

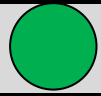


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Stickers:  	CATEGORY: NATURAL 2/1 UPDATED: March 2023 NCBO: HONG KONG, CHINA EVENTS: ALL PLAYERS: Crystal TANG - Joyce TUNG – Gordon HO	
1 level: 5+, 8+ HCP; 2 level: 5+, 10+ HCP			Lead	In Partner's Suit			
Responses:		Suit	3 rd /5 th	3 rd /5 th			
New suit F1 over RHS pass		NT	4 th , Top of nothing	4 th			
Cue-bid = invite+ / ASK stopper / ASK 4M		Subseq	ATT	ATT			
Jump Cue-bid = Mixed Raise / SPL		Other: 0/1, Top of nothing if supported partner's suit At 5+ level, K from AK(+) ask for count, A is cashing					
1NT OVERCALLS (2nd / 4thLive; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2nd: 15-18 HCP, BAL;		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE		
Responses: System ON;		Ace	AK(+), A(+)	AK(+), AQ(+), A(+)			
4th: 12-15 HCP, BAL/semi-BAL;		King	AK(doubleton), KQ(+), Kx	AKJ10(+), KQ (+)			
Responses: System OFF, cue-bid = invite+		Queen	QJ(+), Qx	KQ109(+), QJ(+), Qx			
		Jack	KJ10(+), Jx	(A/K)J10(+), J10(+), Jx			
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	(K/Q)109(+), 109(+), 10x	H109(+), 109(+), 10x	Wide range overcalls based on playing strength;		
1-Suit: 2 level NV/Vul = PRE/opening hand; 3 level = PRE		9	9(+)	9x, 9xx, 98(+)			
Responses: 2NT = Ogust (NV)/BAL invite (Vul)		Hi-x	Xx, Xxx (optional)	Xx, Xxx, xXxx			
2-Suit: 2NT = Unusual 2NT, width range (NV)/int+(Vul)		Lo-x	3 rd / 5 th	HxxX(+), HxX, xxxX(+)			
Responses: Cue-bid = invite+, New suit F1		SIGNALS IN ORDER OF PRIORITY					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Direct Cue-bid: MICHAELS, width range (NV)/int+(Vul)		Suit	1 Hi=Discouraging	Hi=Odd	Attitude	1NT= 14-16	
Jump Cue-bid: ASK stopper, 7+ solid suit w side A/K			2 Hi=Odd	Suit preference	Hi=Odd	Strong 2♣ (9+tricks OR 22+ BAL)	
			3 Suit preference			2♦ = Weak 6+♥/♠	
VS. NT (vs. Strong / Weak; Reopening; PH)		NT	1 Hi=Discouraging	Hi=Odd	Attitude	2♥ = Weak ♥ + ♠	
X = 4M and 5+m (vs 14+NT) / good 14+(vs weak NT)			2 Hi=Odd	Suit preference	Hi=Odd	2♠ = Weak 5♠ 4+m	
2♣ = ♥+♠, similar developments as weak both M opening			3 Suit preference			3NT opening = 7+ card solid minor, at most 1 side K	
2♦ = 6+♥/♠, similar developments as 2♦ opening		Signals (including Trumps):			Transfer SPL over 1M opening		
2♥ = 5+♥-4+m, similar developments as 2♠ opening		UDCA, attitude before count, suit preference only when absolutely clear (eg. dummy singleton), standard remaining counts,			Reverse Bergen & Jacoby 2NT over 1M opening		
