
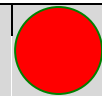




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card			
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			<div>NCBO Logo &amp; Colored Stickers:</div> <div><div></div><div></div></div> <div>CATEGORY: RedLast Update: 21/12/2025</div> <div>NCBO: Hong Kong, ChinaEVENTS: Team / Pairs</div> <div>PLAYERS: CHEUNG Wai Lam – Lydia Wai Yee FUNG</div>			
8-15 HCP (occ. light)			Lead	In Partner's Suit				
Responses: 1 level new suit F1		Suit	3 <sup>rd</sup> /low, 0/1	lead Sxx if supported				
DBL raise PRE		NT	4 <sup>th</sup> , 1 <sup>st</sup> /2 <sup>nd</sup> if bad suit, 0/2	lead xxS if unsupported				
Ruben advances over non-jump overcalls		Subseq	Shift 2 <sup>nd</sup> /4 <sup>th</sup> , 0/2	Shift 2 <sup>nd</sup> /4 <sup>th</sup> , 0/2				
JUMP 2NT 4+cards raise, jump cue mixed raise		Other:	may lead low from 5+ cards in NT					
(1♣) 2♠ = NAT; (1♣) 2♦ = MM; (1X) 3♣ = 5+om/oM 5+♠/♦		A for ATT, K for Count or UB						
1NT OVERCALLS (2 <sup>nd</sup> / 4 <sup>th</sup> Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY			
2 <sup>nd</sup> : 15-18 HCP, BAL; 4 <sup>th</sup> : 11-14 HCP, BAL:		Lead	Vs. Suit	Vs. NT				
Responses: (1m) 1NT SYSTEM ON, (1M) 1NT: 2♣ forces 2♦		Ace	Ax(+), AK(+)	Ax(+), AK(+), AQJ(+)	GENERAL APPROACH AND STYLE			
then 2oM 5+oM INV, 2M INV, 4oM&0-1M, 2N INV 4oM&2+M		King	AK(+), Kx, KQ(+)	Kx, AKJ(+), KQT(+), UB				
3M FG 4oM&0-1M, 3N FG 4oM&2+M. 2♦: NF/FG 5+oM;		Queen	AKQ(+), Qx, QJ (+)	Qx, KQ(+), QJ(+), AQJ(+)	2/1 FG, 5-card Majors, TRF RESP, Unlimited 1-level opening			
2♥: ♦ NF/FG; 2♠: ♣ NF/FG, 2N: INV no 4oM, 3m: 5+5+ms NF/FG		Jack	AKQJ(+), Jx, JT(+), KJT(+)	Jx, JT(+), KJx	Variable 1NT 10-13(1 <sup>st</sup> /2 <sup>nd</sup> NV)/15-18(1 <sup>st</sup> /2 <sup>nd</sup> V / 3 <sup>rd</sup> )/11-14(4 <sup>th</sup> )			
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	AKQJT(+), Tx, T9(+), HT9(+)	Tx, T9(+), HJT(+), QTx	1♣ opening = 4+♣ or any BAL; 1♦ opening = 4+♦ UNBAL;			
1-suit: 2,3,4,5 Level Pre-emptive; (1X) 3♣ = 5+om/oM 5+♠/♦		9	9x	9x(x), 98(+), HT9(+)	2♣ opening = 4+4+MM PRE or 22+ 4+3+MM;			
2-suit: 2NT: 2 Lowest Unbid suits, (1m) P (1M) 2NT: 5+5+mm		Hi-x	Sx, xxS, xxSx, xxxxS, xxSxxx	Sx, Sxx, xSxx+	2♦ opening = 6+M PRE or 22+ 4+M2-oM; 2M opening = 4+M4+m PRE;			
Balancing seat jump 2NT: 19-21 BAL		Lo-x	HxS, HxSx, HxxxS, HxSxxx	HxS, HxxS(+), HxxxxS(+)	2N opening = 5+4+mm PRE or 22+ BAL w/o 4M;			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			3N opening = 7+4+MM PRE or 7+5+mm PRE;			
