




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			<b>NCBO Logo &amp; Coloured Sticker:</b>  	<b>CATEGORY:</b> Green: NATURAL <b>Last Updated:</b> 26-06-2023 <b>NCBO:</b> Hong Kong, China <b>EVENTS:</b> ALL <b>PLAYERS:</b> Sam Kung, Bryan Yip, Leo To, Alex Seto
8-17 HCP (occ. light)			<b>Lead</b>	<b>In Partner's Suit</b>		
Responses: New suit forcing; CUE = LR+ [27];		<b>Suit</b>	3 <sup>rd</sup> or 5 <sup>th</sup> best	3 <sup>rd</sup> or 5 <sup>th</sup> best; Top from xxxx		
PRE DBL RAISE		<b>NT</b>	4 <sup>th</sup> best, TON	3 <sup>rd</sup> or 5 <sup>th</sup> best		
Reopening: Aggressive		<b>Subseq</b>	Standard Remaining Count	Standard Remaining Count		
		<b>Other:</b> 0/1 lead				
		A for ATT; K for CT lead in 5+ suit contract and returning trick(s)				
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
2 <sup>nd</sup> seat: 15-18 HCP, full system on		<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
4 <sup>th</sup> seat: (1♠) - P - (P) - 1NT = 13- 15 HCP, full system on		<b>Ace</b>	AKx(+), Ax	AKx(+)	2 over 1 Game Force	
(1♦) - P - (P) - 1NT = 14- 16 HCP, full system on		<b>King</b>	KQx(+), Kx, AK	KQx(+)	5542 Opening [1], Five-card major, Strong NT	
(1♥) - P - (P) - 1NT = 15- 17 HCP, full system on		<b>Queen</b>	QJx(+), Qx	QJx(+), AQJx(+), KQT9(+)	Opening may be light at 3 <sup>rd</sup> seat	
(1♠) - P - (P) - 1NT = 15- 18 HCP, full system on		<b>Jack</b>	JTx(+), HJT(+), Jx	JTx(+), HJTx(+)		
For all sequences that 2NT shows a balanced strong hand,		<b>10</b>	(H)T9x(+)	(H)T9x(x)		
Simple Staymen; Jacoby Transfer; Texas Transfer		<b>9</b>	9x			
<b>JUMP OVERCALLS (Style; Responses; Reopen)</b>		<b>Hi-x</b>	Xx	Xxxx, Xxx		
<b>1-Suit:</b> NV: Preemptive		<b>Lo-x</b>	xxX, HxX,xxXx	HxX	<b>1NT Opening:</b> 15-17 HCP, Bal/Semi-bal hand, can have 6m	
V: Intermediate at 2 level; Preemptive at 3+ level		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>2 OVER 1 Response:</b> Absolute Game Force	
<b>2-Suit:</b> 2NT: Lowest Unbid 2 suits [29]			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
		<b>Suit</b>	1 Attitude	Count	Attitude	1. 1♣ - 1♦ Walsh Style [2]
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>			2 Count	Attitude	Suit Preference	2. Inverted Minor [3]
2-level CUE= Michaels; wide range [29]			3 Suit Preference			3. 1M – 1NT – 2NT = GF Relay [6]
1m-2m=♥+♠		<b>NT</b>	1 Attitude	Count	Attitude	4. Weak 2♦/♥/♠ [17]
1M-2M=unbid major + either minor			2 Count	Attitude	Suit Preference	5. Checkback staymen after 2NT opener rebid [21]
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>			3 Suit Preference			6. HELLO Convention [25]
Non-passed Hand: 2♠=♠+♥ (4-4+)	Passed hand: 2♠=♠+unknown suit (4-4+)	Carding: UDCA, standard suit preferences			7. LEBENSOHL [28]	
2♦=One major, Good hand	2♦=♦+major	Standard Smith Echo: High for Encourage			8. Negative Free Bids	
2♥=♥ blocking	2♥=♥+♠	Standard Remaining Count			9. Unusual VS Unusual [31]	
2♠=♠ blocking	2♠=Natural					
