


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card 2.19 	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
Aggressive in general		Lead	In Partner's Suit		
New-suit = constructive; Jump new suit = FG	Suit	3 <sup>rd</sup> = Even; Low = Odd	3 <sup>rd</sup> = Even; Low = Odd		
1NT = 8-10; 2NT = 11-12	NT	4 <sup>th</sup> ; 2 <sup>nd</sup> from weakness	3 <sup>rd</sup> = Even; Low = Odd		Category: Natural – Green Last Update: 2023.06.24
RAISE = courtesy; Jump RAISE = PRE	Subseq	ATT	ATT		NCBO: Hong Kong, China
CUE = F1 or INV+ with SUPP; Jump CUE = mixed raise	Others: Top from xxxx for bid-and-raised partner's suit			Event: Bermuda Bowl 2023	
Reopening: similar style	Leading trump (including partner's suit): S/P			Players: Abby Chiu & KY Tam	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
2 <sup>nd</sup> /4 <sup>th</sup> live = 14-18; system as over 1NT opening	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Reopening = 13-17; system as over 1NT opening	Ace	AKx(+); Ax(+)	AKx(+)		1♣ = 2+, may have 4♦; 1♦ = 5+ except 4441; 5-card major; Strong 2♣
	King	AK; KQ(x+)	KQ(x+); KQJ(x+); AKJ10(x+)		Transfer Responses; 2♦ = Variable on vulnerability; Weak 2M; 2NT = 19-21
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJ(x+)	QJ(x+); KQ109(x+)		Balanced minimum opening = 11 HCP
1-Suit: RPE; system as over corresponding opening	Jack	J10(x+); KJ10(x+)	J10(x+); KJ10(x+)		
Reopening = 6-card+ good hand	10	109(x+); H109(x+)	109(x+); H109(x+)		
2-Suit: 2NT = 2 lowest suits, flexible range	9	9x	9x		1NT Opening: 14-17
Reopening = 20-21; system as over 2NT opening	Hi-x	Sx; HxSx; HxSxxx	xSx		2 OVER 1 Responses = FG
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)	Lo-x	HxS; HxxxS; xxS; xxxxS	HxxS(x); xSxx		Style: aggressive on both opening and preemptive bids
Direct = MICHAELS CUE (flexible range):	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1m)-2m = ♥+♠; New suit = NF; 2NT = strong enquiry		Partner's Lead	Declarer's Lead	Discarding	3NT = 7-card+ solid M
(1M)-2M = oM+m; New suit = NF; 2NT = strong enquiry; 3♣ = P/C	Suit: 1 <sup>st</sup>	High = Discourage	High = Odd	High = Discourage	REVERSE BERGAN RAISE
Jump CUE = stopper ask:	2 <sup>nd</sup>	High = Odd	S/P	High = Odd	LEBENSÖHL
Lowest new suit = no stopper; CUE = FG; New suit = F1; 4M/5m = NF	3 <sup>rd</sup>	S/P (dummy's short)		S/P	TRANSFER RESPONSES
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1 <sup>st</sup>	High = Discourage	High = Odd	High = Discourage	
X = Penalty (13+/opener's minimum or above); 2♣ = ♥+♠, at least 5-4	2 <sup>nd</sup>	High = Odd	S/P	S/P	
2♦ = PRE in a major; 2M = NF; 2NT = PRE in a minor; 3m = NF	3 <sup>rd</sup>	S/P			
PH: X = any one suit; 2♣ = ♥+♠ (at least 5-4)	Signals (including Trumps): Trumps: S/P; Smith Echo (Low from leader =				
2♦ = ♦ and a major; 2M = M+m; 2NT = ♣+♦	Encourage; Low from partner = Discourage)				
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				
DBL=T/O thru 4♥; LEB after T/O on Weak 2	TAKEOUT DOUBLES (Style; Responses; Reopening)				
3-level CUE = stopper ask; 4-level CUE = ♥+♠; (2M)-4m = oM+m	Aggressive and may be light with classic shape or at reopening position				
2NT = 14-18; system as over 2NT opening; 3NT = NF	1NT = 8-10; 2NT = 11-12; Jump new suit = INV; CUE = F1, subsequent = FG				
(4m)-4NT = NAT; (4♥)-4NT = ♣+♦; (4♠)-4NT = 2 suits	RESP DBL = 8+				
VS ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
Vs. strong 1m: NAT, treatment as natural opening	1♣-(X)-XX = ♦; 1♦-(X)-XX = ♥; 1♠-(1♦)-X = ♥; 1m-(1♥)-X = ♠			FG situation: standard approach	
Vs. strong 2m: X = 3 suits; Others = SUCTION (all-level) (only for 2 <sup>nd</sup> live)	NEG DBL thru 4♥			Under obvious sacrifice: standard approach	
