



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 																													
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Stickers: 																													
1 level: 5+, 8+ HCP; 2 level: 5+, 10+ HCP		<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/5th</td> <td>3rd/5th</td> </tr> <tr> <td>NT</td> <td>4th</td> <td>4th</td> </tr> <tr> <td>Subseq</td> <td>ATT</td> <td>ATT</td> </tr> </tbody> </table>						Lead	In Partner's Suit	Suit	3 rd /5 th	3 rd /5 th	NT	4 th	4 th	Subseq	ATT	ATT																
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Responses:																																		
New suit F1 over RHS pass																																		
Cue-bid = invite+ / ASK stopper / ASK 4M					CATEGORY: NATURAL 2/1																													
Jump Cue-bid = Mixed Raise / SPL		Other: 0/1, Top of nothing if supported partner's suit			NCBO: Hong Kong, China EVENTS: Asian Games																													
		At 5+ level, K from AK(+) ask for count, A is cashing			PLAYERS: Charmian Koo, Pearlie Chan																													
1NT OVERCALLS (2nd/4th; Responses; Reopening)		LEADS			SYSTEM SUMMARY																													
2nd: 15*-18 BAL		<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(+), Kx</td> <td>AKJ10(+), KQ(+), AKQx</td> </tr> <tr> <td>Queen</td> <td>QJ(+), Qx</td> <td>KQ109(+), QJ(+), KQJx</td> </tr> <tr> <td>Jack</td> <td>KJ10(+), J10(+), Jx</td> <td>AJ10(+), KJ10(+), J10(+)</td> </tr> <tr> <td>10</td> <td>K109(+), Q109(+), 109x</td> <td>H109(+), 109(+)</td> </tr> <tr> <td>9</td> <td>KJ9(+)</td> <td>Q98(+), J98x, 98(+)</td> </tr> <tr> <td>Hi-x</td> <td>Xx, Xxx(optional)</td> <td>Xx, Xxx, xXxx</td> </tr> <tr> <td>Lo-x</td> <td>3rd/5th</td> <td>HxxX(+), HxX</td> </tr> </tbody> </table>			Lead	Vs. Suit	Vs. NT	Ace	AK(+), Ax	AK(+)	King	AK, KQ(+), Kx	AKJ10(+), KQ(+), AKQx	Queen	QJ(+), Qx	KQ109(+), QJ(+), KQJx	Jack	KJ10(+), J10(+), Jx	AJ10(+), KJ10(+), J10(+)	10	K109(+), Q109(+), 109x	H109(+), 109(+)	9	KJ9(+)	Q98(+), J98x, 98(+)	Hi-x	Xx, Xxx(optional)	Xx, Xxx, xXxx	Lo-x	3 rd /5 th	HxxX(+), HxX	GENERAL APPROACH AND STYLE		
Lead	Vs. Suit	Vs. NT																																
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Lo-x	3 rd /5 th	HxxX(+), HxX																																
Responses: System ON					5-cards Major & convenience minor openings																													
4th: 12-15 BAL/semi-BAL					Variable NT (1 st /2 nd seat)																													
Responses: System OFF, cue-bid = invite+					Variable 2 level openings																													
JUMP OVERCALLS (Style; Responses; Unusual NT)					2/1 GF																													
1-Suit: 2 level NV/Vul = PRE/opening hand; 3 level = PRE					Inverted minor GF																													
Responses: 2NT = Ogust(NV)/BAL invite(Vul)					Wide range overcalls based on vulnerability																													
2-Suit: 2NT = Unusual 2NT, width range(NV)/int+(Vul)																																		
Responses: Cue-bid = invite+, New suit F1		SIGNALS IN ORDER OF PRIORITY																																
