Aggressive reopening																													
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES																													
Against Strong 1♣/♦ and 2♣/♦: X = Majors, NT = minors, others NAT		Negative Double: 4♥ Supportive Double & Redouble: 2♥ Responsive Double: 4♥ Maximal Double: 3♥			SPECIAL FORCING PASS SEQUENCES After 2/1 respond by an unpassed hand 1level opening - (X) - XX																										
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE																										
XX =10+, 2NT = Jordan, New Suit Force at 1-level Ruben advance after 1♥/♠-(X) 1♣-(X): Major transfers, 2♠/2NT: ♣fit, inv/7-9HCP		Against bid and raise below 3-level: DBL = T/O oriented Against NT: 1) Dummy's suit, logically highest ranking suit Against Splinter: Lower ranking suit of the splinter suit Lightner Double: asking for unusual lead			Different kinds of lead directing double and it could be light Unusual jump cuebid are usually splinter When unclear, we shall not pass PSYCHICS: Random, Rare																										

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		3	4♥	11-21 HCP	1♦ = 2♦+, 1NT = 8-10, 2♦ = 5♦4♣ FG/ 6♦ 15+ 2♣ = FG, 2♥ = 6-9 HCP 5♥4♠, 2♠ = 9-11 5♣+ 3♣ = 3-8 5♣+, 3♦ = INV, 3♥/♠ = WJS, 4♣/♦ = ♥/♠	2 way cb, 4sGF, opener jump 2NT = 17-19 hcp (3♣ relay, 3♦ ask) After 1♣-1♥, 2♠ = rev, 3♦/3♠ = Spl, 4m = picture bid After opener reverse, 2NT = lebensohl	Inverted minor Fit Raise
1♦		3	4♥	11-21 HCP	2♦ = FG, 2♥ = 6-9 HCP 5♥4♠, 2♠ = 9-11 4♦+ 3♦ = 3-8 5♦+, 3♣ = INV, 3M=WJS, 4♣/♦ = ♥/♠	same as 1♣	2♣ = Maximum pass Fit Raise
1♥		5	4♥	11-21 HCP	1♠ = natural, 1NT = F1, 2♣ = 2-card+ FG, 2♦ = 5+ FG 2♥ = constructive, 2♠ = 4-9HCP 6+♠ 2NT = Jacoby, 3♣/3♦ = Bergen, 3♥ = PRE 3♠/3NT/4♣ = ♠/♣/♦ SPL; 4♦ = Good Pre;	1♥-1♠-2NT=FG relay; 1♥-1♠ - 2♦/♥ - 2♠ = FG 1♥-2♣-2♦/♥/♠=catchall/4♠/4♦; -2NT=15+ 6+♥ 1♥-2♦-2♥/2♠=4♠/catchall;	Semi-F 1NT, Bergen <i>off</i> 2♣ = 9-11, 3♥, 2NT = 9-11 4♥ 2♠ = 4+ support, 7-9 HCP Fit raises
1♠		5	4♥	11-21 HCP	1NT = F1, 2♣ = 2-card+ FG, 2♦/2♥ = 5 card+ FG 2NT = Jacoby, 3♣/3♦ = Bergen, 3♠ = PRE 3♥/3NT/4♣ = ♥/♣/♦ SPL; 4♦ = Good Pre;	1♠-2♣-2♦/♥/♠ = ♥/♠/catchall/♦; -2NT=15+ 6+♠ 1♠-2♦-2♥/♠ = ♥/♠/catchall;	Semi-F 1NT, Bergen <i>off</i> 2♣ = 9-11, 3♠, 2NT = 9-11 4♠ 3♥ = 4+ support, 7-9 HCP Fit raises
1NT				14-16 HCP	2♣ = Stayman; 2♦/♥ = TRF; 2♠ = range ask/♣; 2NT = ♦/5-5m; 3♣=ask 5M; 3♦=55m FG; 3M=SPL 4♣/♦ = ♥/♠/♣; 4♥/♠ = Play;	Smolen in 3-L after 1NT-2♣-2♦ 1NT-2♦-2♥-3♣/♦ = inv; 1NT=2♦-2♥-2♠ = relay FG; 1NT-2♣-2♦-2♠=5♠ inv; 1NT-3♣-3♦ = no 5M, -3♥/3♠=4♠/4♥	1
2♣	√	0		Strong 22+ HCP, or 8.5+ tricks	2♦ = waiting, 2♥ = negative, 2♠ = Any 5-5+ 1A1K+ 2NT/3♣/3♦/3♥ = 6 card ♣/♦/♥/♠ with 2 of AKQ 3♠/3NT/4♣/4♦ = 8 card ♣/♦/♥/♠ 0-3HCP	Vs X/2♦ = sys on Vs 2♥ or above: X=neg	
2♦	√	0		Weak both majors, (54)+	2♥/♠ = To play, 2NT = ASK 3♣/3♦ = natural, NF, 3♥/♠ = to play	After 2♦-2NT, 3♣ = any min, 3♦/♥ = ♥>♠/♠>♥ max; 3NT=55 int 3NT/4♣=55 max short ♣/♦; 4♦/♥=4♠6♥/6♠4♥	
2♥		5		PRE	2♠ = F1, 2NT = Ogust, 3♣/♦ = FG 4♣/♦ = fit raise, 4♥/♠ = to play	Ogust: 3♣/♦ = min, good/bad suit, 3♥/♠ = max, bad/good suit	
2♠		5		PRE	2NT = Ogust, 3♣/♦ = FG 4♣/♦ = fit raise, 4♥/♠ = to play	Ogust: 3♣/♦ = min, good/bad suit, 3♥/♠ = max, bad/good suit	
2NT				20-21 HCP	Romex Stayman, Jxf, Texas, 3♠ = minor Stm 3NT = relay to 4♣, 4♠ = 5♥5♠+, no slam interest		
3♣		6		PRE	4♣/♦ = fit raise, 4♥/♠ = to play		
3♦		6		PRE	4♠ = Weak RKC		
3♥		6		PRE	4♣ = Weak RKC		
3♠		6		PRE	4♣ = Weak RKC		
3NT	√	6		To play with long minor	4, 5, 6♣ = p/c, 4♦ = ask shortness, 4♥/4♠ = to play	Q ask – no Q: return to trump – with Q: bid lowest King, or 5NT	1) Cuebid Ace or King or shortness 2) Pd's suit = Ace / King (Q in 2nd round) 3) Last Train to Clarksville
4♣	√	7		PRE		Weak RKCB/ERKCB=(0/0.5,1,1.5,2,2.5)	
4♦	√	7		PRE			
4♥/♠		7		PRE			