2♠ = 5+♠-4+m, similar developments as 2♠ opening		standard Smith Echo, trump Echo (Hi = ruff)			Reverse Drury		
Passed hand: Modified DONT		DOUBLES			Positive Free bid		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)			4 th suit GF except 1♦-1♥-1♠-2♣ & 1♥-1♠-2♦-3♣		
WK 2♥/♠: X= T/O, Cue-bid = ASK stopper, 4m = 5+m + 5+OM		Emphasize major(s); minors unclear;			1♣ - (1♦) - X/1♥/1♠ = 4+♥/4+♠/T/O w/o 4M		
Multi-2♦: X= 13-15 BAL or 16+, 4m = 5+m + 5+M		Responsive doubles (8+ HCP) up to 4♠			1♣ - (1♦) - 2♠/3♠ = LR+ in ♣ / SPL in ♦		
2♥/♠ = weak both M: X= 13-15 BAL or 16+, 2♥/♠ = both m		Negative doubles (8+ HCP) up to 4♥			1♣ - (1♦) - 2♦/2♥/3♦/3♥ = 6+M different strength		
3X: X=T/O, 4m = 5+m + 5+M					1♣/♦ - (1♥) - X/1♠ = 4+♠/ T/O w/o 4♠		
Gambling 3NT: X = Power; 4♣ = Majors; 4♦ = ♥/♠; 4♥/♠ = ♥/♠+m					1♣/♦ - (1♥) - 2♠/3♠ = LR+ in ♣/♦ / SPL in ♥		
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
Vs strong 1/2♣: X = majors, NT = minors, blocking in nature		Support X and XX up to 2♥			1m-(X)-XX: Forcing pass thru 2NT		
		Support XX			1M-(X)-XX: Forcing pass thru 2M		
		Game try X					
OVER OPPONENTS' TAKEOUT DOUBLE		Competitive X			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
New suit forcing at 1-level, XX shows 10+HCP & wish to penalize;		Lightner X			All unnecessary jumps are Splinters		
1m-(X): jump = weak; 2NT = limit raise or better; 3m = preemptive;		Snapdragon X			Principle of Fast Arrival		
1M-(X): 2NT = limit raise or better; 3m = Fit jump							
1M-(X): Transfer; 2M-1 = good raise; 2M = bad raise					PSYCHICS: Rare (occasional light/off-shape 1NT opening)		

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	10+ HCP	1♦ = 3+♦ (4♥/♠ possible); 1NT = 8-10; 2♣ = Inverted minor, GF (4♥/♠ possible) 2♦ = 5+♦, GF (4♣ possible); 2♥ = 5♥-4♠, 5-9 2♠ = 5+♠, 9-11; 2NT = invite 3♣/♥/♠ = preempt; 3♦ = 6+♦ invite	1m-1M-1NT/1♦-1♥-1♠-2♣/2♦ = invite/ GF check-back 1m-1M-1NT-3X= invite except 1m-1♠-1NT-3♥ = 5-5M GF 1m-1M-1NT-2NT-3♣-3♦/3NT = 6♦/♣-4M, 9+ -11 (1 st /2 nd NV) 1m-2♣-2♦ = 5m-4M or 44(41); 1m-2♣-2M = 4m-4M 1♦-2♦-2M = 4+m-4M; 1♣/♦-2♣/♦-3♣ = 5♣-4♦/5♦-4♣	Inverted minor NF Fit jump shift Check back only 2♣ ON
1♦		3	4♥	10+ HCP, 3♦ Only if 4432	1NT = 6-10; 2♦ = Inverted minor, GF (4♥/♠ possible) 2♣ = 4+♣, GF; 2♥ = 5♥-5♠, 5-9 2♠ = 5+♠, 9-11; 2NT = invite 3♦/♥/♠ = preempt; 3♣ = 6+♣ invite	1m-2m-2NT = BAL not deny 4M, then 3♦/♥ = transfer ♥/♠ 1m-1M-2M-2NT = ASK for 3M/4M & strength 1m-1M-2M-3m/4m = 5M-4+m GT+/SPL 1m-1M-3M-3M+1/4X= BAL ST ASK/SPL	
