



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			 	
8-17 HCP (occ. light)			<b>Lead</b>	<b>In Partner's Suit</b>		
Responses: 1/3 Level New Suit = 1 RF; CUE = LR+;		<b>Suit</b>	3/5, 0/1	3/5, 0/1	<b>CATEGORY:</b> NATURAL <b>NCBO:</b> Hong Kong, China <b>EVENTS:</b> Open/Ladies Team <b>PLAYERS:</b> Flora Wong, Janice Cheng	
PRE DBL RAISE;		<b>NT</b>	4th, 0/1	3/5, 0/1		
(1X) - 1M - 3X = 4 cards support, 8-10 HCP;		<b>Subseq</b>	ATT	ATT		
(1X) - 2m - 2X = LR in m, or STR hand without support		<b>Other:</b> vs high level lead K ask for count				
New suit after 2X is GF						
<b>1NT OVERCALLS (2<sup>nd</sup> / 4<sup>th</sup>Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
2nd: 15-18 HCP BAL      Responses same as 1NT opening		<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
4th: 12-15 HCP BAL      Responses same as 1NT opening		<b>Ace</b>	AK(+), AQ(+), A(+)	AK(+), AQ(+), A(+)		
(2X)-2NT: 15-18 HCP BAL      Responses same as 2NT opening		<b>King</b>	KQ(+), AK, Kx	KQ(+), AKJ10(+), Kx		
		<b>Queen</b>	QJ(+), Qx	KQ109(+), AQJx(+), QJ(+), Qx		
		<b>Jack</b>	HJ10(+), J10(+), Jx	HJ10(+), J10x, Jx	Simple 2/1 Game Force	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		<b>10</b>	H109(+), 10x, 109x(+),	H109(+), 109(+), 10x	Five-card Major (F1NT)	
<b>1-suit:</b> 2 Level(VUL) is Intermediate; others is Pre-emptive		<b>9</b>	9x, HH9	HH9, 987xx, 9xx, 9x	Short Clubs	
<b>2-suit:</b> 2NT: 2 Lowest Unbid, either Weak (no 2 defensive tricks)		<b>Hi-x</b>	Xx, xxX, xxxX(+)	Xx, xXxx(+), Xxx		
or Strong (very offensive hand)		<b>Lo-x</b>	HxxX, xxxX(+)	HxxX(+), xxxX(+)	<b>1NT Opening:</b> (14)15-17	
		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>2 OVER 1 Response:</b> Game Force	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2-level CUE: Michael, either Weak (no 2 defensive tricks)		<b>Suit</b>	1 Low = ENCOUR	Low = EVEN	Low = ENCOUR	1 3NT = Minor Pre-emptive
or Strong (very offensive hand)			2 Low = EVEN	S/P	Low = EVEN	2 LEBENSOHL
			3 S/P		S/P	3 Vs Multi 2♦: 2♥/♠=natural; X=13-15 BAL
		<b>NT</b>	1 Low = ENCOUR	Low = EVEN	Low = ENCOUR	4 Vs Flannery 2♦: X=♦ suit; 2♥=T/O in ♥; others=natural
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>			2 Low = EVEN	S/P	Low = EVEN	5 Vs 2♥=both majors: X=BAL T/O; others=natural;
2nd/4th: Modified CAPP			3 S/P		S/P	6 Unusual vs Unusual: cue low= FG in 4th suit, cue high=LR+;
