

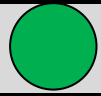


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Stickers:  	CATEGORY: NATURAL 2/1 UPDATED: March 2023 NCBO: HONG KONG, CHINA EVENTS: ALL PLAYERS: Crystal TANG - Joyce TUNG - Zia WAI - Baron NG
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 Two Over One Game Force; 5-card majors, convenience minor; Inverted minor GF; Wide range overcalls based on playing strength; Variable NT (1 st /2 nd seat)	
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		
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= 10 ⁻ -13 / 11-13 1 st /2 nd NV
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 ♥ + ♠ (NV) / Weak 6+♥/♠ (Vul)
VS. NT (vs. Strong / Weak; Reopening; PH)		NT	1 Hi=Discouraging	Hi=Odd	Attitude	2♥ = Weak 6+♥/5♥-4+m (NV) / Weak ♥ + ♠ (Vul)
X = 4M and 5+m (vs 14+NT) / good 14+(vs weak NT)			2 Hi=Odd	Suit preference	Hi=Odd	2♠ = Weak 6+♠/5♠-4+m (NV) / Weak 5♠ 4+m (Vul)
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				Reverse Bergen & Jacoby 2NT over 1M opening
2♠ = 5+♠-4+m, similar developments as 2♠ opening		clear (eg. dummy singleton), standard remaining counts,				Reverse Drury
Passed hand: Modified DONT		standard Smith Echo, trump Echo (Hi = ruff)				Positive Free bid
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES				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		TAKEOUT DOUBLES (Style; Responses; Reopening)				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		Emphasize major(s); minors unclear;				1♠ - (1♦) - 2♠/3♠ = LR+ in ♠ / SPL in ♦
2♥/♠ = weak both M: X= 13-15 BAL or 16+, 2♥/♠ = both m		Responsive 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		Negative doubles (8+ HCP) up to 4♥				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-2♠ = 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 2NT = 4M invite Fit jump shift
1NT				14-16 HCP 10-13 HCP(1 st /2 nd NV vs Vul) 11-13 HCP (1 st /2 nd Nil) (May have 5 card M/6 card m) (Singleton possible)	2♣ = STAYMAN w Smolen; 2♦/♥ = TRF ♥/♠; 2♠ = Range ASK/MSS (can be 5-5 weak) 2NT/3♣ = TRF ♣/♦; 3♦ = 04(54)/1444/13(54); 3♥ = 40(54)/4144/31(54); 3♠ = 5-5M GF; 4♣/♦ = TRF ♥/♠; 4NT= Quantitative	1NT-2♣-2♦-2♥/♠ = 4-4+M NF/5♠ invite 1NT-2♦/♥-2♥/♠-2♠/2NT = Any GF; 1NT-2♦/♥-2♥/♠-3X = invite Over intervention, X at 2/3 level is T/O, suit at 2 level is NF, LEBENSÖHL, suit at 3 level is GF, cue-bid asks for full stopper, cue-bid after LEBENSÖHL asks for half-stopper 4♣/♦ = TRF 'ON/OFF' over 2/3 level intervention	
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+♥/♠ (Vul)	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♦	Yes	4		Weak ♥+♠, at least 4-4 (NV)	2NT = asking, invite+; 3♣ = NF; 3♦ = F1/NF 3M = PRE/mild invite	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♥		4	Weak ♥+♠, at least 4-4 (Vul)				
2♥		5		Weak 6+♥/5♥-4+m (NV)	2NT = ASK; New suits = F1	2NT: 3♣/♦ = 5M-4+m; 3M=6+M min; 3♠/♥ = 6+♥/♠ max	
2♠		5	Weak 6+♠/5♠-4+m (NV)				
2♠		5		Weak 5+♠-4+m (Vul)	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+ -21 HCP bal, 5cm/6cm ok Singleton A/K/Q possible	3♣ = ROMEX STAY; 3♦/3♥ = TRF; 3♠ = Minor suit STAYMAN; 3NT = 6+♣/♦ GF 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 (0 or 0.5/1/1.5/2/2.5)
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)