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		<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>1</td> <td>ATT</td> <td>COUNT</td> <td>ATT</td> </tr> <tr> <td>Suit 2</td> <td>COUNT</td> <td>SP</td> <td>COUNT</td> </tr> <tr> <td>3</td> <td>SP</td> <td></td> <td></td> </tr> <tr> <td>1</td> <td>ATT</td> <td>COUNT</td> <td>ATT</td> </tr> <tr> <td>NT 2</td> <td>COUNT</td> <td>SP</td> <td>SP</td> </tr> <tr> <td>3</td> <td>SP</td> <td></td> <td>COUNT</td> </tr> </tbody> </table>				Partner's Lead	Declarer's Lead	Discarding	1	ATT	COUNT	ATT	Suit 2	COUNT	SP	COUNT	3	SP			1	ATT	COUNT	ATT	NT 2	COUNT	SP	SP	3	SP		COUNT	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
	Partner's Lead	Declarer's Lead	Discarding																															
1	ATT	COUNT	ATT																															
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3	SP																																	
1	ATT	COUNT	ATT																															
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3	SP		COUNT																															
Direct Cue-bid: MICHAELS, width range(NV)/int+(Vul)					1NT = 10 ⁺ -13 / 11-13 1 st /2 nd NV																													
Jump Cue-bid: ASK stopper, 7+ solid suit w side A/K					2♣ = 22+ BAL or GF																													
					2♦ = ♥ + ♠ NV / 6+♥/♠ Vul																													
					2♥ = 5+♥ NV / ♥ + ♠ Vul																													
					2♠ = 5+♠ NV / 5+♠ 4+♣/♦ Vul																													
VS. NT (vs. Strong / Weak; Reopening; PH)					3NT opening = 7+ solid ♣/♦, at most 1 side K																													
VS 14+ BAL: X = 5+m-4M; VS weak NT: X = 14+		Signals (including Trumps): UDCA, SMITH Echo(Std)			JACOBY 2NT & Reverse BERGEN																													
Modified CAPP					Positive Free bid																													
Passed hand: Modified DONT		DOUBLES			1♣ - (1♦) - X/1♥/1♠ = 4+♥ / 4+♠ / T/O w/o 4M																													
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)			1♣ - (1♦) - 2♠/3♠ = LR+ in ♣ / SPL in ♦																													
VS weak 2♥/♠: X = T/O, Cue-bid = ASK stopper, 4m = 5+m-5+M		Emphasize Majors ONLY			1♣ - (1♦) - 2♦/2♥/3♦/3♥ = 6+M different strength																													
VS 2♦ = multi: X = 13-15 BAL or 16+, 4m = 5+m-5+M		Responsive X up to 4♠			1♣/♦ - (1♥) - X/1♠ = 4+♠ / T/O w/o 4♠																													
VS 2♥/♥ = weak both M: X = 13-15 BAL or 16+, 2♥/♠ = both m		Negative X up to 4♥			1♣/♦ - (1♥) - 2♠/3♠ = LR+ in ♣/♦ / SPL in ♥																													
VS 3X: X = T/O, 4m = 5+m-5+M		Aggressive Reopening X			1♣/♦ - (1♥) - 2♥/3♥ = 6+♠ different strength																													
VS 3NT: X = PEN, 4♣ = both M, 4♦ = 6+M, 4M = 5+M-5+m		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES																													
VS. ARTIFICIAL STRONG OPENINGS		Support X up to 2♥, Support XX, Game try X,			1m - (X) - XX: Forcing pass thru NT																													
VS STR 1♠ & 2♠ response: X=Majors;NT=minors;others=natural		Competitive X, Lightner X			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE																													
OVER OPPONENTS' TAKEOUT DOUBLE					All unnecessary jumps are SPL																													
New suit F1 at 1-level; XX shows 10+ HCP, X = T/O afterwards					Principle of Fast Arrival																													
