
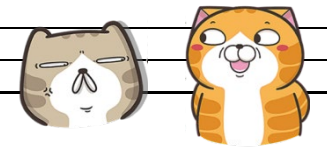


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				
7-17 HCP (occ. light)			Lead	In Partner's Suit		
Responses: 1 level new suit F1		Suit	3 rd from even, low from odd	lead Xxx if supported		
DBL RAISE pre-emptive		NT	2 nd /4 th best, Top from 3 small	lead xxX if unsupported		
Ruben advances over non-jump overcalls		Subseq	Shift 0/2	Shift 0/2	CATEGORY: Red Last Update: 16/12/2024	
2NT usually 4+cds raise, jump cue mixed raise		Other:	0/2 lead NT, 0/1 lead suit, may lead low from 5+ cards in NT		NCBO: Hong Kong, China EVENTS: Team / Pairs	
(1♣) 2♠= NAT; (1♣) 1♦= both M; ; (1M) 3♣= 5+oM 5+♦		A for ATT, K for Count or UB			PLAYERS: CHEUNG Wai Lam – Lydia Wai Yee FUNG	
1NT OVERCALLS (2nd / 4thLive; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2 nd : 15-18 HCP, BAL; 4 th : 12-15 HCP, BAL:		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Responses: (1m) 1NT SYSTEM ON, (1M) 1NT: 2♣ forces 2♦		Ace	Ax (+), AKx(+), AKQ(+)	Ax (+), AKx(+), AKQ(+), Unblk	2/1 GF, 5 card Majors, Transfer Responses, Unlimited 1 opening	
then 2oM to play, 2M INV, 4oM&0-1M, 2N INV 4oM&2+M		King	AKx(+), Kx, KQ(+)	Kx, KQ (+), AKx(+)	Variable 1NT 10-13/14-16/15-17/12-14	
3M GF 4oM&0-1M, 3N GF 4oM&2+M. 2oM-1: INV+ 5+oM;		Queen	Qx, QJ (+)	Qx, QJ (+), AQJ(+)	1♣ opening = ♣ or BAL; 1♦ opening = ♦ UNBAL	
2M-1: ♦ or ♦+♣ INV+; 2♠: C INV+, 2N: INV no 4oM, 3m: to play		Jack	Jx, JT (+), JT(+), KJT(+)	Jx, JT (+)	2♣ opening = 4+4+M PRE or 20+ 44(41)	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Tx, T9(+), AT9(+), KT9(+)	Tx, T9(+), HJT (+)	2♦ opening = 6+M PRE or 20+ (41)44 or 23+ BAL	
1-suit: 2,3,4,5 Level Pre-emptive; (1M) 3♣= 5+oM 5+♦		9	9x	9x(x), 98(+), HT9(+)	2M = 4+M 4+m PRE	
2-suit: 2NT: 2 Lowest Unbid suit, (1m) P (1M) 2NT: 5+5+minors		Hi-x	Xx, xxX, xxXx, xxxX, xxXxxx	Xx, Xxx, xXxx+	4m = 9.5+ tricks in M	
Balancing seat jump 2NT: 19-22 BAL		Lo-x	Hx, HxX, HxXx, HxxxX, HxXxxx	Hxx, HxxX(+), HxxxX(+)	4N = 5+5+m PRE when 1 st 2 nd 3 rd , specific ace asking when 4 th	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1♣) 2♠=NAT; (1♦) 2♦=5+5+M			Partner's Lead	Declarer's Lead	Discarding	1 3NT Opening = 7+4+M, PRE
(1M) 2M: 5+oM&5+♣		Suit	1 ATT	S/P	Odd = ENC	2 Many transfers after opponent interference
(1m) 3m: 5+S5+om; (1M) 3M: stopper ask			2 S/P	C/T	Even = S/P	3 Unusual Vs Unusual: X = Strength; Cue Low = GF In 4 th Suit;
			3 C/T		C/T	Cue High = LR+; Others Compete
VS. NT (vs. Strong / Weak; Reopening; PH)		NT	1 ATT	S/P	Odd = ENC	4 Two Way Drury
STR NT or passed hand: X: 6+m or 4+4+M or STR 6+M; 2m: 5+m4+M			2 C/T	C/T	Even = S/P	5 Transfer Checkback
2M: 5+M; 2N: 5+5+m/6+5+M; 3any: NF WK NT: X: STR; 2♣: 4+4+M			3 S/P		C/T	6 DBL of multi-2♦ = 13-15 BAL or 18+
