



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card			
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			<div>NCBO Logo &amp; Coloured Sticker:</div> <div></div>			
Overall, 8-15 , usu. 5+c, Occ. 4+c at 1-Level, sound when VUL		Lead	In Partner's Suit					
Resp: Jump raise = PRE; Jump shift = Mixed Raise except Bergen	Suit	2 <sup>nd</sup> (MUD from Sxx+) or 4 <sup>th</sup> best with honor (A,K,Q, J)						
Cue – limited raise or better; Jump Cue = ask stop for 3N Fg to 4m	NT	2 <sup>nd</sup> (MUD from Sxx+ ) or 4 <sup>th</sup> best with H (A,K,Q)						
Response over opp's t/o X or overall – 1/3 level F1; 2-L NF	Subseq	Attitude; Low = Enc; usu. AT before CT; CT before SP		CATEGORY: <b>GREEN</b>				
	Other: Vs 5+ level suit contract, K = ask for CT			NCBO: Hong Kong				EVENTS: ALL
	NT :AK from long suit = asks for unblock			PLAYERS: Dora Lee – Emma Cheung UPDATE: 3 May 2013				
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY			
2 <sup>nd</sup> seat: usually 15-18, BAL Resp: system ON only (1x)1N(P)	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE			
4 <sup>th</sup> seat, usually 15-18, BAL (1x)P(P)1NT – system ON	Ace	AK+ (AT/CT), Ax (2nd SP)	AK+ (AT), Ax		5c M, 5533, 2/1 GF for unpassed hand except 1♦- 2♣			
Responses after interference: same as 1NT being interfered	King	KQ (AT), AK–stiff, Kx	KQTx+(CT)(ATT), AKJX		Forcing 1NT after 1M for unpassed hand			
	Queen	QJ+, AKQx+, Qx	QJTx+/KQT9+/AQJ9+/AKQx+		Strong 2♣, Multi 2♦ = weak 2H/S or strong 2N, 20-21			
	Jack	JT+, Jx ,KJ10+	J10+, AJ10+, KJ10+, Jx		1♦- 2♣ forcing to 3m ; reverse Bergen 3♦/♠			
JUMP OVERCALLS (Style; Responses; Reopen)	10	109+, H109, H109+	H109+, 109		WJS = ≤ 7; XYZ: 2♣ relay to 2♦; 2♦ FG;			
1-Suitor: weak, 5+ cards suit, -ve free bid up to 2♠	9	9x, 98x(+)	H9x, 9xx,J9++,109++, 987x		1x (P) 1M (2N) : nmf checkback			
2-Suitors: unusual 2NT for 2 lower unbid suits	Hi-x	Sx, xSx, xSxx	Sx, xSxx		1NT Opening: usually 15-17 (may 5-card Major, or 5422, or 6xm)			
(1x)-X = t/o-(1y)-3z = PRE; (4♠) 4NT = t/o X	Lo-x	HxS, HxxS+	HxS, HxxS+		1 <sup>st</sup> / 2 <sup>nd</sup> CTL cuebid up the line			
	SIGNALS IN ORDER OF PRIORITY - UDCA							
Reopen: opening hand or better		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Suit	1 AT; low = enc	CT: hi = odd	AT; lower = enc	2♣ = 22+ HCP, or 44 = ≥ 4 quick tricks & ≤ 4 losers			
Michaels Cuebid		2 Ct : low =even	Hi-low = odd	CT; Hi = odd	2♦ = multi: Weak 2♥ or weak 2♠ or 20-21, BH			
jump cue-bid (western cuebid) = ask stopper for 3NT		3 SP; Hi = high suit	SP: hi = high suit	SP: Hi = High suit	2♥ = weak 2♥ + m, 6 – 10; 2♠ = weak 2♠ + m, 6-10			
	NT	1 ATT	Pd to Duck: CT	ATT	Fast arrival = no slam interest; 3NT = Gambling with no side A.K			
VS. NT (vs. Strong / Weak; Reopening; PH)		2 CT(K/Q & 3cd+ seen)		CT	1H: 1N: 2♠ =rev : Resp = Natural			
Reverse Capp in direct & pass-out seat		3 SP : hi = high suit	SP : hi = high suit	SP : hi = high suit	Negative free bids at 2-level NF; 1/3 level F1			
