

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS [Chapter 36]				WBFC CONVENTION CARD	
OVERCALLS		OPENING LEADS STYLE					
1 level: 5+ cards, 8-14 HCP		Lead	In Partner's Suit				
Responses to partner's overcall: [Chapter 30]	Suit	2nd/4th	2nd/4th		Category	GREEN	
New suit: 1 lvl=F1, jump to 3 lvl M / 4 lvl = GF	NT	2nd/4th	2nd/4th		NCBO:	HKCBA	
Non-jump 2 level and 3 level minor = NF	Subseq	primarily 4th	primarily 4th		Players:	Ada MA / Leo CHEUNG	
Cue bid: GF or LR+, Jump 2NT = Natural	Other	High then Low for doubleton; MUD if 3 cards no honour;			Last update	Jun 10, 2025	
Non-jump 2NT = CAT/FAR 2NT [Chapter 34]		0/1 for Q/J/T/9			SYSTEM SUMMARY		
1NT OVERCALL [Chapter 22]	LEADS				GENERAL APPROACH AND STYLE		
Over M opening: OM x 4 & one m x 4+,12-14	Lead	VS Suit	VS NT		2 over 1 GF [Chapter 7]		
Over m opening: om x 4+& and one M x 4,12-14	Ace	AK(+); A(+)	AK(+); A(+)		5 cards Major		
JUMP OVERCALLS	King	KQ(+); AKJ(+)	KQ(+); AKJ(+)		Convenient minor		
1) 2 or 3 level (higher rank) = Weak (Rule 234)	Queen	QJ(+); KQT9(+)	QJ(T/9)(+); AQJ(+); KQT9(+)		12-14 1NT opening [Chapter 4]		
Resp case: new suit=NF (except 3lvl M=GF)	Jack	JT(+); Jx; KJT(+)	JT(+); Jx; (A/K)JT(+)		Multi 2D opening [Chapter 12]		
2) 3 level (lower rank)= 15-17, 6+	10	Tx; T9(+); HT9(+)	Tx; T9(+); HT9(+)		Flannery 2H opening [Chapter 13]		
Resp case: new suit=GF, raise = invite	9	9x; 98(+); H98(+)	9x; 98(+); H98(+)				
CUE BID	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Cue or 2NT = Michaels 15-17 (both M may 6-10 HCP	VS Suit	Partner's Lead	Declarer's Lead	Discarding	Multi 2D opening including following 3 cases:		
Responses: 2NT=relay / play (MM case), New suit N	1st	Lo = welcome	Lo = Even	Lo = welcome	1) 6-11hcps, 6+ heart		
VS. Weak NT [Chapter 24]	2nd	S/P	S/P	S/P	2) 22-23 hcps, balance hand (or 4441 w/ singleton honour		
X = 15+, 2C=both Majors, F1; 2H/S is natural	VS NT	Partner's Lead	Declarer's Lead	Discarding	3) 20-22 hcps, any 55+		
2D= 1)15-20 6xM 2)18-20 6xm 3)18-20 55m, F1	1st	Lo = welcome	Lo = Even	Lo = welcome	Modified Suction vs strong opening [Chapter 29]		
2NT = both m, 55+, 15-17	2nd	S/P	S/P	S/P	Gambling 3NT opening [Chapter 16]		
3 minor = natural, 15-17hcps	A/K Lead: A for count, K for attitude (Reverse in 5 and 6 level)				M&m 1NT overcall [Chapter 22]		
3 Major = natural, preemptive	Other leads: ask for attitude				Leaping Michaels vs 1/2/3 lvl opening [Chapter 35]		
VS. Strong NT [Chapter 24]	DOUBLES[Chapter 32]						
X = 15+, 2C=both Majors, F1; 2H/S is natural	T/O double up to 4H [Chapter 33]						
2D= 1)15-20 6xM 2)18-20 6xm 3)18-20 55m, F1	Negative double up to 3S						
2NT = both m, 55+, 15-17	Responsive double up to 4D						
3 minor = natural, 15-17hcps	Maximum double up to 3S						
3 Major = natural, preemptive	Lightner Double in 5 or 6 levels						
VS.PREEMPTS	SPECIAL / ARTIFICIAL DOUBLES/ REDOUBLES [Chapter 32]				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Take out doubles up to 4H	Slam try double after opp's 4C/D/H over partner's 1M opening / overca				New minor or New Major Forcing [Chapter 9]		
Leaping Michaels vs 2/3 lvl opening	Double after (1NT)-(3NT) is asking for spade lead				Two ways check back [Chapter 9]		
Castling [Chapter 25]	Re-double after opp's T/O double = “+1” bidding [Chapter 31]				Positive and negative free bid [Chapter 21/28]		
VS. ARTIFICIAL STRONG OPENINGS					1X-1Y; 2NT is GF [Chapter 10]		
Modified Suction vs strong opening					1m-2m is GF [Chapter 3]		
[Chapter 29]					In compete, artificial 2NT may applied [Chapter 34]		
OVER OPPONENTS' TAKE OUT DOUBLE							
Transfer responding until 2X [Chapter 31]							
Delay DONT after 1NT (X) [Chapter 4]					PSYCHIC		
					Rare		

OPEN	ART	# of Cards	Neg. X up to	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C		3	4H	12 - 21 HCP [Chapter 3]	1D = 5+, 6+ HCP, Walsh style; 1H / 1S = 4+ cards, 6+ HCP	[Chapter 3]	1C-2C = 5+ support, 6-9 hcps deny 4xM