2♦: 6+M or STR 5+M5+m; 2M: 5M4+m;		Signals (including Trumps): UDCA; O/E; Standard Remaining Count			7 Minor suit Gazzilli	8 HELLO Convention after opponent overcalls 1NT
2N: 6+m4♠; 3m: 6+m4♥; 3M: PRE		DOUBLES			9 Relay bids in 2/1 sequences	10 Lightner DBL 5-Level or above
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)			11 Defense to STR 1/2NT	
WK 2/3 : DBL= T/O ; 2-suiter : Unusual vs Unusual ; 2N = 15-18 ;		Emphasize Majors; minors unclear; Aggressive reopening esp 1 & 2 level				
(2/3M) 4m= m+oM, (2/3m) 4♦= Majors, (2/3m) 4♣= om+M		(1Y) X (P) 2Y: F1 until suit agreement; (1♠) X 2♠ 2N: 4+♥				
(3M) 4M=5-5+minors slam try; (3M) 4NT=5-5+minors no slam interest		2NT Lebensohl response to (2suit) X				
Vs Gambling 3N : X=STR ; 4♣=4+4+M; 4♦=6+M; 4M=5+M5+m		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES				
VS. ARTIFICIAL STRONG OPENINGS		NEG DBL: thru 4♥; Responsive DBL: thru 3♠; Snapdragon DBL: thru 2♠				
X = 3suiter, other = modified suction: ♣=♣ / ♦+♥; ♦=♦/♥+♠;		GAME TRY DBL; Against bid and raise: DBL = T/O oriented; Action DBL				
♥=♥/♠+♣; ♠=♠/♣+♦; NT=♣+♥/♦+♠						
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
New Suit Force at 1-level, RDBL = 10+ HCP (or 4+♥ when 1♦);					Psychics: rare	
Transfers over 1m (X), Ruben advances over 1M (X)						
2♠/3♥ is mixed raise, 2N is LR+ 4+cd (or 5+5+m when 1♣)						



Open	Art	Min	ND	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	10+ HCP, may have longer ♦ 3 rd seat light may have 5-card suit with 6+♣	1♦/♥=4+♥/♠; 1♠=no 4M; 1N=5+♦ GF; 2♣=NF, 5+4+Ms 2♦/♥=WK or GF 6+♥/♠; 2♠=5+♣ GF 2N=WK or GF 5+5+ms; 3X=WJS; 3N=QUAN w/ 44m 4♣/♦ = transfer ♥/♠; 4N= 6+5+ms	Transfer Checkback; New Minor Game Force; 4 th Suit Game Force After 1♣-1♦/♥: 1♥/♠=11-13/14-16, BAL or 3+♥/♠; 1N=17-19 BAL; 2♦=16+ 6+♣ or 4+♦; 2♥/♠=14-16/11-13, 3+♥/♠; 2N=16+, 4+♥/♠	1N = 7-10 5+♦ w/ short 2♠ = 7-10 5+♣ w/ short 3x = Fit Jump Shift
1♦		4	4♥	10+ HCP, 5-cards+ except 4♦441 3 rd light may have 5-card major with 6+♦	1N=NF; 2♣=any GF; 2♦/♥=WK or GF 6+♥/♠ 2♠=INV, 4+♣; 2NT= INV, 4+♦; 3♣=7-9, 4+♦; 3♦=PRE 3♥/♠/N=SPL in ♥/♠/♣; 4♣/♦=transfer ♥/♠; 4N=6+5+m	New Major Game Force; 4 th Suit Game Force After 1♦-1M: 1N=16+ any; 2♠=13-15, 3+M; 2N=16+, 4+M After 1♦-1N: 2♥=16+ any; 2♠=16+, 5+♦, 3+♣; 2N=16+, 4♣4♦	2♣ = 7-10 5+♣ 2♠ = 7-10 4+♦ w/ short 2N = 7-10 4+♦ w/o short
1♥		5	4♦	10+ HCP 3 rd light and maybe 4+ may have 5-card ♠ with 6+♥	1♠=F1; 1N=5+♠; 2♣=2+♣ GF; 2♦=5+♦ GF 2♥=8-10; 2♠=4+♥ GF; 2N/3♣=9-12/6-10, 4+♥ 3♦=12-15 any SPL; 3♥/4♦=♥ PRE; 4♥/♠=to play 3♠/3NT/4♣=16+ void SPL in ♣/♦/♠	1M – 2M – 2M+1 = General GT; 1M – 2M – 3x = 2 nd suit GF 1M – 2M+2 – 2M+3 = Ask Short; 1♥-1♠-1N=10-15 4+♠ or 16+ any; 1♥-1♠-2♠=6+♥ 4+any or 7+♥ 1♥-1N-2♣=10-15 6+♥ or 16+ any; 1♥-1N-2♦/♥-2♠=Any GF;	2♣ = 7-11 4+♥ 2♦ = 7-11 3+♥ 2♠ = 4-8 4+♥ w/ short 3m = Fit Jump Shift
