

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1-level – maybe light with good suit
2-level – constructive with winners, Vul. dependent
Simple change of suit NF, but encouraging
Jump raise is preemptive
Cue = 1 round F, Jump cue = fit + GF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in direct seat, system on
13-16 in balancing seat, system on
Passed hand INT overcall shows minors or unbid suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
2 Suiters (touching): normally (6 – 12)
Jump 2NT=Strong 2-suiters
2NT over 2M=16-19, system on
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue over 1m/1M opening=non-touching 2-suiters (6-12)
Jump cue bid over 1M = asking partner to bid 3NT
Jump Cue bid over 1m = asking partner to bid 3NT
Cue over 2M opening asks for stopper for NT
VS. NT (vs. Strong/Weak; Reopening; applicable)
Double = at least maximum of opener's range when balanced
CAPP : 2C = single suiter or both minors, 5/4
2D = M's (2NT inq with game interest)
2H = H + m (2NT inquires minor)
2S = S + m (ditto), 2NT = minors
3 of a suit = pre-emptive
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/o up to 3S; Optional tend to T/O Vs. 4C/4D/4H, optional
Tend to penalty Vs. 4S; Vs. 3NT: 4C/4D = T/O/Majors
4NT = both m's Vs. 2/3 level preempts, T/O Vs. 4H/4S opening
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = good 5 card Major (resp. 1D=Negative); 1D = M's;
1NT= 1 suiter, 2C = minors
Over (2C), X = 1 suiter
Other 2 level = CAPP
OVER OPPONENTS' TAKEOUT DOUBLE
1-level new suit = F; 2-level new suit = NF, 7-9
2NT = Truscott; jump raise = preemptive
Jump shift = Weak, 0-6

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th , MUD	2 nd /4 th , MUD	
NT	4 th , top of nothing	4 th , top or 3rd	
Subseq	Low with honor,		
Other: Jack denies, 9/10 = 0 or 2 higher			
Attitude leads for bid suits Vs opponents' No Trump			
vs. High Level contract: K for count, A for attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x) Ax, Axxxx	AKx(x)	
King	KQx(x), Kx	KQx(x), AKJ10x	
Queen	QJx(x), Qx	QJx(x), KQ109x	
Jack	J10x(x), Jx	J10x(x), QJ98x	
10	109x(x), 10x, HJ10xx	109x(x), 10x, HJ10xx	
9	9x, H109x(x)	9x(x), H109xx	
Hi-X	xHix, Hix, xHixx	Hixx, xHixx	
Lo-X	Hxx(x)	Hxx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	O/E (first)
Suit 2	count	SP (when obvious)	count
3	SP		
1	Attitude	Count	O/E (first)
NT 2	count	SP (when obvious)	count
3	SP		
Signals (including Trumps):			
Udca			
Trump echo shows odd number or SP			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light shaped double permitted			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double – 3S (mostly with unbid M, minor uncertain)			
Responsive double – 3S			
Support X/XX – upto 2H			
Most doubles when opponents have fit are for t/o – 3S			
Most doubles in balancing seat are for t/o			
Most doubles at 3 level are for Penalty			

W B F CONVENTION CARD
CATEGORY: Senior teams
NCBO: Hong Kong
PLAYERS: Edmund Tse / Roger Ling
April 2013 version
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural with 5-card M, strong NT, Multi-two opening
5-5-3-3 suit opening
Control asking bid over preemptive openings
Udca carding. O/E discard(1 st)
2 over one response forcing to rebid or 2NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = weak two in either Major or Strong minor (18 – 20 ⁺)
2H = Weak, H + any black suit
2S = Weak, S + minor
3NT = Gambling with solid minor
2 Suiters Overcall
Jump cue over 1M asks for stopper
Bergen raises
Artificial strong raises over 1m/1M opening
SPECIAL FORCING PASS SEQUENCES
Strength showing XX forcing until 2S
FP established at game level when our side own the hand
IMPORTANT NOTES
“SPLIMIT” = mini-Splinter (by Opener)
PSYCHICS: rare, uncontrolled

