


DEFENSIVE AND COMPETITIVE		LEADS AND SIGNALS				WBF Convention Card		 .....		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				NBO Logo & Colored Stickers:				
8-15 HCP (occ. light), 4+ card at 1 level		Lead		In Partner's Suit						
Respond: New Suit = F1; PRE DBL RAISE	Suit	4 <sup>th</sup> MUD		4 <sup>TH</sup> MUD						
CUE BID = LR+ ;	NT	4 <sup>th</sup> MUD		4 <sup>TH</sup> MUD						
	Subseq	4th, STND		4th, STND		CATEGORY: GREEN				
	Other: Q ask for unblock or count					NCBO: HONG KONG, CHINA EVENT; LADIES TEAMS				
						Nancy Neumann & Pauline Ling May 5, 2013				
INT OVERCALLS (2nd / 4th Live; Responses; Reopening)		LEADS				SYSTEM SUMMARY				
2nd: 15-17 HCP, BAL;	Lead	Vs. Suit		Vs. NT						
Respond: SYSTEM ON. TXF to opp's suit = ask stopper	Ace	AK(+), AQ(+), A(+)		AKQ109X, AKJ109X		GENERAL APPROACH AND STYLE				
4th: 15-17 HCP, BAL; System On	King	AK, KQ(+), KQ(10/9)x, Kx		AK, KQ(+), KQ(10/9)x, Kx		Prepared ♣, 5-card Majors, Strong NT 15-17 HCP throughout				
	Queen	QJ(+), Qx		QJ(+), AQJx(+), Qx,		Transfers, 2♣ strong, 2♦ Flannery;				
	Jack	J10(+), J109xx, Jx		J10(+), Jx		Weak 2♥; 2♠, 2NT = 20-21 HCP				
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	10x, 109x(+), H109(+)		10x, H109(+)		Gambling 3NT = a running minor with no outside K			
Pre-empt	9	9x,		9x						
Jump 2NT for 2 lower unbid suits	Hi-x	Sx, xSx		Sx, xSx						
	Lo-x	HxxS(+), xSxx(+)		HxxS(+), xSxx,		1NT Opening: may have any 5-card M or 6-card m				
	SIGNALS IN ORDER OF PRIORITY					2 OVER 1 Response: 10+, normally 5 cards				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE				
2-level CUE = Michael	Suit	1	Hi=ENCOUR	Hi=EVEN	NAT	1	2♣ = 9+ playing tricks or 22+ HCP, bal			
3-level JUMP CUE = ask for stopper		2	Hi=EVEN	NAT	NAT	2	Reverse & jump shift strong			
		3				3	2♥/2♠ = 6-9 HCP, 6 cards, 2NT: F1 (ask for singleton)			
	NT	1	Hi=ENCOUR	Hi=EVEN	NAT	4	Vs Precision 2♣ : X=T/O, 3♣= Strong T/O			
VS. NT (vs. Strong / Weak; Reopening; PH)		2	Hi=EVEN			5	Vs Multi 2♦:X=16+ HCP; X2♥ = T/O ♥; X2♠ = T/O ♠, 2NT 16-18			
2nd/4th: CAPPELLETTI - X : penalty oriented		3				6	Vs Flannery 2♦ : X = T/O 2NT= 16-18 HCP			
2♣ : 1-suiter	Signals (including Trumps): NATURAL, TRUMP ECHO					7	Cappelletti = 8+ HCP			
2♦ : 2 Majors						8	Michael = 8+ HCP			
2♥ : ♥ + 1 minor ; 2♠ : ♠ + 1 minor						9	Lebensohl over NT interference, fast no guard			
2NT: 2 minors						10	Aft interference, DOPI or ROPI			
	DOUBLES					11	Roman Key Card Blackwood 0314,			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)						12	Splinter; Ogust			
4+ level =Optional	TAKEOUT DOUBLES (Style; Responses; Reopening)					13	Jump shift on partner's opening 6+ self sufficient suit or 17+			
CUE BID – strong T/O.	Emphasize Major(s);					14	Support Double			
Others natural	Aggressive reopening					15	Exclusion Blackwood			
						16	Rule of 15 & 20			