1♠		5	4♦	10+ HCP 3 rd light and maybe 4+	1N=SF; 2♣=2+♣ GF; 2♦/♥=5+♥/♦ GF; 2♠=8-10 2N=4+♠ GF; 3♣/♦=9-12/6-10, 4+♠; 3♥=12-15 any SPL 3♠=PRE; 3NT/4♣/♦=16+ void SPL in ♣/♦/♥	1♠-1N-2♣=10-15 3+♥ or 16+ any 1M – 1N – 2♥ = 4+♣ or BAL; 1M – 1N – 2N = 6+M4+any/7+M/fit ♠ 1M – 2♣ – 2♦/♠ = 4+oM/♦; 1M – 2♦ – 2♠ = 4+oM;	2♣/♦ = 7-11 4/3+♠ 2N = 4-8 4+♠ w/ short 3m = Fit Jump Shift
1NT			4♥	14-16 HCP when 1 st /2 nd seat V 10-13 HCP when 1 st /2 nd seat NV 15-17 HCP when 3 rd seat 12-14 HCP when 4 th seat	2♣=Stayman; 2♦/♥=TRF; 2♠=range asking; 2N=minor asking; 3♣=5-card Major asking; 3♦/♥=0-1♠/♥, 3-4♥/♠, GF; 3♠=5+5+m, GF; 4♣/♦=TRF; 4♥/♠=to play; 4N=6+5+m	1NT – (X) – pass: to play 1NT – (X) – XX: 5+♣/5+♦/4-4+M if X is STR 1NT – (X) – XX: STR if X is conventional Other Bid is system on if X is conventional	
2♣	√			1) 4+4+Ms, PRE 4 th seat: 9-12, 6+4+Ms 2) 20+, 44(41)	2♦=asking, 2♥/♠=preference; 2N=INV+; 3♣/♦=6+♣/♦, NF; 3♥/♠=PRE; 3NT= To play 4♣= transfer M; 4♦= bid M; 4♥/♠= To play	After 2♣-2♦-2♥-2NT: 3♣=any min; 3♦=5♥4♠, non-min; 3♥=6♥4♠, non-min; 3♠=4414, non-min; 3N=4441, non-min After 2♣-2♦-2♠-2NT: 3♣=any min; 3♦=4♥5♠, non-min; 3♥=5♥5♠, non-min; 3♠=4♥6♠, non-min; 3N=5♥6♠, non-min	
2♦	√			1) PRE, 6+M 4 th seat: 9-12, 5+5+Ms 2) 20+, (41)44 or 23+ BAL	2/3M=p/c; 2N=asking, inv+; 3♣=♥; 3♦=6+M; 3N=to play; 4♣=TRF M; 4♦=bid M; 4♥/♠=to play	After 2♦-2NT: 3♣=6+♥; 3♦=6+♠; 3♥=1444; 3♠=4144; 3N= BAL	
2♥		4		PRE, NV: 4+M, 4+m; V: 4+M, 5+m	2NT=inv+; 3/4♣=p/c; 3♦=♥ inv+; 3♥=PRE	After 2♥/♠-2NT: 3♣=4M4+♣; 3♦=4M4+♦; 3♥=max, 5M4+♣;	
2♠		4		4 th seat: 9-12, 6+M, 4+m	2NT=inv+; 3/4♣=p/c; 3♦=♥ F1; 3♥=♠ inv+; 3♠=PRE	3♠=max, 5M4+♦; 3N= max, (14)44/(05)44; 4♣=6M5+♣; 4♦=6M5+♦;	
2NT				20-22 BAL can have 5cM/6cm	3♣= Romex; 3♦/♥=TRF; 3♠=TRF 3N; 3N=5♠3♥ 4♣=5+5+M; 4♦/♥=TRF; 4♠=Quan+; 4NT=5+5+m		
3♣		6		PRE; 4 th seat: 9-12 7+♣	3♦ = ask M; 4♦ = weak RKCB; 4N = ♦		
3♦		6		PRE; 4 th seat: 9-12 7+♦	4♣ = weak RKCB; 4N = ♣		
3♥		6		PRE; 4 th seat: 9-12 7+♥	4♣ = weak RKCB; 4N = ♣		
3♠		6		PRE; 4 th seat: 9-12 7+♠	4♣ = ♥; 4♦ = weak RKCB; 4♥ = ♣; 4N = ♦	1 st / 2 nd round cue bid up to 4 level	RKCB (1430)
3NT	√			7+4+M, PRE	4♣=TRF M; 4♦=bid M; 4♥/♠=to play; 4NT=6 card RKC	Raise to 5M ask opponent suit control	+1 ASK trump Q/ ASK nearest K
4♣/♦	√	7		9.5+ tricks ♥/♠	+1 = retransfer; +2 = To play; +3 = RKCB; +4+ = ERKCB	After (4M) 4NT usually suggest two place to play	+2 ASK nearest K/ ASK 3 rd
4♥/♠		7		PRE	+1=weak RKCB, New suit=ask for control	Weak RKCB (0or2.5/1/1.5/2)	5NT ASK lowest K/ ASK 3 rd
4NT	√			Minors 5+5+ when 1 st /2 nd /3 rd seat	5♥/♠= weak RKCB in ♣/♦; 5NT: pick m	6cards RKCB (14/03/25/25+1Q/25+2Q)	Exclusive RKCB (0314)
	√			Specific Ace Asking when 4 th seat			DEPO when strong response forces slam