(1♣) 2♠ = NAT; (1♦) 2♦ = 5+5+MM			Partner's Lead	Declarer's Lead	Discarding	4m opening = 7+m PRE or 9.5+ tricks in M; 4N opening = 6+6+mm PRE		
(1M) 2M: 5+oM 5+♣		Suit	1 Lo = ENC	S/P	Odd = ENC	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
(1m) 3m: 5+♠ 5+om; (1M) 3M: stopper ask			2 S/P	Lo = Even	Even = S/P	1 Many Transfers after opponent interference		
			3 Lo = Even		Lo = Even	2 Unusual Vs Unusual: X = STR; Cue Low = INV+ in 4 <sup>th</sup> Suit;		
VS. NT (vs. Strong / Weak; Reopening; PH)		NT	1 Lo = ENC	S/P	Odd = ENC	Cue High = LIM+; Others COMP		
STR NT or PH: X: 6+m or 4+4+MM or STR; 2m: 5+m 4+M			2 Lo = Even	Lo = Even	Even = S/P	3 Two Way Reverse Drury		
2M: 5+M; 2N: 5+5+mm/6+5+MM WK NT: X: STR; 2♣: 4+4+MM			3 S/P		Lo = Even	4 Transfer Checkback		
2♦: 6+M or STR 5+M 5+m; 2M: 5+M 4+m;		Signals (including Trumps): UDCA; O/E; Standard Remaining Count			5 DBL of multi-2♦ = 13-15 BAL or 18+			
2N: 6+m 4♠; 3m: 6+m 4♥; 3M: CONST					6 Gazzilli and Minor suit Gazzilli			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES			7 HELLO Convention after opponent overcall 1NT			
WK 2/3: DBL= T/O; 2-suiter: Unusual vs Unusual; 2N = 15-18;		TAKEOUT DOUBLES (Style; Responses; Reopening)			8 Relay bids in 2/1 sequences			
(2/3M) 4m= m+oM, (2/3m) 4♦ = MM, (2/3m) 4♣ = om+M		Emphasize Majors; minors unclear; Maybe light (8+) with classic shape			9 Balanced hands include (5332) (5422) (6322) 22(72)			
(3M) 4M=5+5+mm S/T; (3M) 4NT=5+5+mm w/o S/T		Offshape OK if 16+; Aggressive R/O X especially at 1 & 2 level;			10 Balanced hands include singleton honor (4441) (5431) (6331)			
Vs Gambling 3N: X=STR; 4♣=4+4+MM; 4♦=6+M; 4M=5+M 5+m		(1Y) X (P) 2Y: F2NT; (1♠) X 2♠ 2N: 4+♥; 2NT RLEB response to (2suit) X			11 Reverse Lebensohl and Rubensohl			
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			12 1-level response light			
X = 3-suiter with 4+4+MM, ♣=♣ / ♥+♠; ♦=♦ / ♠+♣;		NEG X: THRU 4♥; RESP X: THRU 4♥; Snapdragon X: THRU 2♠			<div></div>			
♥=♥ / ♣+♦; ♠=♠ / ♦+♥; NT=♣+♥ / ♦+♠		G/T X: Against bid and raise or suit below: DBL = T/O oriented;						
OVER OPPONENTS' TAKEOUT DOUBLE		Action X starts from 4 level			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
New Suit Force at 1-level, RDBL = INV+ (or 4+♥ if 1♦);		Lightner X starts from 5 level						
Transfers over 1m (X), Ruben advances over 1M (X)								
2♠/3♥ is mixed raise, 2N is LR+ 4+cd (or 5+5+mm if 1♣)								
					In unclear situations, we do not pass.			
					Psychics: very rare			

Open	Art	Min	ND	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	√	2	4♥	1) 10+ HCP 5+♣ unless 4♣441	1R=TRF; 1♠=no 4M or 5+♦4M FG; 2♣=5+4+MM NF;	TRF CB; New Minor Forcing Game; 4SFG; minor Gazzilli	1N = 7+ 5+♦