					1NT=6-10 hcps; 2NT=11-12hcps, 3/4NT=3334, 13-15/18-20 hcps	Two ways check back [Chapter 9]	1C-2D = 6+D, 9-11 hcps
					2C=4+C, GF, could have 4xM; 4C=void one M; 4D=void in D, X-MJKC		[Chapter 18]
					3C=4+C, 11-12 hcps; 3D = 6xD, 11-12hcps		
					2D = 5xD, Deny 4xM, GF		
					2M = 6+ suit, 5-7 hcps, 3M = 7+ suit, 5-7 hcps		
1D		3	4H	12-21 HCP 4+ Cards, except 4432 [Chapter 3]	1H/S = 4+H, 6+; 1NT=6-10 hcps; 2NT=11-12hcps; 3/4NT=3334, 13-15/18-20 hcps; 4C=void one M; 4D=void in C, X-MJKC	[Chapter 3]	1D-2D = 5+ support, 6-9 hcps deny 4xM
					2C = 4+C, GF; 3C = 6+C, 11-12 hcps	Two ways check back [Chapter 9]	1D-2C = 6+C, 9-11 hcps
					2D = 4+D, GF, could have 4xM, 3D = 4+D, 11-12 hcps		[Chapter 18]
					2M = 6+ suit, 5-7 hcps, 3M = 7+ suit, 5-7 hcps		
1H		5	4H	12 - 21 HCP [Chapter 2]	1S = 5xS; 2S=6xS, 5-7 hcps; 3S=7xS, 5-7 hcps; 4S=to play	FAIR 2C [Chapter 5]	2C = 10-11, 3 card support
					1NT = F1NT; 2NT = Modified Jacoby; 3NT = S splinter	Modified Jacoby development [Chapter 2]	2D = 6-9, 4+ card support
					2H = 3+H, 6-10; 3H = 4+H, 6-9		[Chapter 18]
					3C/D = C/D + 6, 11-12 hcps		
1S		5	4H	12-21 HCP [Chapter 2]	1NT = F1NT; 2NT = Modified Jacoby; 3NT = H splinter	FAIR 2C [Chapter 5]	2C = 10-11, 3 card support
					2S = 3+S, 6-10; 3S = 4+S, 6-9	Modified Jacoby development [Chapter 2]	2D = 6-9, 4+ card support
					3H = 7+H, 5-7 hcps; 4H = to play		[Chapter 18]
					3C/D = C/D + 6, 11-12 hcps		
1NT		BAL	4H	12 - 14 HCP Deny 5xM / 6+m [Chapter 4]	2C = stayman but not promising M; 2D/H = transfer H/S	[Chapter 4]	1NT- 3 any = Invite with 6+ cards
					2S = minor suit stayman (GF) or 6+D weak or 55+m weak		
					2NT = 4441 or 5440 (GF) or 6+C weak		
					3C/D/H/S = 6+ suit, GF, slam interest		
					3NT = to play		
					4C/D = natural to play		
					4H/S = H/S to play; 4NT = invite		
					5H or above = ETF [Chapter 17]		
2C	✓			Strong bid, GF [Chapter 11]	2D / H / S = 0-1 / 2 / 3+ controls	[Chapter 11]	
					2NT = 6+C with 2 out AKQ		
					3C/D/H = 6+D/H/S with 2 out of AKQ		
2D	✓			Case 1: 6+ H, 6-11 HCP Case 2: Bal Hand, 22 - 23 HCP (could have 5xM or 4441 singleton honour) Case 3: Any 5-5 shape hand, 20 - 22 HCP [Chapter 12]	2H = waiting	[Chapter 12]	
					2S = fit H, asking single/void and strength		
					2NT = 6+S, INV		
					3C / 3D = Natural, GF		
					3S = 6+ cards S, GF		
2H	✓			Exactly 5xH 4xS, 12-14 HCP [Chapter 13]	Pass / 2S = to play	After 2H - 2NT:	[Chapter 18]
					2NT = asking, GF	3C / 3D = singleton or void in C / D	
					3C / 3D / 3H / 3S = Invite	3H = 4522	
					4C/4D = good C/D, GF	[Chapter 13]	
2S		6		6 - 11 HCP, Natural [Chapter 14]	2NT = fit S, asking single/void and strength	[Chapter 14]	[Chapter 18]
					New suit GF		
2NT		BAL		20 - 21 HCP Could be 4441 singleton honour Could be 5xM [Chapter 15]	3C = 4/5 cards stayman, promised at least one M 3+ cards	[Chapter 15]	
					3D/H = Dynamic Transfer		
					3S = puppet to 3NT (could be 3/D/C slam try or minor suit stayman or stop at 3NT)		
					3NT = H suit, slam try		
					4C = 55 Major GF, slam interest; 4S = 55 minor GF slam interest		
3X		6		6-11 HCP, PRE (Rule of 234)	4D/H = Texas transfer		
					New suit GF, can be lead directing	High Level Bidding [Chapter 17, 28]	
3NT	✓			1st or 2nd seat: C/D AKQ 7+, no side K+ 3rd or 4th seat: to play [Chapter 16]	Gambling case: 4/5C = P/C; 4H/S = to play; 4NT = invite by length	Slam bidding agreements [Chapter 17]	
					4D = ask single/void: reply 1) 4NT is 7222, 2) 5C/D is C/D with D/C 0/1, 3) 4M = M n/4	Cue bid = 1st or 2nd round control	
					To play case: 4C=ask for minor suit, GF; 5C=P/C, 4NT=invite	MJKC [Chapter 17] , D2P3B4 when opponents interfere	
4C/4D		7		7+, preemptive	4H/S = to play; other minor = slam interest	ETF, Splinter [Chapter 17]	
4H/4S		7		Pre-emptive (Rule of 234)	New suit to play, 4NT is MJKC	Forcing Pass [Chapter 32]	