



PDEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Standard Overcall, 1-Level normally 5+card
Response: Jump Raise = PRE
New suit: 1/3L = F1; jump 2 L = invitational, Non-jump 2-L = NF
Cue Bid=F1 (SUP=inv; New Suit=F1; Re-cue=F1)
Jump Cue(under 3NT) = ask stopper(m) / 7-9 4-card(M)
Vs O/C: Q=LR+(M) / F1(m) Except 1♣ - (1♦) - 2♥/♥ = 3-7, 6♥/6♠
INT OVERCALL (2nd/4th Live; Responses; Reopening)
13-15 (BAL position) 15-18(Direct), system on (Kerry NT)
(1-Suit)-P-(P)-2NT=19-21(Extended Romex)
Direct 2N over (1m)-(2m) = 17-19 (Simple Stayman/Transfer)
Direct 2N over (1M)-(2M) = Minors T/O
Direct 2N over weak 2 = 15-19 (Simple Stay/Txf)
JUMP OVERCALLS (Style; Responses; Reopen)
1-Suit: PRE (pd new suit = long good suit, fit, inv)
2-Suit: May intermediate if partner passed
Reopen: opening hand, 6+
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
Michaels = 55+ M+m(if opp. M), or both M(if opp. M)
VUL = 10+HCP, non-VUL = Weak or Strong
Jump cue-bid =ask stopper (likely have 8+ playing tricks)
VS. NT (vs. Strong / Weak; Reopening; PH)
Rev. Capp (both seats) - X = Suggest penalty, 15+(Direct) / 13+(Bal)
2♣ = ♥ + ♠, 2♦ = ♥ OR ♠, 2NT = Any 2 suits
2♥ = ♥ + ♣ OR ♥ + ♦, 2♠ = ♠ + ♣ OR ♠ + ♦
3♣ over Strong 2N opening = ♥ + ♠
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
vs weak 2: cue=Stopper Asking
vs high-level PRE, 4N/cue=2suiter T/O
Unusual vs unusual against 2 known-suit overcall
VS. ARTIFICIAL STRONG OPENINGS
Vs STR 1♣/♦/2♣/♦ : Overcall: 4-13 HCP, X = ♥ + ♠, NT = ♣ + ♦
Respond : NT = Good Hand; all others=Natural NF
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+, 1♣/1♦-(X): System on except 1♦-(X)-2♣=Non-forcing
1♣-(1♦)-X=4-card+ ♥, 1♠-(1♦)-Any= System On except 3♦=Ask Stop
1M-(X): 1N to 2M-1 = Transfer, 2N = Limit Raise+, 4m = Fit Raise
1♥-(X): 2♠ = NF, 1M-(X) - 3X = Fit Raise (PH) / F1 (no 1X) / PRE(1X)
1NT-(X=any): XX = Transfer ♣ or 4+ 2 suit, other=System On

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th, MUD, natural	3rd / 5th, natural	
NT	2nd, 4th, MUD, natural	3rd / 5th, natural	
Subseq	Remaining CT / ATT	Remaining CT / ATT	
Other:			
Vs NT: A/Q ask for CT or Unblock, K for ATT, 10/9 = 0/2 Honors			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), AKJTx, Ax(+)	AK[+]; AKJ[+]; AQJ[+]	
King	AK; KQ[+]; KQJ[+]; KQ10[+]	AKJ[+]; AK[+]; KQ[+]	
Queen	Qx; QJ[+]; QJ10[+]	Qx; QJ[+]; QJ10[+]; KQ10x[+]	
Jack	Jx; J10x[+]	Jx; J10x[+]	
10	10x; HJ10[+]; 109x; 10xxx[+]	10x[+]; HJ10[+]; 109x; 10xxx[+]	
9	9x; H109[+]; 9xxx[+]	9x[+]; H109[+]; 9xxx[+]	
Hi-x	xSx (MUD), Sxxx	xSx	
Lo-x	xxxS(x)	Natural	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 ATT: Low = Engrg	Count: Low = Even	ATT: Low = Engrg
	2 Count: Low = Even	Suit Preference	Count: Low = Even
	3 Suit Preference	ATT: Low = Engrg	
NT	1 ATT: Low = Engrg	Count: Low = Even	ATT: Low = Engrg
	2 Count: Low = Even	Suit Preference	Count: Low = Even
	3 Suit Preference	ATT: Low = Engrg	
Signals (including Trumps): UDCA(Exclude Trump)			
Doubles			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+HCP, [over m] promise 4-3 in Majors; [over M] promise 3+ in other Major			
Or 16+ any distribution			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive double to 4♠			
Maximal double to 3♥			
Lighter double vs Slam and 3NT			
Lead-directing double			
Optional double over 4♠			
[We Don't Play Support Double nor Re-Double]			
In general, X = T/O or Strength			