1m-(X): 2M = PRE; 2NT = Jordan; 3m = PRE					PSYCHICS: Rare (occasional light/off-shape 1NT opening)																													
1M-(X): transfer; 2NT = Jordan; 3M = PRE; 3m = Fit jump shift																																		

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♠ NF; 2♠ = 5+♠ invite; 2NT = invite 3♦ = 6+♦ invite; 3♣/♥/♠ = PRE	1m-1M-1NT/1♦-1♥-1♠-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 2♣ invite check-back ON
1♦		3	4♥	10+ HCP 3♦ Only if 4432	1NT = 6-10; 2♣ = 4+♣ GF (4♥/♠ possible) 2♦ = Inverted minor GF (4♥/♠ possible) 2♥ = 5-5M NF; 2♠ = 5+♦ invite; 2NT = invite 3♣ = 6+♣ invite; 3♦/♥/♠ = PRE	1m-2m-2NT = BAL not deny 4M, then 3♦/♥ = transfer ♥/♠ 1X-1M-2M-2NT = ASK for 3M/4M & strength 1X-1M-2M-3X/4X = 5M-4+ GT+/SPL 1X-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♣/♦ = Reverse BERGEN 1♥/♠-3♠/♥ = SPL; 3NT/4♣ = SPL in ♣/♦ 4♦ = Good PRE; 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	1NT = semi-F 2♣ = DRURY 2NT = 4M invite Fit jump shift
1NT				14+16 BAL 10+13 BAL (1 st /2 nd NV vs Vul) 11-13 BAL (1 st /2 nd Nil) Singleton possible	2♣ = STAYMAN w SMOLEN; 2♦/♥ = Transfer ♥/♠ 2♠ = Minor STAYMAN (5-5m weak possible) 2NT/3♣ = Transfer ♣/♦; 3♦ = 04(54)/1444/13(54) 3♥ = 40(54)/4144/31(54); 3♠ = 5-5m GF 4♦/♥ = Transfer ♥/♠; 4NT = Quantitative	1NT-2♣-2♦-2♥/♠ = 4-4+m NF/5♠ invite 1NT-2♦/♥-2♥/♠-2♠/NT = Any GF; 1NT-2♦/♥-2♥/♠-3X = invite 1NT-(X)-XX/Pass = 5+m/ASK for XX; others = System On 1NT-(2X)-X = HCPs if 2X is artificial, X = T/O afterwards 1NT-(2X/3X)-X = T/O if 2X/3X is natural 1NT-(2X)-2NT/3Y/4m = LEBENSOHL/transfer/6+m	
2♣	✓			22+ BAL or GF	2♦/♥/♠ = 0-2/3/4+ controls 3X = HHxxxx or A/Kxxxxxx, no side A/K 4X = A/Kxxxxxxx, no side A/K	2♣-2♦-2NT = 21+23 BAL; 2♣-2♦-2♥-2♠-2NT = 24+ BAL 2♣-2♦-2♠-3♣ = 2 nd neg; 2♣-2♦-3M = 5+♦-4M 2♣-2♥/♠-3♥/♠-3NT = F1, transfer afterwards	
2♦	✓	6		6+♥/♠ (Vul)	2NT = ASK; 2M/3M = P/C; 3m = F1 4♠/♦ = Transfer/bid M; 4M = To play	2NT: 3♣ = non-min, 3♦ ASK; 3♦/♥ = 6+♥/♠ min 2NT: 3♠/3NT = 6+♥/♠ max; 4♦/♥ = 6+♥/♠ min w shape	
2♦	✓	4		4+♥ 4+♠ (NV)	2NT = ASK; 3♣ = NF; 3♦ = F1/NF	2NT: 3♣ = Any min, 3♦ ASK; 3♦/♥ = 5♥/♠-4♠/♥ max;	
2♥		4		4+♥ 4+♠ (Vul)	3M = PRE/mild invite	2NT: 3♠/3NT/4♣ = 5-5M max; 4♦/♥ = 6♥/♠-4♠/♥	
2♥		5		5+♥ (NV)	2NT = ASK; New suits = F1	2NT: 3♣/♦ = 5M-4+m; 3M = 6+m min; 3♠/♥ = 6+♥/♠ max	
2♠		5		5+♠ (NV)			
2♠		5		5+♠ 4+m (Vul)	2NT = ASK; 3♣ = P/C; 3♦ = 6+♥ F1; 3♥ = ♠, invite+	2NT: 3♣/♦ = 4+♣/♦ min; 3♥/♠ = 4+♠/♦ max; 4♠/♦ = 6♠/♦	
2NT				19+21 BAL Singleton A/K/Q possible	3♣ = ROMEX STAYMAN; 3♦/♥ = Transfer ♥/♠ 3♠ = Minor STAYMAN; 3NT = 6+♣/♦ GF; 4♣ = 5-5M 4♦/♥ = Transfer ♥/♠; 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 RKCB	HIGH LEVEL BIDDING	
3♥/♠		6		6+♥/♠ PRE	New suits = F1; 4♣ = weak RKCB	RKCB(1430)	4NT = 2 suiters T/O or ST
3NT	✓			7+ solid ♣/♦ at most 1 side K	4♣ = P/C; 4♦ = ST; 4♥/♠ = To play	+1 ASK trump Q/ASK nearest K	DOP1 against 5m; DEPO against 5M+
4♠/♦		7		7+♠/♦ PRE	4♦/5♠ = ST; 4♥/♠ = To play	+2 ASK nearest K	Exclusive RKCB(0314)
4♥/♠		7		7+♥/♠ PRE	New Suits = ASK 1 st /2 nd round control	5NT ASK lowest K/general Grand ST	weak RKCB(0/1/1.5/2/2.5)