VS. ARTIFICIAL STRONG OPENINGS										
Precision 1♣l X = T/O	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES /					SPECIAL FORCING PASS SEQUENCES				
	NEG DBL: thru 3♣					1x-(DBL)-RDBL: Forcing pass thru 2NT				
	RESP DBL: thru 4♥,									
OVER OPPONENTS' TAKEOUT DOUBLE							IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
New Suit 2 <sup>nd</sup> level Not Force, RDBL = 10+ HCP;										
	Against bid and raise below 3-level: DBL= T/O oriented									
						PSYCHICS: Rare				

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	
1♣		2	3♠	11-20HCP,	1♦/♥/♠ = 4+ card, 6+ HCP	1NT = 11-14 HCP	Jump = max pass
					2♣ = 5+ cards 6 - 9 HCP, 1NT= 6-10 HCP; 2NT = LMT raise,	Jump 3♣ = 6+ cards, 15-16 HCP	
					3♣ = Preempt 6+ cards 4-7 HCP; 3♦/♥/♠ = SPL	Reverse 16+, 2NT = 18 – 19 HCP	
1♦		4	3♠	11-20 HCP,	2♦ = 6-9 HCP, 4+ cards,	Same as 1♣	Same as 1♣
					1♥/♠ = 4+ card, 6+ HCP, 2♠ = 10+ HCP, 3+ cards, F1 to 2NT		
					2NT = LMT raise; 3♦ = preempt 5+ cards 4-7 HCP; 3♥/3♠/4♠ = splinter		
1♥		5	3♠	11-20 HCP	1NT = 6-9 HCP ; 2♣ = 3+card 10+HCP 2♦ = 5+ cards 10+HCP;	Rebid suit guarantee 6 card	
					2♥ = 6-9 HCP; 2NT = Jacoby; 3♥ = Preempt 4+ cards 4-7 HCP		
1♠		5	3♠	11-20 HCP	1NT = 6-9 HCP; ; 2♣ = 3+card 10+HCP 2♦ = 5+ cards 10+HCP; 2♥	Help suit game try	
					= 5+card 10+pts; 2♠ = 6-9 HCP; 2NT = Jacoby; 3♠ = preempt		
1NT				15 to 17 HCP	2♣ = STAY; 4 -WAY TRF: 2♦ to 2♥, 2♥ to 2♠,	LEBENSÖHL : 2 Level X = penalty	Slow with stopper, fast, cue without
					2♠ to 3♣, 2NT to 3♣; 3♥ = 3145/3154 3♠ = 1345/1354	1NT, 2♥, Overcall 2 level to play NF	
					4♣ = GERBER ; 4♦ = 0/4 ; 4♥ = 1 ; 4♠ = 2 ; 4NT = 3	1NT, 2♥, Cue bid, other major F1, no stopper	
					4♦/♥ = Texas TRF ;	1NT, 2♥, 2NT, F1, bid M with stopper	After 3♣, 3♦/3♠ invitational
					4NT = quantitative to 6NT ; 5NT = quantitative to 7NT	1NT, 2♥, 3NT without stopper	After 3♣, cue bid, F + 4♠
2♣	YES	0		22+ HCP or	2♦ = 0-1 control; 2♥/ 2♠/3♣/3♦ = 5+ w 2+controls ; 2NT = bal w2+con		
				18+ HCP 9/10+	Interference, DOPI or ROPI		
				Tricks in M/m	Responder rebid 1 suit above = 2 <sup>nd</sup> negative		
2♦	YES	0		Flannery	2♥/♠ = to play, 2NT = F1	3♣/♦ 4513/4531 3♥ 4522 minimum, t,	
				11-15 HCP		3♠ = 4522 Max; 3nt = max spread over 4 suits.	
2♥		6		6 - 11	2NT = OGUST, new suit = F1, 3NT = solid suit		
2♠		6		6 - 11	2NT = OGUST, new suit = F1, 3NT = solid suit		
2NT				20-21HCP	3♣ = Puppet Stayman ; 3♦/3♥ transfer 3♥/3♠; 3♠ = ♣ & ♦		
3♣		7		PRE	New suit = F1	Rebid same suit = no value in responder's suit,	New suit = NF
3♦		7		PRE	Same	Cue bid = controls	Same
3♥		7		PRE	Same	HIGH LEVEL BIDDING	
3♠		7		PRE	Same	Queen asking bid – bid lowest king if positive	RKCB : 0/3 ; 1/4 ; 2; 2 + trump Q
3NT		7		Solid minor	4♣ = P/C ;	4NT – 5NT is 2 key cards with one useful void	
4♣/♦		8		PRE			direct jump to 5NT is GSF
4♥/♠		8		PRE			