X = penalty, 2♣ = Both Ms, 2♦ = Either M; 2N = ♣ + ♦	Signals: Reverse, Low = welcome / even / low suit			Cuebid after opp's overcall = limited+ raise / any GF hand				
2♥ = ♥+minor, 2♠ = ♠+minor	Discourage AT at Trick 1 = obvious shift unless unusual discard			Michaels Cuebid, Unusual 2NT, Unusual Vs Michaels (Q lower = 4 <sup>th</sup> suit)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Vs NT: Reverse Smith Echo for Partner's 1 <sup>st</sup> led suit			1M in3rd or 4 <sup>th</sup> seat -(P)- 2♣= Revese Drury, 2♦ = natural				
(weak 2): cue=ask stopper for 3N try, F to 4m,	Doubles			1N: 4♣ = Gerber 1430 2 2 GF+				
(weak 4) 4NT / cue = 2-suiters takeout				Inverted minor OFF on interference				
(weak 2) 4♣/4♦ = leaping Michael, invite 4♠/4♥/5m	TAKEOUT DOUBLES (Style; Responses; Reopening)			Good-Bad 2NTafter opponent's M fit. or preempted at 2 level				
(up to 4♥) X = take out X; (4♥)-4N = minors	Takeout Double: (4♥)							
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES				
Vs Strong (1♠ =16+):Mathe	Negative Double: (4♥); Supportive X & XX up to (2♠)			After 2/1 respond by an un-pass hand				
Mathe: (1♣) X = ♠ + ♥; 1N/2N =♣ + ♦; others = natural overcall	Responsive Double: (4♥); 1y -(X)-XX = 10+ & normally no fit							
	Game Try / Maximal Double 1♠-(2♥)- 2♠- (3♥) X							
OVER OPPONENTS' TAKEOUT DOUBLE	1♠-(2♥)-2♠-(3♥)-3♠ = COMP			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
XX =10+, F to 2NT, new suit at 2-level = NF; 3-L F1	Lead-directing Rosenkrantz XX = (1x)-1y-(X= -ve X)-XX=with y Ax or Kx			Only direct 4/5NT raise: quantitative, most cases: RKC				
1m/M (X) 2NT! = 10+, natural; 1m/M (X) 3 / 4 m/M = PRE / to play	Balance of Power X = Do something intelligent Pd, we have 23s HCP			Vs overcall, 1NT =8 -10, not promise stopper				
1M (X) 3♣/3♦! = Reverse Bergen ON when jump	Snapdragon X : (1x)-1y-(1/2z)-X = long 4 <sup>th</sup> suit & can tolerate 2y							
				PSYCHICS: Seldom				

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		3	4♥	11-21 HCP, Rule of 20	1♦ = 2+c, 1NT= 8-10 HCP, 2♦ =Weak	xyz, 4 <sup>th</sup> suit GF, opener's jump 2NT = 18-19 hcp (nmf ON)	Inverted minor, WJS still on
				Rule of 20 + 2 quick tricks	2♣/3♣ = inverted, 2NT (invite) = 10-12 HCP	After 1♠-1♥, 2♠ = rev, 3♦/3♠ = Spl, 4m = 4xM support & 6xm	opener jump shift = FG
				when RED	2♥/2♠ = jiy WJS, 3NT (nf) = 13-15 HCP	After opener's reverse, 2NT! = w stopper; Rebid = weak	lvm off on interference
1♦		3	4♥	11-21 HCP	2♦/3♦ = inverted, 1NT = 6-10 HCP	same as 1♣	2♣ =Maximum pass
					2♥/2♠ = WJS, 3♣ = 9-11, 6 times, INV	♦-2♦ ... 4♦=minorwood; 1♦-1M-xyz/fsf ... 4♦= minorwood	WJS still on
1♥		5	4♥	11-21 HCP	1♠ = natural 1NT = F1 for unpassed hand	After 1♥-1NT, 2m = 3c+, 2NT = 18-19; invite game	1NT semi-forcing , Bergen off
				1♥- (X)- rev Bergen ON	2♣/2♦ = 4-card+, FG; 2NT = Jacoby, 14+	1♥- 2N! = 14+, 4c support : 3x = s/v; 3♥ = 14+;	2♣! Rev Drury; 2♦ = natural
				1♥-(P)-2♥-(P)-2♠ = SSGT	3♣/3♦ = REV Berg, 3♥/4♥ = PRE < 7	4♣/♦ = 5c♣/♦ with 2 / 3 Top honors; 4♥ = no SI	Fit raises
