


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 2.19	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Aggressive in general			Lead	In Partner's Suit	Category:	Natural – Green
New-suit = constructive; Jump new suit = FG		Suit	3 rd = Even; Low = Odd	3 rd = Even; Low = Odd	Country:	Hong Kong, China
1NT = 8-11; 2NT/1M = INV+ with 4 card SUPP		NT	4 th ; Top/ 2 nd from weakness	3 rd = Even; Low = Odd	Event:	All
RAISE = courtesy; Jump RAISE = PRE		Subseq	ATT	ATT	Players:	Kongo Kong – Jim Lee
2♣ = 12+ any or 2♦ = INV+ with 3 card SUPP; Jump CUE = mixed raise		Others: Top from xxxx for bid-and-raised partner's suit			Last Update: 2023.06.20	
Reopening: similar style		Leading trump (including partner's suit): S/P; A for Att, K for Ct				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2 nd /4 th live = 14-18; system as over 1NT opening		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Reopening = vs 1m = 11-15/ 1M = 14-17; system as over 1NT opening		Ace	AKx(+); Ax(+)	AKx(+)	1♣ = 2+, may have 5♦; 1♦ = 5+ except 4441; 5-card major; Strong 2♣	
		King	AK; KQ(x+)	KQ(x+); KQJ(x+); AKJ10(x+)	Transfer Responses; 2♦ = Weak both majors; 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: 14-16	
Reopening 2N= 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	REVERSE BERGAN RAISE
(1M)-2M = oM+m; New suit = NF; 2NT = strong enquiry; 3♣ = P/C		Suit: 1 st	High = Discourage	Low = Even	High = Discourage	LEBENSÖHL
Jump CUE = stopper ask:		2 nd	High = Odd	S/P	High = Odd	TRANSFER RESPONSES
Lowest new suit = no stopper; CUE = FG; New suit = F1; 4M/5m = NF		3 rd	S/P (dummy's short)		S/P	Defenses against 2♦ opening [27] [28]
VS. NT (vs. Strong / Weak; Reopening; PH)		NT: 1 st	High = Discourage	Low = Even	Odd = Encourage	HELLO [29]
Vs weak NT: X = Strength; 2♣ = ♥+♠; 2♦ = weaker 1 major; 2M = 12-14 6M+;		2 nd	High = Odd	S/P	Even = S/P	
2NT = 1 minor, good suit; 3m = PRE [31] Vs Str NT: X = 5m+4M; 2♣ = ♥+♠;		3 rd	S/P			
2♦ = 1 major; 2M = M+m; 2NT = 6m+; 3m = 6m+4♣		Signals (including Trumps): Trumps: S/P; Standard Smith Echo				
PH: X = ♣ + major; 2♣ = ♣ + ♦; 2♦ = ♦ + major; 2M = M+m; 2NT = ♣+♦						
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 = 8-11; 2NT = INV+ with 4 card SUPP; 2♣ = 12+ any,				
(4m)-4NT = NAT; (4♥)-4NT = ♣+♦; (4♠)-4NT = 2 suits		2♦ = INV+ with 3 card SUP,P RESP DBL = 8+				
VS ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
Vs. strong 1m: X = Majors, NT = minors, others = NAT		1♣-(X)-XX = Strength; 1♦-(X)-XX = ♥; 1♣-(1♦)-X = ♥; 1m-(1♥)-X = ♠			FG situation: standard approach	
Vs. strong 2m: X = Majors, NT = minors, others = NAT		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 = Strength; 1♦-(X)-XX = ♥; system as if no double		SUPP DBL/ REDBL thru 1♣				
1M-(X)-(XX) = 10+; system as if no double		Lead directing DBL and LIGHTNER DBL				
Ruben advance after 1M – (X)					Psychics: extremely rare	

OPENING BID DESCRIPTIONS							