WBF Convention Card		
Coloured Sticker:		
CATEGORY: Green	Date of modify: 23 June 2023	
NCBO: Hong Kong, China	EVENTS: Bermuda Bowl	
PLAYERS: Jacky Ip, Sunny Mo ♣♦♥♠ [V9.44]		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5-Card Major, Forcing 1NT, Bergen, 2 / 1 Game Force		
1♣ = 11+ 4+♣ or 11-13 BAL or 17-19 BAL (May have 5-card ♦)		
1♦ = 4♦+, may open 1♦ with 4+ ♦ & longer ♣		
1♦ - 3♣ = ♣ Invitational, Symmetric Major Raise		
2♦ PRE Majors, 2♥ PRE, 2♠ PRE, 3NT Reverse Namyats		
Principle of Slow Arrival for ♥/♠ fit after FG		
INT Opening: 14-16		
2 OVER 1 Response: FG		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
[S1] 2♣ = 20+, strong (22+ if BAL)		
[S2] 2♦ = PRE 4+♥&4+♠		
[S3] 2♥ = PRE 5+♥		
[S4] 2♠ = PRE 5+♠		
[S7] 3NT = 8-10 tricks in ♥ or ♠		
[S8] 4♣ / 4♦ = PRE in ♣ / ♦		
[S9] 4NT = 10-11 tricks in ♣ or ♦		
[S10] Negative free bids at 2-level after interference		
[S11] 1X-1Y-1Z: 2♣ =Puppet 2♦, 2♦ = FG / ♥ (in some case)		
(Except 1♣-1♦-1♠-2♣=To play)		
SPECIAL FORCING PASS SEQUENCES		
In FG situation: Pass in direct position = F1		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
4th suit FG except		
1♣-1♦-1♥-1♠ = Natural, NF		
1♦-1♥-1♠-2♣ = XYZ, puppet to 2♦		
1♥-1♠-2♣-2♦ = Gazilli, 8+		
PSYCHICS: Rare		