2NT=♠/♦, Good hand; 3m=PRE	2NT=♠+♦	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
X=5m+4M, constructive [23]	X=any 1-suiter [24]	Emphasize majors, minor unclear				
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		Response: New suit non-forcing; CUE = LR+, any shape				
Below 4♠: X=T/O; 4♠ or above: X=PEN		Aggressive Reopenings				
Jumps = Leaping Michaels [30]; CUE = Ask Stop						
2NT=15-18 Balanced hand; 3NT=To Play		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		NEG DBL thru 3♠			1♦-(X)-XX: Forcing till 2NT	
Strong artificial 1♠ openings are treated as natural in defense		NO SUPP DBL			1M-(X)-XX: Forcing till 2M	
Natural defense against 2♠		Maximal and Game try DBLs			After penalty oriented X or XX	
		Responsive DBLs			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		Against bid and raise below 4♥: DBL=T/O oriented			In unclear situation, we may not pass	
New suit = NF, Jump = PRE, XX = Strength					<b>PSYCHICS:</b> Random, Seldom;	
DBL raise = PRE; 1M - (X) - 2NT = LR+, Support; 3m = INV						

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	11-21 HCP	Inverted minor: 2♣ = GF; 3♣ = PRE [3] 1♦ = 2+; 1M = 4+; 1NT = INV; 2NT = GF 2♦ = GF; 2♥/♠ = Invite; 3♥/♥/♠ = PRE	1♣ - 1♥ - 3♦ = Mini-Splinter 1♣ - 1♠ - 3♦/3♥ = Mini-Splinter 1♣ - 1♦/1♥/1♠ - 3NT = Solid ♣	Inverted minor off 1♣ - 2M = Maximum hand
1♦		4	4♥	11-21 HCP	Inverted minor: 2♦ = F1; 3♦ = PRE 2♣ = GF [4]; 2♥/♠ INV; 2NT = INV; 3♣ = INV	1♣ - 1♥ - 3♥ = 15 – 17 unbalanced or 18 – 19 balanced 1♣ - 1♦/1♥/1♠ - 2NT = 18 – 19 balanced w/o 4 card support 1m – 1M – 4m = Picture Bid	Inverted minor on 1♦ - 2M = Maximum hand
1♥/♠		5	4♦	11-21 HCP [5]	1NT = F1 [6]; 2NT = 4+ SUPP, INV+ [7]; 3♣/3♦/3♥ = INV; 3NT/4♠/♦ = Splinter 2/1 = GF [11]; 4M = T/P	1M-2M-2NT = Inv 1♥-2♥-2♠/3♣/3♦ = GF 1♠-2♠-3♣/3♦/3♥ = GF XYZ [10]	2-way Reverse Drury [9] XYZ on 1M – 2oM = Maximum, 5 card
1NT				15-17 HCP No 5cM, can have 6cm	2♣ = STAY [12]; 2♦ = TRF [13] 2♥ = TRF; 2♠ = MSS or weak both minors [14] 2NT = One suit minor; 3♣/3♦ = INV 3♥/3♠ = 5-5+M, INV/GF; 4♣ = Gerber; 4♦/4♥ = TRF	Escape system after 1NT – (X) [15] Smolen	
2♣	YES			Strong Hand 1) 22+ HCP Balanced Hand 2) 8.5+ Playing Tricks	2♦ = 5-7 HCP; 2♥ = 8-9 HCP; 2♠ = 0-4 HCP 2NT = 10+ HCP; 3 suit = 2-3 Top Honours; 3NT = Any 6+ solid suit [16]		
2♦ 2♥ 2♠		6		Weak (11-14 HCP, 6+ at 4th seat)	2 lvl new suit = F1 2NT = Modified Ogust 3 lvl new suit = GF [17]		New suit NF
2NT				20-21 HCP Bal/Semi-bal	3♣ = PUPPET [18]; 3♦/♥ = TRF [19]; 3♠ = MSS [20] 3NT = Relay to 4♣; 4♣ = Ms; 4♦/♥ = TRF		
3 suit		7		PRE	New suit F1 (NF after 3♣ when NV vs Vul)		New suit NF
3NT	YES			Both majors PRE	4♣ = S/T; 4♦ = Pick 4M; 4M = T/P [22]		
4m		7		PRE			
4M		7		To Play	4NT = RKCB	<b>HIGH LEVEL BIDDING</b>	
4NT	YES			65+ minors, PRE	5-7m = To Play	RKC (14, 03), 5NT ask lowest King D0P1 for interference [27]	Splinters exclude singleton A or K 5NT Grand Slam Force
5♣/♦		7		To Play		Cuebid: Prioritize A; Partner suit A/K Cuebid own suit = A+ or KQ+ Non-serious 3NT	