Open	Art	Min	ND	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣		2	4♥	10-21, may have 5♦ may have 5-card suit with 6♣+	1♦ = ♥ [1]; 1♥ = ♠ [2]; 1♠ = 6+, no 4M [3]; 1NT = FG, 5♦+ and 4M+ [4] 2♣ = NF, ♣+♦; 2♥/♦ = 4♣5♦+/5♣+4♦GF; 2♠ = INV, 5♣+ 2NT = 10-11; 3♣ = PRE; 3♥/M = WK 6♥/M +; 3NT = NF 4♣ = PRE; 4♦ = both m; 4M/5m = NF	XYZ CONVENTION [32]; NEW MAJOR GAME FORCE FOURTH SUIT GAME FORCE 1X 1Y-2NT ADVANCES	
1♦		4	4♥	10-21, 5-card+/ 4♦(441) may have 5-card major with 6♦+	1♥ = ♥ [5]-[8]; 1♠ = ♠; 1NT = NF; 2♣ = FG, 4♣+; 2♥/♦ = INV/SO 4♥5♦ 2♠ = INV+, 4♦+ [9]; 2NT/3♣ = INV, BAL/ 6♣+; 3♠ = PRE 3M = WK 6M+; 3NT = NF; 4♣ = both m; 4M/5m = NF	XYZ CONVENTION [32]; NEW MAJOR GAME FORCE FOURTH SUIT GAME FORCE; GAZZILLI [16] 1X 1Y-2NT ADVANCES	
1♥		5	4♦	10-21, 5-card+ 4-card in 3 rd and 4 th seat possible may have 5♠ with 6♥+	1♠ = ♠ [10]; FORCING 1NT [11]; 2m = FG, 4m+; 2♥ = Constructive 2♠ = 8-10 6♣+, deny 3♥; MOD. JACOBY [12]; REV. BERGAN RAISE [13] 3♥ = PRE; 3♠ = WK 6♣+; SWISS 3NT; 4m = fit raise	XYZ CONVENTION; GAME FORCING 2♠ FOURTH SUIT GAME FORCE; GAZZILLI [16] 1X 1Y-2NT ADVANCES	SEMI-FORCING 1NT TWO-WAY REV. DRURY [15] 2NT = 6-10, ♣+♦
1♠		5	4♥	10-21, 5-card+ 4-card in 3 rd and 4 th seat possible	FORCING 1NT [14]; 2m = FG, 4m+; 2♥ = FG, 5♥+; 2♠ = Constructive MODIFIED JACOBY; REVERSE BERGAN RAISE 3♥ = INV, 6♥+, short in ♠; 3♠ = PRE; SWISS 3NT; 4m = fit raise; 4♥ = NF	FOURTH SUIT GAME FORCE; GAZZILLI TWO-WAY REVERSE DRURY 2NT = 6-10, ♣+♦	
1NT				14-16 may have 5M, 6m or 5m+4M seldom with singleton	STAYMAN [18]; JACOBY [19]; 2♠ = range ask/ ♣ [20]; 2NT = ♦; 3♣ = puppet Stayman; 3♦ = FG, ♣+♦ 3♥/♠ = 13+, 31(45)/13(45); 3NT = NF; 4♣ = ♥+♠ any 6-4 TEXAS; 4♠/4NT = QUANT with ♣/♦; 5m = NF	SMOLEN Escape after 1N- (X) [17]	
2♣	Y			ART, STR, 22+ if BAL	2♦ = waiting; 2♥ = negative; 2♠ = any 5-5; 2NT = 6♣+, good suit 3♣/♦/♥ = Good 6-card+ ♦♥/♠, little side value;	Jump bid by opener = self-sufficient trump	
2♦	Y			♥+♠, at least 5-4 [22] 4 th seat = 10-12, 6♦+	2M/3♣/3M = NF; 2NT = relay; 3♦ = pick M, NAT; 4m = relay 2M = NF; 2NT = INV, NAT; 3♣/3M = FG, NAT; 3♦ = courtesy	After 2♦ - 2NT: 3♣ = any min (3♦ ask); 3♦ = 5♥4♣; 3♥ = 4♥5♠; 3♠ = 5♥5♠	
2♥		5		NAT, PRE [23]	2♠ = NF; 2NT = puppet to 3♣; 3♣ = puppet to 3♦; 3♦ = FG, NAT 3♥/4♥ = PRE; 3♠/4m = lead directing + ♥ fit; 3NT/4♥/5m = NF		
2♠		5		NAT, PRE[24]	2NT = puppet to 3♣; 3♣ = puppet to 3♦; 3♦ = puppet to 3♥ 3♥/4m = lead directing + ♠ fit; 3♠/4♠ = PRE; 3NT/4♥/5m = NF		
2NT				19-21 [25]	Romex Stm; Transfer; 3♠ = minors or ♦; 3NT = NF; 4♣ = FG, 6♣+ TEXAS; 4♠/4NT = QUANT with ♣/♦; 5m = NF	SMOLEN	
3X		6		NAT, PRE [26]	3-level new suit = FG, NAT; 3NT/4M = NF 3♣-4♦/3♦-4♣/3M-4♠ = mini RKCB 4-level new suit = CUE		
3NT	Y			7-card+ M, 8.50 tricks	4♣ = trf your M; 4♦ = bid your M; 4♥ = 2Aces, may have untouching K; 4♠ = 1A + 1Touching AK; 4N = 3Aces		
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: 1 st /2nd, last train;							
Concept of fast arrival; Forcing Pass; Pass and pull; NON-SERIOUS 3NT; RKCB-1430; ORKCB; PMRKCB; PMB; SPL; D0P1, DEPO							