




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			<b>NCBO Logo &amp; Coloured Sticker:</b>  	<b>CATEGORY:</b> Green: NATURAL <b>Last Updated:</b> 16-12-2024 <b>NCBO:</b> HKCBA <b>EVENTS:</b> ALL <b>PLAYERS:</b> Bryan Yip, Maverick Lam
8-17 HCP (occ. light)		<b>Lead</b>	<b>In Partner's Suit</b>			
Responses: New suit constructive; Jump New suit GF; CUE = LR+ ; JUMP CUE = mixed raise;	<b>Suit</b>	3 <sup>rd</sup> or lowest	3 <sup>rd</sup> or lowest;			
PRE DBL RAISE	<b>NT</b>	4 <sup>th</sup> best, TON	3 <sup>rd</sup> or lowest			
Reopening: Aggressive	<b>Subseq</b>	Standard Remaining Count	Standard Remaining Count			
	<b>Other:</b> 0/1 lead	A for ATT; K for CT lead in 5+ suit contract and returning trick(s)				
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
2 <sup>nd</sup> seat: 15-18 HCP, full system on	<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>			
4th seat: 12-14 HCP, full system on	<b>Ace</b>	AKx(+), Ax(+)	AKx(+), Ax(+)			
For all sequences that 2NT shows a balanced strong hand, Simple Stayman; Jacoby Transfer; Texas Transfer	<b>King</b>	KQx(+), Kx, AKx(+)	AKx(+), KQx(+)			
	<b>Queen</b>	QJx(+), Qx	QJx(+), AQJx(+), KQT9(+)			
	<b>Jack</b>	JTx(+), HJT(+), Jx	JTx(+), HJTx(+)			
	<b>10</b>	(H)T9x(+)	(H)T9x(x)			
	<b>9</b>	9x, H98xx(+)	H98xx(+)			
<b>JUMP OVERCALLS (Style; Responses; Reopen)</b>	<b>Hi-x</b>	Xx	Xxxx, Xxx			
<b>1-Suit:</b> Preemptive	<b>Lo-x</b>	xxX, HxX, xxXx, xxXxxx	HxX			
Responses: 2NT = Ogust	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>1NT Opening:</b> 15-17 HCP, Bal/Semi-bal hand, can have 5M/6m		
<b>2-Suit:</b> 2NT: Lowest Unbid 2 suits, wide range		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>		
Responses: Cue-bid = invite+, New suit F1	<b>Suit</b>	1 Attitude	Count	Attitude		
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		2 Count	Attitude	Suit Preference		
Direct Cue-bid = Michaels, wide range		3 Suit Preference				
Jump Cue-bid: ASK stopper, 7+ solid suit w side A/K	<b>NT</b>	1 Attitude	Count	Attitude		
		2 Count	Attitude	Suit Preference		
	3 Suit Preference					
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>		
Non-passed Hand: 2♣=♠+♥ (4-4+)	Passed hand: 2♣=♠+unknown suit (4-4+)	Carding: UDCA, standard suit preferences			1. 1♣ - 1♦ Walsh Style	
2♦=One major, Good hand	2♦=♦+major	Standard Remaining Count			2. Inverted Minor	
2♥=♥ +♠/♦	2♥=♥+♠	Odd Even Discard			3. Gazzilli	
2♠=♠ +♠/♦	2♠=Natural				4. Weak 2♦/♥/♠	
2NT=♠+♦; 3m=PRE	2NT=♠+♦	<b>Response:</b> New suit non-forcing; CUE = LR+, any shape			5. Checkback stayman after 2NT opener rebid	
X=Penalty	X=any 1-suiter	Aggressive Reopenings			6. HELLO Convention	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>				7. LEBENSOHL		
Below 4♠: X=T/O; 4♠ or above: X=PEN				8. Positive Free Bids		
Jumps = Leaping Michaels; CUE = Ask Stop				9. Unusual VS Unusual		
2NT=15-18 Balanced hand; 3NT=To Play	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			10. XYZ		
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	NEG DBL thru 4♥			11. Reversed Bergen		