Opening	Tick if Artificial	Min. No. of Cards	Neg. DBL Thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		2	4♥	11-21 4+♣ (unbal or semi-bal)	1♦/♥ = 4+card in ♥/♠, 1♠ = ♠ FG or 6+ no 4-card M	1♣-1♦/♥-4♣/♦ = picture; 1♣-1♦/♥-1N/2N = 17-19 BAL/Almost FG	
				11-13 2+♣ BAL (may have 5♦)	1NT = 10-12 BAL, no 4-card M, 2♣ = FG no 5 side suit	1♣-1♦/♥-1M/N: 2♣ = Puppet 2♦ (To play 2♦ or INV)	
				17-19 2+♣ BAL (may have 5♦)	2♦/♥ = PRE 6-card ♥/♠, 2♠=5+♠4♥, 9-11	1♣-1♦/♥-1M/N: 2♦♥/♠ = Transfer (Weak or FG) / FG puppet to 2N	
					2N=INV with ♣, 3♣/♦/♥/♠ = PRE	1♣-1♦/♥-3N=17-19, 4-card support; 1♣-2♠-2N/3♣=Puppet 3♣/Ask	
1♦		4	4♥	11-21	1M = occasionally 3-card only, 2♦/3♦ = inverted / PRE	1♦-1M-4♦ = picture; 1♦-1M-2N=14-16, 6♦3M	
				Mostly unbalanced or semi-bal	2M/3M = Preemptive, 3♣ = 6+♣ invite	1♦-1M-1N=17+ or 6♦; 1♦-1♥-2♦(3-card ♥ support): 2♠=FG	
				Open 1♦ can be 4♦&5♣	2♣ = 12+, 1+♣, 2♦ after 2♣=16+	1♦-1♠-2♦/2♥=5♦+4♥ NF / 3-card ♠ Support	
1♥		5	4♦	11-21	1NT = F, 2♣ = 2+♣, 3♥ = 4+♥, PRE, 2♠ = 4+♥, 13+	Gazzilli 2♣ respond to 1♠/1N, 1♥-1♠/N-2N=FG 55 hand	2♣/♦ = 3/4+♥, 9-10
				3 rd 4 th seat may be 4+♥	2N/3♣/♦ = 4+♥, 10-12 BAL/ 10+ any SPL / 7-9	1♥-1♠-1N may have 4-card minor, XYZ afterward	2♣/3m/♠/4m = Fit raise
					3NT = BAL, 4♥,13-15, 3♠/4X = Fit Raise, 54+	1♥-1♠/1N-3N= To play, 6+ good ♥	2N = Any SPL
1♠		5	4♥	11-21	1NT = F, 2♣ = 2+♣, 3♠ = 4+♠, PRE, 2N = 4+♠, 13+	Gazzilli 2♣ respond to 1N, 1♠-1N-2N=FG 55 hand	2♣/♦ = 3/4+♠, 9-10
				3 rd 4 th seat may be 4+♠	3♣/♦/♥ = 4+♠, 10-12 BAL/ 10+ any SPL / 7-9		3/4X = Fit raise
					3NT = BAL, 4♠,13-15, 4X = Fit Raise, 54+		2N = Any SPL
1NT				14-16, can have 5M	2♣=Transfer ♦ or invite+; 2♠=invite 3N/minor inv+	1N-2♣-2♦/♥/♠/N=Accept Puppet / 5-6♦&3♥ / 5-6♦&3♠ / 5-6♣&3-4♦	
				Semi-BAL or BAL	2♦/♥/4♦/♥=transfer; 3♣=FG,5+♠ & 5+♣ OR ♦	1N-2♣-2♦-2♥/♠= INV with 4-5M	
				can have 54 or 6m	3♦=5+♥&5+♠ INV+, 3♥/♠ = (14)44 or (40)(54)	1N-2♣-2♦-2N= FG,	
					4♠/5m=Transfer to ♣/♦/To Play	1N-2♣-2♦-2N-3♣/♦/♥/♠/N= Others / (4333) / 5♥ / 5♠ / 3=3=2=5	
2♣	✓	0		Strong, 22+ if BAL	2♦ = 0-1 ctrl, 2♥/♠/N=2/3/4+ ctrls, 3N=6-card Solid	after positive respond, new suit by responder shows 5+ cards	2♣-2♦-3N=To play
					3X=Transfer, 6-card+ suit with KQ or AQ	2♣-2♦-2M-3M=3-card & useful Honor, 2♣-2♦-2M-4X=splinter	2♣-2N-3N-4♣=Baron
					2♣-2♦-2M-3♣ = 0-3HCP, 2♣-2X-3m-X-4m=RKC	2♣-2♦-2M-4M=4-card+, plus useful shape, no Slam Interest	
