


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFB Convention Card	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			<div>NCBO Logo & Coloured Sticker:</div> <div></div> <div>CATEGORY: PRECISION NCBO: China Macau EVENTS: ALL EVENTS PLAYERS: Rosario –Lai 2013-4-22</div>	
Nat 1 level= 6-15P			Lead	In Partner's Suit		
2 level= 8-15P	Suit	3 rd /5 th , (MUD)		Low from Hxx, 4th		
	NT	4th		Low from Hxx, 4th		
	Subseq					
	Other:					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
Any position = 15-17P	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE	
Resp. same as 1NT opening	Ace	AK(+),Ax(+),AKJ10(+)	AK,Ax(+),AKJ10(+)		MODIFIED PRECISION	
	King	AK.KQ,KQJ(+),KQx,Kx	KQ,KQJ(+),KQ109(+)			
	Queen	QJ,QJx(+),Qx	QJ,QJx(+)			
	Jack	J10,J10(+),Jx	J10,J10(+),Jx			
JUMP OVERCALLS (Style; Responses; Reopen)	10	109,109x(+),10x	109,109x(+),10x		1NT 15-17P	
Jump Suit= weak	9	9x,98x(+)	9x,98x(+)			
Unusual 2NT = Two touching suit 5-5	Hi-x	Even	E		2 over 1 = F1	
	Lo-x	Odd	O			
		SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Direct Cue bid = Two non-touching suit 5-5	Suit	1 Hi=Enc			1♣ 16+P	
		2 Lo-Hi=Odd	Lo-Hi=Odd		1♦ 11-15P ♦ can be short	
		3			1NT 15-17P may have 5x minor	
	NT	1 Same as above	Same as above	Same as above	2♣ 11-15P 5♠+4M or 6♣	
VS. NT (vs. Strong / Weak; Reopening; PH)		2			2♦ 6-11P weak 6x H or S	
Vs. strong NT (14-16+) DONT		3			2♥ 6-11P ♥ + m 5-5	
X=one suit ; 2C/2D/2H=C/D/H+Higher suit 5-4 ; 2s=Nat; 2NT=2m 5-5	Signals (including Trumps):			2♠ 6- 11P ♠+ any 5-5		
Vs. weak NT(12-15) Cappelletti				2NT 7-12P 5-5 m		
X=pen 2C=one suit 2D=2M 5-4				3NT Minor suit Gambling NT		
2H/2S=H/S + m 5-4 2NT=2m 5-5				4♣/♦ Good 4H/S opening		
	Doubles			4♥/♠ To play		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)					
X=Take-out double						
VS. ARTIFICIAL STRONG OPENINGS				SPECIAL FORCING PASS SEQUENCES		
VS Stong 1C	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
X=2M4-4 1NT=2m4-4 Bid suit=Natural						
2NT=Any Two touching suit 5-5						
				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKEOUT DOUBLE				Slam approach: RKCB(14,03,2,2Q) Ask Q (1 st step=No Q)		
Redouble=10+P other bid=non-forcing				Gerber(4A, 04,1,2,3) Ask K: (14,03,2) DOPI		
To double over PD opening M: 3M=support in PD's M WK				PSYCHICS:		
NT=support in partner's M invl				Rare		

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	
1C	√	0	16+P Any distribution	1D= 0-7P	1NT=18-20P BAL ;2NT=21-23P BAL [STAY; Trans; m suit STAY]	VS Intervention over 1C
					3NT=24+P BAL	X=5-8 P 1NT=8+P have stopper
					2H/2S,/3C/3D=22+P, F1R	New Suit = 9P Nat
				1H/S= 8+P, 5+x	1NT= control asking [0-2;3;4] [6 step ask] [3 step ask]	
					2H/S=Trump asking, 6 step resp. [0,1,2,1,2,3] ; [3 step ask]	
				1NT = 8-13 P	2C=Relay [2 level=8-10];	
					[11-13: 2NT=no any 4-4 suit , 3C=C+X; 3D=D+H; 3H=H+S , 3S=S+D]	
					2D/H/S/3C =Nat [4 steps: Min no/with supp; Max no/with supp]	
				2C/D= 8+P, 5x C/D	3C/3D = Nat C/D support	
				2H/2S/3C/3D = 8+P, 4441suit named under singleton	Step bid (Excepting 2NT)= ask point range [8-10,11-13,14-15,16+]	
				2NT=14-15 or 16+P [3C=ask any 4x]	14-15P: 3D/H/S/3NT=4x D/H/S/C ; 16+P:4C/D/H/S=4x C/D/H/S	
1D	√	1	11-15P D can be short	1NT=NF; 2H/2S/3C/3D=8-P, Nat NF; 2NT=invi		
				2C/2D= NAT 11+P, FIR	Major suit bit showed control, max.	
1H/S		5	11-15P 5x H/S	1NT= FIR	2C/2D = 2/3+x C/D	OPP Interv: 3H/S=WK; 2NT=Invi
				2C/2D=Nat FIR; 2H/2S =NF; 2NT=16+P	Opener rebid H/S = min	
				Bergen 3C/3D/3H(S)=7-9/10-12/WK;		
				3NT=13-15 w/ support; (3S)4C/4D/4H= Splinter	Cue-bid	
1NT			15-17P BAL may have 5x minor	2C =Stayman can be no 4M	2D=no 4xM 2NT=2M[3H/3S=to play; 4D/4H=trans]	After 1NT- x (penalty) :
				2D/H= Transfer to H/S; 2NT= Transfer to C (D)	[pass/3D=C/D suit weak to play]	XX/2♣/2♦/2♥=trans to
				2S= minor suit stayman		2♣/2♦/2♥/2♠
				3C/3D=nat, w/ 2 top invi; 3H/3S=suit , slam try		LEBENSÖHL
				4C=Gerber; 4D/4H= Transfer to H/S; 4NT=invi		
2C		5	11-15P, 6+C or 5C + 4M	2D=relay	2H/S=4M ; 2NT/3C= min ; 3D/3H/3S=singleton Max ; 3NT=Max	
				Other bid =Nat NF		
2D	√	0	6-11P, Weak 6x M	2H/2S/3H/3S/4H=Pass or correct		
				2NT= Relay	3C/3D =H/S, min; 3H/3S= H/S, max	
2H		5	6-11P, H + m, 5-5	3C=Pass or correct		
				2NT =Relay	3C/D = 2nd suit, min; 3H/S= C/D, max	
2S		5	6-11P, S + any suit, 5-5	3C=Pass or correct		
				2NT=Relay	3C/3D/3H =2nd suit; 3S =H+S max	
2NT	√		7-12P, 2m 5-5	3C/3D/4C/4D= preference		
				3H= Relay	3S=5-5 min; 3NT =5-5 max; 4C=6-5 C/D; 4D=5-6 C/D	
3X		7	Preemptive	New suit = Nat F1		
3NT	√		Solid minor, Gambling NT	4C=Pass or Correct		
4C	√	0	Good 4H Opening	4D= Relay		
4D	√	0	Good 4S Opening	4H= Relay		
4H/S		7	H/S suit ,to play			