				2) 10-21 HCP BAL except 1NT	1N=INV WK NT; 2♦/♥=WK or FG 6+♥/♠; 2♠=5+♣ FG;	After 1♣ – 1M-1: 1M = 14-17/11-14 BAL or 3+M; 1N = 18-21 BAL;	2♠ = 7+ 5+♣
				may have longer suit when BAL	2N=WK or FG 5+5+mm; 3X=PRE; 3N=QUANT w/ 44mm	2♦ = 16+ 6+♣ or 4+♦; 2M = 10-13/15-18 3+M; 2N = 18+ 4+M	3X = 3-6 6+X 4+♣
				3 <sup>rd</sup> seat light	4m=TRF M; 4M=S/O; 4N= 6+♦4+♣ PRE	After 1♣ – 1♠: 1N=14-17/11-14 BAL; 2♣/♥=10-15/16+ 5+♣ or 4414;	
				may have 5-card 2 <sup>nd</sup> suit w/ 6+♣		2♦ = 10-15 4+♣3+♦ or 18-21 BAL; 2♠/3♦ = 16+/13-15 4+♣4+♦	
1♦		4	4♥	10+ HCP 5+♦ unless 4♦441	1N=NF; 2♣=ART FG; 2♦=5+4+MM NF; 2♥=no 4M INV;	New Major Forcing Game; 4SFG; minor Gazzilli	2♣ = 7+ 5+♣
				3 <sup>rd</sup> seat light and maybe balance	2♠/2N/3♦=4+♦ INV/CONST/PRE; 3♣=6+♠1-♦ INV	After 1♦ – 1M: 1N=10-15 6+♦ or 16+; 2M-1=16+ 3+M; 2N=16+ 4+M	2♥/♠ = 7+ 4♦ w/w/o S/S
				may have 5-card Major w/ 6+♦	3♥/♠/N=SPL ♥/♠/♣; 4m=TRF M; 4N=6+♣4+♦ PRE	After 1♦ – 1N: 2♦/♥=16+ 5+♦ or 4441; 2♠/3♣=16+/10-15 4+♦4+♣	2N/3♣ = 3-6 4♦w/w/o 5♣
1♥		5	4♦	10+ HCP	1♠=12- 4-♠/6+♠; 1N=5+♠; 2♣=2+♣ FG; 2♦=5+♦ FG	1M – 2M – 2M+1 = General G/T; 1M – 2M – 3x = 2 <sup>nd</sup> suit FG	2♣/♦ = 7+ 4+/3♥
				3 <sup>rd</sup> seat light and maybe 4-card ♥	2♥=CONST; 2♠/2N/3♣=4+♥ FG/INV/CONST	1M – 2M+2/3 – +1 = ASK S/S; 1M – 2M+2 – 3M-1 = General G/T	2♠ = 3-6 4+♥ w/ S/S
				May have 5-card ♠ w/ 6+♥	3♦=any SPL FG; 3♥=PRE; 4♦=TRF 4♠ w/ ♥ top honor;	1♥ – 1♠ – 1N = 10-15 4+♠ or 16+; 1♥ – 1♠ – 2♠ = 10-14 6+♥5+♠;	2N/3m = 3-6 5+♠/m 4+♥
					3♠/3NT/4♠=16+ void SPL ♠/♦/♣; 4M=S/O	1♥ – 1N – 2♣ = 10-15 6+♥ or 16+; 1♥ – 1N – 2♦/♥ – 2♠ = FG;	
1♠		5	4♦	10+ HCP	1N=NF; 2♣=2+♣ FG; 2R=5+R FG; 2♠=CONST	1♠ – 1N – 2♣ = 10-15 3+♥ or 16+; 1M – 1N – 2♥ = 4+♣ or BAL;	2♣/♦ = 7+ 4/3+♠
				3 <sup>rd</sup> seat light and maybe 4-card ♠	2N/3♣/♦ = 4+♠ FG/INV/CONST; 3♥= any SPL FG	1M – 1♠/N – 2N = 6+M4+any/good 7+M w/ void;	2N = 3-6 4+♠ w/ S/S
					3♠=PRE; 3NT/4♠/♦=16+ void SPL ♥/♠/♦; 4M=S/O	1M – 2♣ – 2♦/♠ = 4+oM/♦; 1M – 2♦ – 2♠ = 4+oM;	3X = 3-6 5+X 4+♠
1NT			4♥	15-18(-) HCP when 1 <sup>st</sup> /2 <sup>nd</sup> V & 3 <sup>rd</sup>	2♣=STAY; 2R=TRF; 2♠=Range ASK; 3♣=ASK 5M;	1N – (X)(STR): pass=NF; XX=5+m/4+4+MM S/O; 2m=4+m 4+any;	2♠ = 5+4+mm NF (4 <sup>th</sup> )
				10-13 HCP when 1 <sup>st</sup> /2 <sup>nd</sup> NV	2N=ASK longer m; 3♦/♥=0-1♠♥3-4♥/♠4+4+mm FG;	2M=5+M; 2NT-3♥=TRF; 3♠=5+5+mm; others=system on	2NT/3♣ = 6+♣/♦ (4 <sup>th</sup> )
				11(+)-14 HCP when 4 <sup>th</sup> seat	3♠=5+5+mm FG; 4m=TRF M; 4M=S/O; 4N=6+6+mm	1N – (X)(conventional): pass=NF; XX=STR; others=system on	