					2♣-2♦-3M/2♣-2♥-3♠/2♣-2X-4m=ask for cuebid	2♣-3X(xf)-Accept=Ask Short, NT=No Short, Trump=7222	
2♦	✓	0		PRE both M, (54)+ normally	Any M = To play, 3♣/♦=F1 [VUL]/NF[NV]	2♦-2NT-3♣/♦/♥/♠/N = Min 54+ or 44/Min 55+/Max 5♥/5♠/55M	
				Non V can be 44+	2NT = Ask	2♦-2NT-3♣-3♦=Ask, 3♥/♠=44+/5♠ Min	
				3 rd hand can be 44+	4♣/♦ = Ask for Transfer / To play in Better M	2♦-2NT-3♣-3♦-3♥-3♠=Ask to pick 4♥ or 3N	
2♥/♠		5		6-card in ♥/♠, PRE	2♠/3♥=F1 [VUL]/NF[NV], 2NT = Ask [NV], Ogust [V]	2M[NV]-2NT: 3♣/♦ = Suit, 3M=Min 6-card/3oM=Max, 3N=(55)+ Max	
				5-card in ♥/♠ & 4+m, PRE [NV]	3♣/♦ = F1 [VUL]/NF[NV], 4♣ = mini-RKC in ♥/♠	2M[V]-2NT: 3♣/♦/♥/♠/N = Weakest/Gd Suit/Gd HCP/Gd Gd/AKQ	
						2M-(X):XX=Lead Directing in M, 2N=Pup 3♣, Others=Fit + Lead Dir	
2NT				20-21 BAL or Semi-BAL	3♣ = Extended Romex, 3♦/♥/4♣/♦/♥=Transfer	2N-3♠-3N-4♣/♦/♠=5♣4♦/4♣5♦/55m Splinter	
					3♠=Puppet to 3N (to play or FG with both minors)	Extended Romex Developments	
					4♠/4N=Transfer to 5♣/♦, 5♣/♦=to play		
3♣/♦		6		PRE in ♣ / ♦	New suit [NF:NV/F:V], 4♦/♣ = Mini-RKB in ♣/♦		
3♥/♠		6		PRE in ♥ / ♠	3♠ [NF:NV/F:V], 4♣ = Mini-RKB, 4♦ = F1		
3NT	✓	7		8.5-10 tricks in ♥ / ♠	4♣/♦=Tx/Bid M, 4♥/♠/N = 2 Aces / A+AK / 3 Aces	RKC, D0P1;	Cue-Bidding
4♣ / ♦		7		PRE in ♣ / ♦	4♦/NT=RKC, 4♥/♠ to play	Special Gerber (1/03/2d/2s/4)	1) Ace (seldom Cue Bid stiff)
4♥ / ♠		7		PRE in ♥ / ♠	4♠/5♣/♦/♥ = 3-CAB	GSF: 6♥ = Q + Length	2) partner's suit = A / K (Q in 2nd round)
4NT	✓	8		10-11 tricks in ♣ or ♦	Any ♣/♦ = pass / correct	6♦ = A/K	Minor RKC [fit and GF at or below 4 level]
					5♥/♠/N=2 Aces, Color/Rank/Shape respond	6♣ = A/K + Length (if ♦ trump, only A/K)	+1/+2/+3/+4=14/30/2 no Q/2+Q
5♣ / ♦		8		PRE in ♣ / ♦	New suit = 3-CAB	6Trump=Worse	+1=Ask Q for 14/30 OR Ask Lowest K for 2/2+Q
5♥ / ♠		8		To play in ♥ / ♠	Ask for Raise to slam w/ Trump A/K or Grand w/ AK	Simple Blackwood, 1X-4N	Both-wood after 1M-Jacoby

Prepared defence against Multi 2♦ (2♣) with a weak either Major

X=13-15 Balance/17+ any

2N=15-18 Balance

4♣/♦=♣/♦+♠

3N=To Play[4♣/♦/♥/♠/N/5m =Ask/Transfer♥/♠/♣/♦/To Play]

4♣(unpassed):4♦/♥/♠/N/5X/5N/6X=14-

17+Running Suit/21-23/23-25/25-27/

17-20+Running Suit/27-28/20+ Running Suit

4♣(passed), 4♦=No M, 4M=4-card+, 4N=To Play with Running Suit

First Major Bid means Natural, Subsequence Bid Other Major=Cue Bid