Strong artificial 1♠ openings are treated as natural in defense	NO SUPP DBL			12. Positive Free bid		
Modified Suction against strong 2♣	Maximal and Game try DBLs					
	Responsive DBLs					
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	Against bid and raise below 4♥: DBL=T/O oriented			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>		
New suit = NF, Jump = PRE, XX = Strength, DBL raise = PRE;				In unclear situation, we may not pass		
1M - (X) - 2NT = LR+; 3m = fit jump shift; 3M= PRE				<b>PSYCHICS:</b> Random, Seldom;		

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	11-21 HCP	Inverted minor: 2♣ = GF; 3♣ = PRE 1♦ = 2+; 1M = 4+; 1NT = INV; 2♦ = GF; 2♥ = 5+♥ 4+♠ NF; 2♠ = 5+♣ INV 2NT = BAL GF; 3♠/♥/♠ = PRE	1♣ - 1♥ - 3♦ = Mini-Splinter 1♣ - 1♠ - 3♦/3♥ = Mini-Splinter 1♣ - 1♦/1♥/1♠ - 3NT = Solid ♣ 1♣ - 1♦/1♥/1♠ - 2NT = 18 - 19 balanced w/o 4 card support	Inverted minor NF Fit jump shift
1♦		3	4♥	11-21 HCP	Inverted minor: 2♦ = GF; 3♦ = PRE 1NT = NF; 2♣ = GF; 2♥ = 5+♥ 4+♠ NF; 2♠ = 5+♦ INV 2NT = INV; 3♣ = 6+♣ INV; 3♥/♠ = PRE	1m - 1M - 4m = Picture Bid 1♣-2♣-2♦ = 5+♣; 1♠-2♠-2M = 4♣ 4M 1♦-2♠-2♦ = 5+♦; 1♦-2♠-2M = 4♦ 4M	Inverted minor NF Fit jump shift
1♥		5	4♥	11-21 HCP	1NT = NF; 2/1 = GF; 2♥ = 8-10 2♠ = Modified J2N; 2N/3♣ = Reversed Bergen 3♦ = Any Void SPL; 3♥ = PRE; 3♠/4♣/4♦ = Splinter 3N = 13-15 any 4333; 4M = T/P	XYZ 1M-2M-3X = help suit invite+; 1M-2M-3NT = 5+M BAL Gazzilli	2-way Reverse Drury XYZ on Fit jump shift 2NT = 4+M invite
1♠		5	4♥	11-21 HCP	1NT = NF; 2/1 = GF; 2♠ = 8-10 2N = Modified J2N; 3♣/♦ = Reversed Bergen 3♥ = Any Void SPL; 3♠ = PRE; 3N/4♣/4♦ = Splinter 4M = T/P		
1NT				15-17 HCP Can have 5cM/ 6cm Singleton A/K/Q possible	2♣ = STAY; 2♦/♥ = TRF; 2♠ = RANGE ASK or 6+♣ 2NT = 5-5m weak/strong or 6+♦ weak; 3♣/♦ = INV 3♥/3♠ = 5-5+M, INV/GF; 4♣/♦ = TRF ♥/♠ 4♥/♠ = T/P	1NT-2♣-2♦-2♥/♠ = 5-4+M NF Smolen 1NT-(2X)-X = HCPs if 2X is artificial, X = T/O afterwards 1NT-(2X)-2NT/3Y/4R = LEBENSOHL/NAT GF/6+M	
2♣	YES			Strong Hand 1) 23+ HCP Balanced Hand 2) 8.5+ Playing Tricks 3) GF	2♦ = waiting; 2♥/♠ = good suit, 8+ HCP 2NT = BAL 8+HCP; 3♣/♦ = good suit, 6+cards; 3NT = Any 6+ solid suit	2♣-2♦-3M = 5+♦ 4M	
2♦ 2♥ 2♠		5		Weak (11-14 HCP, 6+ at 4th seat)	2 lvl new suit = F1 2NT = Ogust 3 lvl new suit = GF		New suit NF
2NT				21-22 HCP Bal/Semi-bal	3♣ = Romex; 3♦/♥ = TRF; 3♠ = Relay to 3N; 3NT = Relay to 4♣; 4♣ = 5-5+M; 4♦/♥ = TRF	2NT-3♣-3♥/3♠/3NT = 4+♥/5♠/4-4M 2NT-3♠-3NT-4m/4M/4NT = minor SMOLEN/SPL 5-5m/22(54) 2NT-3NT-4♣-4♦/4♥/4NT/5♣ = 6+♣ ST/6+♦ ST/ TRF ♣/ TRF ♦	
3 suit		6		PRE	New suit F1, 4♣ (4♦ for 3♣) = weak RKCB		New suit NF
3NT	YES			7+ solid ♣/♦ at most 1 side K	4♣ = P/C; 4♦ = ST; 4M = T/P; 5m = P/C		
4m		7		PRE	4♦/5♣ = ST; 4♥/♠ = To play		
4M		7		To Play	4NT = RKCB; New Suits = ASK 1st/2nd round control	<b>HIGH LEVEL BIDDING</b>	
4NT	YES			65+ minors, PRE	5-7m = To Play	RKC (14, 03), 5NT ask lowest King D0P1 against 5m; DEPO against 5M+interference	5NT Grand Slam Force Exclusive RKCB(0314)
5♣/♦		7		To Play		Non-serious 3NT 4NT = 2 suiters T/O or ST	weak RKCB(0/1/1.5/2/2.5)