		<b>Signals (including Trumps):</b>			others compete	
Pass hand:		Smith Echo (standard)			7 Negative Free Bid	
X=Any 1-suiter; 2♣=♣+♦/♥/♠; 2♦=♦+♥/♠; 2♥/♠=♥/♠+minor					8 2-way Check-back Stayman (pass hand 2♣ system on)	
					9 Serious 3NT after 8+cards fit	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		<b>DOUBLES</b>				
WK 2/3 : DBL=T/O ; 2-suiter : Unusual vs Unusual		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
Vs Gambling 3NT : X=Penalty ;		Emphasize Major(s); minors unclear;				
4♣=♣ short;		Aggressive reopening				
4♦=♦ short						
<b>VS. ARTIFICIAL STRONG OPENINGS</b>						
VS strong 1♣ opening: 1-any/2-any incl 2♣=Natural		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>	
NT=both minors		NEG DBL: thru 4♦;			1m-(DBL)-RDBL: Forcing pass thru 2NT	
X=Majors 4-4+		RESP DBL: thru 3♠;			1M-(DBL)-RDBL: Forcing pass thru 2M	
(1♣)-1M-2♣: F1 may not M fit (rebid ♣=natural)		SUPP DBL or RDBL: thru 2♥;				
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		GAME TRY DBL;			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
New Suit Force at 1-level, RDBL=10+ HCP;		COMPETITIVE DBL;			In unclear situation, we may not pass	
1m-(X): 2♥/♠=6+♥/♠ WJS; 2N=Jordan		Against bid and raise below 3-level: DBL = T/O oriented;				
1M-(X): transfer in competition; 2N=Jordan; 3♣/♦=FJS, 7-9 HCP		1♣/♦-(1♥)-X=4+♠, 1♠/♦-(1♥)-1♠=no 4♠, T/O				
1♥/♠-(X): 2♠/3♥=4 cards support, 7-9 HCP					<b>PSYCHICS:</b> Rare, may open 1N with long minor	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♦	11-21 HCP, no 5cM 33 minor open 1♣	INVERTED MINOR; 1♦=Walsh, 1NT=8-10 HCP; 2♦=5+♦4+♣ FG; 2♥/♠=WJS; 2NT=BAL INV; 3♦=6+♦ INV; 3♥/♠=SPL	1♣-2♣-2NT/3♣=NF; 1♣-2♣-3NT=18-19 HCP; 1♣-1♦-1NT-3♣=INV; 1♣-1♦-1NT-3♦=GF	Inverted minor On 1m-2M = 5M4+m 9-11 HCP CB Stay 2♣ ONLY = INV
1♦		4	4♦	11-21 HCP, no 5cM	INVERTED MINOR; 2♣=FG; 2♥/♠=WJS; 2NT=BAL INV; 3♣=6+♣ INV; 3♥/♠=SPL	1♦-2♦-2NT/3♦=NF; 1♦-2♦-3NT=18-19 HCP; 1♦-2♣-2♦=5+♦ may have 4M	
1♥		5	4♦	11-21 HCP	F1NT; 2♠ = Jacoby; Modified Bergen Raise; 2/1 = FG; 3♦/3♠/4♣ = SPL	1M-2M = Constructive 8-10 HCP; then Help Suit GT	1NT = Semi-F 2-way Reverse Drury
1♠		5	4♦	11-21 HCP	F1NT; 2NT=Jacoby; Modified Bergen Raise; 2/1=FG; 3♥/4♣/♦=SPL	1M-3NT-4x = shortness (or strong hand cue bid)	1M-3m = FJS, 7-9 HCP 2NT = minors 9-11 HCP