	RESP DBL thru 3♣				
OVER OPPONENTS' TAKEOUT DOUBLES	MAX DBL only available at 3♣ for ♦ fit, 3♠ for ♥ fit, 3♥ for ♠ fit			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1♣-(X)-XX = ♦; 1♦-(X)-XX = ♥; system as if no double	No SUPP DBL nor SUPP REDBL, they all show strength				
1M-(X)-(XX) = 10+; system as if no double	Lead directing DBL and LIGHTNER DBL				
	Unsolicited DBL and REDBL			Psychics: extremely rare	

OPENING BID DESCRIPTIONS							
Open	Art	Min	ND	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣		2	4♥	10-21, may have 4♦ may have 5-card suit with 6♣+	1♦ = ♥; 1♥ = ♠; 1♠ = 6+, no 4M; 1NT = FG, 5♦+ and 4M+ 2♣ = NF, ♣+♦; 2♥/♥ = WK 6♥/♠+; 2♠ = INV, 5♣+ 2NT = 10-11; 3♣ = PRE; 3♥/M = WK 6♥/M +; 3NT = NF 4m = PRE; 4M/5m = NF	XYZ CONVENTION; NEW MAJOR GAME FORCE FOURTH SUIT GAME FORCE 1X 1Y-2NT ADVANCES	
1♦		4	4♥	10-21, 5-card+ except 4441 may have 5-card major with 6♦+	1♥ = ♥; 1♠ = ♠; 1NT = NF; 2♣ = FG, 4♣+; 2♥/♥ = WK 6♥/♠+ 2♠ = INV+, 4♦+; 2NT = 10-11; 3♣ = INV, 6♣+; 3♦ = PRE 3M = WK 6M+; 3NT = NF; 4m = PRE; 4M/5m = NF	XYZ CONVENTION; NEW MAJOR GAME FORCE FOURTH SUIT GAME FORCE; GAZZILLI 1X 1Y-2NT ADVANCES	
1♥		5	4♦	10-21, 5-card+ 4-card in 3 <sup>rd</sup> and 4 <sup>th</sup> seat possible may have 5♠ with 6♥+	1♠ = ♠; FORCING 1NT; 2m = FG, 4m+; 2♥ = Courtesy 2♠ = WK 6♠+; MODIFIED JACOBY; REVERSE BERGAN RAISE 3♥ = PRE; 3♠ = WK 6♠+; SWISS 3NT; 4m = PRE	XYZ CONVENTION; GAME FORCING 2♠ FOURTH SUIT GAME FORCE; GAZZILLI 1X 1Y-2NT ADVANCES	SEMI-FORCING 1NT TWO-WAY REVERSE DRURY 2NT = 6-10, ♣+♦
1♠		5	4♥	10-21, 5-card+ 4-card in 3 <sup>rd</sup> and 4 <sup>th</sup> seat possible	FORCING 1NT; 2m = FG, 4m+; 2♥ = FG, 5♥+; 2♠ = Courtesy MODIFIED JACOBY; REVERSE BERGAN RAISE 3♥ = INV, 6♥+, short in ♠; 3♠ = PRE; SWISS 3NT; 4m = PRE; 4♥ = NF	FOURTH SUIT GAME FORCE; GAZZILLI TWO-WAY REVERSE DRURY 2NT = 6-10, ♣+♦	
1NT				14-17 may have 5M, 6m or 5m+4M seldom with singleton	STAY; JOCABY; 2♠ = NAT INV or ♣; 2NT = ♦; 3♠/♦ = ♣+♦, NF/FG; 3♥/♠ = 13+, 31(45)/13(45); 3NT = NF; 4♣ = ♥+♠ any 6-4 TEXAS; 4♠/4NT = QUANT with 4♣/♦; 5m = NF	SMOLEN; BARON	
2♣	Y			ART, STR, 22+ if BAL	2♦ = 5-7; 2♥ = 8-9; 2♠ = 0-4; 2NT = 10+ (count AKQ only) 3X = Good 6-card+ suit, little side value;	Jump bid by opener = self-sufficient trump	
2♦	Y			Non-VUL = light PRE, 5♥+ or 5♠+ VUL = ♥+♠, at least 5-4 4 <sup>th</sup> seat = 10-12, 6♦+	2M/3M = P/C; 2NT = relay; 3♣ = NF; 3♦ = FG, 5♥/♠+; 4m = relay 2M/3♣/3M = NF; 2NT = relay; 3♦ = FG, NAT; 4m = relay 2M = NF; 2NT = INV, NAT; 3♣/3M = F1, NAT; 3♦ = courtesy		
2♥		6		NAT, PRE, very rare 5♥ only 4 <sup>th</sup> seat = 10-12, 6♥+	2♠ = NF; 2NT = puppet to 3♣; 3♣ = puppet to 3♦; 3♦ = FG, NAT 3♥/4♥ = PRE; 3♠/4m = lead directing; 3NT/4♥/5m = NF		
2♠		6		NAT, PRE, very rare 5♠ only 4 <sup>th</sup> seat = 10-12, 6♠+	2NT = puppet to 3♣; 3♣ = puppet to 3♦; 3♦ = puppet to 3♥ 3♥/4m = lead directing; 3♠/4♠ = PRE; 3NT/4♥/5m = NF		
2NT				19-21	STAY; JOCABY; 3♠ = minors or ♦; 3NT = NF; 4♣ = FG, 6♠+ TEXAS; 4♠/4NT = QUANT; 5m = NF	SMOLEN; BARON	
3X		6		NAT, PRE	3-level new suit = FG, NAT; 3NT/4M = NF 3♣-4♦/3♦-4♣/3M-4NT = PRKCB 4-level new suit = CUE		
3NT	Y			7-card+ solid M	4♣ = relay (4♦ = ♥, 4♥ = ♠), 4♦ = relay (4♥ = ♥, 4♠ = ♠)		
4X		6		NAT, PRE	4M over 4m = NF; New suit = CUE		
4NT	Y			PRE in ♣+♦	5m = NF; 5♥/♠ = RKCB in ♣/♦; 5NT = pick a slam		
HIGH LEVEL BIDDING							
Cue-bid style: show first round controls before second, except King in partner's suit;							
Concept of fast arrival; Forcing Pass; Pass and pull; NON-SERIOUS 3NT; RKCB-1430; ORKCB; ERKCB; PMRKCB; PMB; SPL; Pass-1; CAB;							