						1NT – 3♣: 3♦ = No 5M; 3M = 5+M; 1N – 3R: 3M = 4+M; 3/4oM = (R)	
2♣	√		4♦	1) 4+4+MM PRE	2♦=(R), 2M=NF; 2N=ASK better m; 3m=6+m NF;	After 2♣ – 2♦ – 2♥ – 2NT: 3♣=4♠ MIN; 3♦=5♥ MAX; 3♥=6♥ MAX;	
				4 <sup>th</sup> seat: 10-14, 6+4+MM	3M=PRE; 3NT/4M=S/O; 4m=weak RKCB in M	3♠=4+♣ MAX; 3N=4+♦ MAX; 4♣=6♥5♠ MIN; 4♦=7♥6♠ MIN	
				2) 22+ HCP 4+3+MM		After 2♣ – 2♦ – 2♠ – 2NT: 3♣=4-5♥ MIN; 3♦=4♥5♠ MAX;	
						3♥=5♥5♠ MAX; 3♠=4♥6♠ MAX; 3N=6♥6♠ MIN; 4♣=6♥7♠ MIN	
2♦	√		4♥	1) 6+M PRE	2/3M=P/C; 2N=ASK INV+; 3m=5+M INV+; 3NT/4M=S/O;	After 2♦ – 2NT: 3♣=6+♥; 3♦=6+♠; 3M=22+ w/ 5M; 3N=22+ w/o 5M	3m=NF
				4 <sup>th</sup> seat: 10-14 5+5+MM	4♣=TRF L/S; 4♦=ASK L/S	After 2♦ – 2NT – 3m: 3R=(R) FG; 3M=INV; 3♠=5+♠ FG; 3N= S/O	2M=NF (4 <sup>th</sup> )
				2) 22+ HCP 4+M 2-oM		After 2♦ – 2M – 2NT – 3♣: 3♦=25+; 3♥=5+M; 3♠=4+oM; 3N=4M	
2♥	√	4	4♦	PRE NV: 4+M, 4+m; V: 4+M, 5+m	2♠/3♦=5+oM; 2N=(R); 3/4♣=P/C; 3M-1=LIM+; 3M=PRE;	After 2M – 2NT: 3m=4+m; 3♥=5M4+♣ MAX; 3♠=5M4+♦ MAX;	
2♠	√	4	4♥	4 <sup>th</sup> seat: 10-14 6+M, 4+m	4♦=weak RKCB in M; 4N=ask m; 3N/4M/5m=S/O	3N=44mm MAX; 4m=6M5+m	
2NT	√		4♥	1) 5+5+mm PRE	3m=NF; 3♥=(R); 3♠=pup 3N; 3N=0-6 5+m; 4m=7+ 6+m;	After 2NT – 3m: 3♦=25+; 3M=3M; 3N=22MM	
				4 <sup>th</sup> seat: 10-14 6+♣4+♦	4M=7+ 5+5+mm 1-M; 4N=3-6 4+4+mm; 5m=3-6, 7+m	After 2NT – 3♥: 3♠/N=1-♠/♥; 4♣/♦=(32)/33MM; 4♥+=22MM	
				2) 22+ HCP, BAL w/o 4M		After 2NT – 3♠: 3N=PRE; 4m=5+m; 4M=22(45); 4N=44mm; 5m=4m	
3♣		6	4♥	PRE; 4 <sup>th</sup> seat: 10-14 7+♣	3♦=ASK M; 4♦=weak RKCB; 4N=6+♦	After 3♣ – 3♦: 3M=no 3M; 3NT=33MM	
3♦		6	4♥	PRE; 4 <sup>th</sup> seat: 10-14 7+♦	4♣=weak RKCB; 4N=6+♣		
3♥		6	4♦	PRE; 4 <sup>th</sup> seat: 10-14 7+♥	4♣=weak RKCB; 4N=6+♣		
3♠		6	4♦	PRE; 4 <sup>th</sup> seat: 10-14 7+♠	4♣=5+♥; 4♦=weak RKCB; 4♥=6+♣; 4N=6+♦		
3NT	√			1) 7+4+MM PRE; 4 <sup>th</sup> seat: 10-14	4♣=TRF L/S; 4♦=ASK L/S; 4M/5m=S/O; 4N=QUANT	1 <sup>st</sup> / 2 <sup>nd</sup> round cue bid up to 4 level	Kickback RKCB (1430)
				2) 7+5+mm PRE; 4 <sup>th</sup> seat: 10-14		Raise to 5M ask opponent suit control	+1 ASK trump Q/ ASK nearest K
4♣/♦	√			1) PRE; 4 <sup>th</sup> seat: 10-14 8+♣/♦	+1=(R); 4N=weak RKCB in ♣/♦; Others=to play	After (4M) 4NT usually suggests two places to play	+2 ASK nearest K/ ASK 3 <sup>rd</sup>
				2) 9.5+ tricks ♥/♠		Weak RKCB (0or2.5/1/1.5/2)	5NT ASK lowest K/ ASK 3 <sup>rd</sup>
4♥/♠		7		To Play	+1=weak RKCB, New suit=ASK CTRL	6cards RKCB (14/03/25/25+LQ/25+HQ/25+2Q)	Exclusive RKCB (1430)
4NT	√			6+6+mm PRE; 4 <sup>th</sup> seat: 10-14	5♥/♠=weak RKCB in ♣/♦; 5N=INQ m	Action X, Lightner X since 4 level	DOP1/DEPO