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	12-21, open 1C with 3-3 m's	2C/3C/2D = single/limit (7-10)/strong raises 2NT=13-15, 3NT = 16-18, balanced, WJS = 6-10	Splinter bids, 2-way check back Natural game try after single raise	2NT invitational with overcalls
1♦		3	3S	12-21, open 1D with 44 m's	2D/3D/3C = single/limit (7-10)/strong raises 2NT=13-15; 3NT=16-18 3 card support, balanced;	Reverse is 1-rd F (Res: 2NT/3m=min) 4 th suit is 1 rd F, unless reversed	Western Cue over suit overcalls
1♥		5	3S	11-21, light with distribution	WJS=6-10; Jump raise=weak Bergen Raises:4 card support, 3C>3D; 2S (over 1H) & 3H (over 1S) are strong GF	Splinter bids 4 th suit F, reverse F 1-round Ditto	2C= drury, Cuc=3card+fit/invite+ Re-raise preemptive, Bergen is on 2NT 10-11
1♠		5		11-21, light with distribution			
INT	♠ □ 2S		2S	15-17 bal. or semi-bal.	NF Stayman over 2M, Forcing over 3m 2S =minor Stayman;2NT =C/D sign-off;3C/D/H/S= 2 top 6 card,inv, 4C= Gerber, 4NT= inv.	Smolen, 4NT quantitative over Stayman or 2-level trsf, RKC over 4-level trsf.	over (X): P=weak, 4'C; XX=weak, 4'D; 2C=stayman; 2D/2H=transfer, 2S=To play Over 2C, system on, x=stayman Over 2D/H/S, x=t/o, Lebensolh
2♣	V	0		22 up or 9+ winners	2D = negative, 0-6, 2 nd neg; others 7+ and natural Forcing to 2NT or 3 of a M after 2D response	Stayman over 2NT resp. or rebid; trsf after opener's 2NT rebid;	X = Penalty in direct positon = T/O in balancing position
2♦	V	0		Weak two in a Major; or strong one suiter minor 18-20	2H/2S/3H/3S = P/C; 3C/3D =NF but constructive; 2NT=inquiry; 4H/S to play	Over 2NT: 3C/D=max H/S; 3H/S=min, H/S; 3NT/4m=strong one suiter minor After 2NT reply, 3M is inv and new suit forcing	X= PEN, but P/C by passed hand. 3C/3D = to play; 3H/3S = P/C; Over X, P/XX suggest to play
2♥		5		Weak with 5H and S or C suit; But S can be 4	2S=P/C; 3C/3D =NF but constructive; 3H=Preemptive. 2NT = inquiry, subsequent new suit bid F	Over 2NT inquiry: 3C=5C; 3D=4S,3H=5-5M min,3S,5-5 M max,	X=PEN, but P/C by passed hand Over 2S, 2NT = inquiry 3C/D is to play; Over 3D, 3S is P/C
2♠		5		Weak with 5S and a minor	3C/3D/3H = NF but constructive, 3S = preemptive 2NT = inquiry, subsequent new suit bid F	Bid 2 nd suit over 2NT inquiry	Ditto, over 3H overcalls, 4C is P/C; 4D is for play
2NT				20-21, bal. or semi-bal.	Stayman, trsf, 3S is minor suit Stayman 4C = Gerber, 4NT = quantitative	Over 3C, 3NT shows both M's (then 4D/4H Trsf), 4C after Stayman asks for m's	
3♣		6		Normal Pre-emptive, at least	4D= RKC, new suit= 1rd F, 4H/4S=to play		X=PEN, new suit by PH= lead
3♦		6		AJ10xxx or with 2 top honours	5C= control asking, 4NT=RKC, 4H/4S=to play		Directing
3♥		6		if 6 card suit	5m=control asking, 4NT=RKC, 4m=F, 4S=to play		Ditto
3♠		6			5m = control asking, 4NT=RKC, 4m=F, 4H=to play		Ditto
3NT		7		Gambling with solid minor and scattered value outside	4C/4D/5C/5D = P/C; 4H/4S = to play 4NT= inquiry on trump solidity Followed by 5NT=asking specific A or K	Over 4NT : 5C/5D = minimum holding 5NT= solid Vs. void; 6C/6D = extra length	
4♣		7/8		Normal preemptive, cannot be	Game bid natural, except 5m/4M = control asking		
4♦		7/8		7-2-2-2 for mnors which should	Ditto 4NT=inquiry, trump solidity	Followed by 5NT=asking specific A or K	
4♥		7		Be opened three	Ditto		
4♠		7			Ditto		
4NT	V			At least 6-5 in m's, 3-4 losers	5C/5D/6C/6D to play	High Level Bidding	
5♣				Natural preemptive	New suit asks opener to Cue A or return to trump	Gerber over direct NT opening	
5♦				ditto	Ditto	DOPI over interferences	
5♥				ditto	Ditto	Normally cue 1 st round before 2 nd round, except in unbid/opponent suit	
5♠				ditto	Ditto	5NT as RKC if 4NT not available , 03/14 3-step control asking bid over preemptive RKC with Q asking, 5NT ask specific K	