1NT				(14) 15 to 17 HCP 5cM/6cm/singleton m possible	2♣=STAY; 2♦/♥=TRF; 2♠=MSS (weak minors or ♦INV or minors GF/ST); 2NT=♣ NF or ♦ NF or ♣ GF or ♦ GF; 3♣=♣ INV; 3♦=5-5+M INV+; 3♥=1444/0445/0454; 3♠=4144/4054/4045; 4♣/♦=TRF 4♥/♠; 4♥/♠=To Play	1) DBL opps' NT (Bid natural escape; then 1st X is T/O, 2nd X is suggest penalty) 2) 1N-2♣-2♦-2♥/♠=4+♥4♠/4♥5♠ weak; 3♥/♠=4♥5♠, 4♠5♥ GF 3) 1N-2♦/♥-2NT=max 4♥/♠ (then 3♦/♥=re-transfer, others=Q-bid), 3♥/♠=4♥/♠ min. 4) 1NT-(X)-pass= force to XX, then pass=to play, 2♣=♣+♦/♥/♠; 2♦=♦+♥/♠; 2♥=♥/♠ Opener can choose to pass 1NT-(X) 5) 1NT-(X)-XX- force partner to bid 2♣, then pass=5+♣, 2♦=5+♦ 6) 1N-(3X)-3Y/4Y All natural (NO transfer)	
2♣	✓			Control Asking: a) 8.5+ playing tricks b) 22+ HCP BAL	2♦=0/1 CTRL; 2♥=2 CTRL; 2♠=3+ CTRL; 3X=6+ suit with 2 honors, no side value (atmost 1 Q)	2♣-2♦-2♥- Kokish Relay to 2♠; then 2NT=24+HCP, 3m=Natural with 5+♥; 2♣-2♦-2NT=22-23 HCP Vs X/2♦/2♥: X/XX=0/1, pass=2, +1 step=3+ controls Vs 2♠ or higher : X=0/1, pass=2+controls, 3X=NAT with 2 top honors	
2♦	✓			a) 6-Bad 11 HCP, 6♥ b) 6-Bad 11 HCP, 6♠	2♥/2♠/3♥/3♠=P/C; New suit = F1R; 2NT=Asking; 4♣=ask partner bid M-1; 4♦=ask partner bid M 4♥=P/C	2♦-2NT- 3♣=any min (then 3♦ ask: 3♥/♠=weak 6♥/♠); 3♦=♥ max; 3♥=♠ max 2♦-2♠- 2NT=♥ max; 3♣/♦=3+cards and ♥ max; 3♥=min hand 2♦-2♥-2♠- 2NT=Ogust	
2♥				6-Bad 11 HCP, any 5-4+ Majors	2NT= Asking; 3♣/3♦=Constructive NF	2♥-2NT- 3♣=any min (then 3♦ ask: 3♥=♥>♠, 3♠=♠>♥); 3♦=max ♥>♠; 3♥=max ♠>♥; 3♠=5-5 min; 3NT=5-5 max.	
2♠				6-Bad 11 HCP, 5+♠4+ minor	2NT=ask minors; 3-7m=P/C	2♠-2NT- 3♣/♦=min with 4+♣/♦; 3♥/♠=max with 5♣/♦	
2NT				20-21 BAL can have 5cM/6cm	3♣=Romex; 3♦/♥=TRF (complete TRF=2 cards); 3♠=TRF to 3NT (4m=ST, 4M=shortness); 3NT=TRF to 4♣; 4♣=5-5+ Majors; 4♦/♥=TRF 4♥/♠	2NT-3♣-3♦ = no 4♥ no 5♠ (then 3♥ ask: 3♠=3♠, 3NT=2♠, 4X=4♠ max, 4♠=min); 2NT-3♣-3♥ = 4-5♥ (then 3♠ ask: 3NT=4♥, 4X=5♥); 2NT-3♣-3♠ = 4-4M (then 4♣=♥ slam try, 4♦=TRF to 4♥, 4♥=♠ slam try, 4♠=to play); 2NT-3♣-3NT= 5♠ (then 4♣=♠ slam try, 4♦=5+♦, 4♥=TRF to 4♠, 4♠=5+♣)	
3♣		6		PRE	4♦=weak RKCB	<b>HIGH LEVEL BIDDING</b>	
3♦		6		PRE	4♣=weak RKCB	RKCB (1430), +1 Step=Q ask; 5NT ask lowest King	
3♥		6		PRE	4♠=weak RKCB	Q ask : return to trump=no Q; bid lowest K or 5NT=with Q	
3♠		6		PRE	4♣=weak RKCB	4NT being X=System ON	
3NT	YES	7		Minor Pre-emptive	4♣-7♣=P/C; 4♦=Strong relay	4NT-(5X) below trump: DOP1 (X=0/3; P=1/4; bid +1=2 etc); above trump: DEPO	
4♣/♦	YES	7		7+♥/♠, 8.5 playing tricks	4♦/4♥=General Slam Try	xRKCB (0314)	
4♥/♠		7		PRE			