				1♥-(P)-2♥(P)-3♣/♦ = HSGT	3♠/4♠/4♦ = jjiy = SPL raise, 11+, FG	REV Bergen on after 1♥ (X) 3♣/♦ = REV Bergen	1M (X) reverse Bergen ON
				1♥-:2♥=8-10 TPs if no intervention, else COMP	(1♥-)P-(Bergen)-X= t/o / suit	1♥-(X)-XX = 10+; 1M (X) 2x = NF; 1♥- (X)-3 ♥ = PRE	
1♠		5	4♥	11-21 HCP	1NT = F1, 2♣/2♦ = 4-card+, FG, 2♥ = 5-card+ ♥	After 1♠-2m, 2M = catchall, 3NT = 15-17	Forcing 1NT on , Bergen off
				Rule of 15 in 4 <sup>th</sup> seat	2NT = Jacoby, 3♣/3♦ = Rev Berg, 3♠/4♠ = PRE	3m = extra / shape	2♣! Rev Drury; 2♦ = natural
				1♠-:2♠- 2N = SSGT	3♥/4♣/♦!= SPL raise, 11+ , FG	1 ♥/♠: 2♥/♠ : 3♥/♠ (nf) = 3NT/4♥/♠ Game Try	Fit raises
				1♠-2♠-3♣/♦/♥=HSGT	4♥ = PRE / to play w no SI	Others=Similar to ♥	
1NT				Usually 15-17 HCP	Smolen, 2♦/2♥ Jxf; 4N invite 6N or minor slam	1N- 2♠- 2A- 3♣ = ♣ slam try-3♦/♥/♠ =agree ♣ CUE; 3N = no SI	1N (X = PEN) XX = SOS=TFR 2♣
				1N-2♣-2♥-3♠=direct splinter	2♠= minor Stm / ♦, 2NT= 3-suiter /♣, 3♣/3♦ = INV	1N-4♦- 4♥- 4♠/5♠/♦ = exclusion RKC143022Q	1NT (X = PEN ) Stayman & TFR on
				Smolen TFR GF at 3-level.	3♥/3♠ = 13(54)/31(54) GF, Texas Txf	1N :2♠- 2x-3♦ = ♦ slam try ; 4♦! = mWood 143022Q	Stolen bid; TFR on up to 3♥
2♣	√	0		Strong	2♦ = 0-1 CTL/waiting; 2♥/♠/N = 5+c suit& 2+ CTL	3♣/3♦/3♥= 0-3hcp (2 <sup>nd</sup> negative) for 2M/3♣/3♦	
				22+ HCP, or 44 rule	D0P1 on intervention		
2♦	√	6		Multi weak M: 6-10, 6c	2♥/2♠/3♥/3♠ = p/c	2♦! - 2N! (f1)- 3♣/♦ = min ♥/♠; 3♥/♠! = max ♥/♠, 9-10, Txf	2♦: 2N: 3♣/♦ = min ♥/♠
				20-21 BH, system ON	2NT= relay, 4♦ = pick a M, 4♥/4♠ = to play	2♦! -(2♥/♠)-2N! = system ON for minor	2♦: 2N: 3♥/♠= max ♠/♥, TFR
	√				Puppet Stayman for 2NT (20-21 & 22+)	2♦!- 2♠-3♠! = max, ♥ game try; 3♦! = u declare 3♥	
2♥/♠		6		6-10 HCP, 2♥/♠ + m	3♥/♠ = PRE, 4N! = RKC	2♥ : 2N! = ask m	
				55 or better, occ. 54		2♥ (2♠) 2N! = ask minor = system ON	
2NT	√			♣ + ♦, 55+	3♣/♦ = preference: 3♥/♠ = Major Game try	2N- 3♣/♦- 3♦/♥/♠! = Gambling 3NT hand w side ♦/♥/♠ A/K	
				♣/♦ AKQxxxx + side A/K			
3♣/♦		6+		PRE	3♦/♥/♠ = F1; 3N = to play	HIGH LEVEL BIDDING / CUE-BIDDING	
3♥/♠		7		PRE		RKC (14-30-2-2Q), D0P1, Gerber (14 30 2 2 GF+)	Cue-Bidding
3NT	√			Gambling	4/ 5/ 6/7♣ = p/c, 4♦ = ask stiffness, 4♥/4♠ = to play	After RKC, step bid = ask Trump Q	1) Cuebid A/K/shortness – 1 <sup>st</sup> /2 <sup>nd</sup> CTL
4♣/♦		8		PRE		5NT asks lowest K;	2) Pd's suit = A/ K (Q in 2nd round)
4♥/♠		8		PRE		Exclusion BW 14 30 22 Q after set Trump	1N- 4N (inv)- 5♣/♦ = minor slam try up the line
4N	√			Ask specific Ace, 12 tricks	5♣ = 0; 5♦/♥/♠/N = ♦/♥/♠/♣ Ace	After reply to RKC; 6 other suit = ask 3 <sup>rd</sup> round CTL of suit (e.g. Q or xx doubleton) for GS try	
5♥/♠				11 tricks, ask Trump A/K	P = 0 trump A/K; 6♥/♠= Trump A/K; 7 = both	1♠-2♠-...-4♠=minorwood 1430; 1♠-1M-xyz/fsf-. 4♠= minorwood : 4N/5♣ = stop bid	
				SI = slam interest	SF = slam force	1♦-2♦ -... 4♦=minorwood; 1♦-1M-xyz/fsf ... 4♦= minorwood 1430	
						Free bid of 4♠/4♦! minorwood (bypassing 3NT) = RKC14 30 ; kickback RKC when no bidding space	