1♥/♠		5	4♥	10+ HCP	F1NT; 2♥/♠ = 8-10; 1♥-2♠ = 6+♠, NF; 2♣ = ♣/BAL GF, 2/1 = 5+ GF; 2NT= Jacoby; 3♣/♦ = 10-12/7-9, 4+ support 1♥-3♠/NT/4♣ = ♠/♣/♦ SPL; 1♠-3♥/NT/4♣ = ♥/♠/♦ SPL 4♦ = good preempt; 1♠-4♥ = To play	1M-2M-2M+1 = 2-way shortness GT or 16+ BAL 1M-2M-3X = 2 nd suit GT; 1M-2M-3NT = 6M BAL 1♥-1♠-2NT= Any GF; 1♥-1NT-2NT = Any GF 1♠-1NT-2NT = Any GF; 1♥-1♠-2♦/♥-2♠ = Any GF 1M-3♣-3M+1/4X= BAL ST ASK / SPL	Semi-forcing 1NT 2♣ = Reverse Drury 2♦ = 4M invite Fit jump shift
1NT				14-16 HCP (May have 5 card M/6 card m) (Singleton possible)	2♣ = STAYMAN w Smolen; 2♦/♥ = TRF ♥/♠; 2♠ = MSS (can be 5-5 weak) 2NT= TRF 3♣; 3♣/3♦ = INV; 3♥ = 13(54) GF; 3♠ = 31(54) GF; 4♦/♥ = TRF ♥/♠; 4NT= Quantitative	1NT-2♣-2♦-2♥/♠ = 5-4+M NF 1NT-2♦/♥-2♥/♠-2♠/2NT = Any GF; 1NT-2♦/♥-2♥/♠-3X = invite 1NT-2NT-3♣-P=weak ♣, 3♦=weak ♦, 3♥=♣ GF, 3♠=♦ GF	
2♣	Yes			22+ HCP BAL or 9+ playing tricks	2♦/♥/♠ = 0-2/3/4+ controls; 2NT/3♣/♦/♥ = 6+♦/♠/♥/♠, HHxxxx (+) or A/Kxxxxxx 4X = A/Kxxxxxxx, no side A/K	2♣-2♦-2NT = 22-23 BAL; 2♣-2♦-2♥-2♠-2NT = 24+ BAL 2♣-2♦-2♥-2♠-3♣ = 2 nd neg; 2♣-2♦-3M = 5+♦-4M 2♣-2♥/♠-3♥/♠-3NT = F1	
2♦	Yes	6		Weak 6+♥/♠	2NT = asking, invite+; 2M/3M = P/C New suits = F1; 4m = TRF/bid M; 4M = To play	2♦-2NT: 3♣ = Non-min; 3♦/♥ = ♥/♠, min; 3♠/NT = ♥/♠, max; 4♦/♥ = ♥/♠, min, good suit with shape	
2♥		4		Weak ♥+♠, at least 4-4	2NT = asking, invite+; 3♣ = NF; 3♦ = NF 3M = PRE	2NT: 3♣ = Any min, 3♦ ASK; 3♦/♥ = 5♥/♠-4♠/♥ max; 3♠/3NT= 5-5M max, SPL in ♣/♦; 4♣ = 5-5+ non-min; 4♦/♥ = 6♥/♠-4♠/♥ non-min	
2♠		5		Weak 5+♠-4+m	2NT = asking, invite+; New suits = F1 2NT = asking, invite+; 3♣ = P/C 3♦ = 6+♥; 3♥ = ♠, invite+	2♠-2NT: 3♣/♦ = min, bad/gd suit; 3♥/♠ = max, bad/gd suit 2♠-2NT: 3m = min; 3♥/♠ = ♣/♦, max	
2NT				19+ HCP bal, 5cM/6cm ok Singleton A/K/Q possible	3♣ = STAY; 3♦/3♥ = TRF; 3♠ = Minor suit STAYMAN; 3NT = To play 4♣ = 5-5M; 4♦/♥ = TRF; 4♠ = 5-5m; 4NT= Quantitative	2NT-3♦/♥-3M/3M+1/4X/4M = 2+M/3M/4+M max/ 4+M min 2NT-3♠-3NT-4m/4M/4NT = minor SMOLEN/SPL 5-5m/ 22(54) 2NT-3NT-4♣-4♦/4M/4NT/5♣ = 6+♣ ST/ 6+♦ ST / 8+♣/8+♦	
3♣/♦		6		6+♣/♦ PRE	New suits = F1; 4♦/♣ = weak RKC	HIGH LEVEL BIDDING	
3♥/♠		6		6+♥/♠ PRE	New suits = F1; 4♣ = weak RKC	RKCB(1430)	4NT = 2 suiters T/O or ST
3NT	Yes			7+solid♣/♦, at most 1 side K/Q	4♣ = P/C; 4♦ = Slam try; 4♥/♠ = To play;	+1 ASK trump Q/ ASK nearest K	DOP1 against 5m; DEPO against 5M+
4♣/♦		7		7+♣/♦ PRE	4♦/5♣ = Slam try; 4♥/♠ = To play;	+2 ASK nearest K	Exclusive RKCB (0314)
4♥/♠		7		7+♥/♠ PRE	New Suit = ASK 1 st /2 nd round control	5NT ASK lowest K/ general Grand ST	weak RKCB (0 or 0.5/1/1.5/2/2.5)

