




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>			NCBO Logo & Coloured Sticker:  	<b>CATEGORY:</b> Green: NATURAL <b>Last Updated:</b> 14-06-2023 <b>NCBO:</b> Hong Kong, China <b>EVENTS:</b> ALL <b>PLAYERS:</b> Alex Seto, Jeffrey Chiang, Dave Ko
Aggressive in general			<b>Lead</b>	<b>In Partner's Suit</b>		
New suit at 1-level = constructive; 2-level = F1		<b>Suit</b>	4 <sup>th</sup> best, MUD, Top from xxxx	4 <sup>th</sup> best, MUD, Top from xxxx		
Jump new suit = FG; Jump raise = PRE		<b>NT</b>	4 <sup>th</sup> best, TON	4 <sup>th</sup> best, TON		
CUE = F1 or INV+ with SUPP [21]; Jump CUE = mixed raise		<b>Subseq</b>	Standard Remaining Count	Standard Remaining Count		
Reopening: Aggressive		<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>	
14-18 HCP, full system on		<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
For all sequences that 2NT shows a balanced strong hand,		<b>Ace</b>	AKx(+), Ax	AKx(+)	2 over 1 Game Force	
Simple Stayman; Jacoby Transfer; Texas Transfer		<b>King</b>	KQx(+), Kx, AK	KQx(+)	5542 Opening [1], Five-card major, Strong NT	
		<b>Queen</b>	QJx(+), Qx	QJx(+), AQJx(+)	Opening may be light at 3 <sup>rd</sup> seat	
		<b>Jack</b>	JTx(+), HJT(+), Jx	JTx(+), HJTx(+)	Extremely aggressive style	
		<b>10</b>	(H)T9x(+)	(H)T9x(x), HTx		
		<b>9</b>	9x	H9x		
<b>JUMP OVERCALLS (Style; Responses; Reopen)</b>		<b>Hi-x</b>	Xx, Xxxx	xXxx, Xxx	<b>1NT Opening:</b> 15 - 17 HCP, Bal/Semi-bal hand	
<b>1-Suit:</b> Preemptive		<b>Lo-x</b>	xXx, HxX	HxX	<b>2 OVER 1 Response:</b> Absolute Game Force	
<b>2-Suit:</b> 2NT: Lowest Unbid 2 suits; flexible range [22]		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	1. Transfer responses after 1♣ opening [2]
		<b>Suit</b>	1 Attitude	Count	Attitude	2. XYZ Convention [6]
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>			2 Count	Attitude	Suit Preference	3. Weak 2♦/♥/♠
2-level CUE = Michaels; flexible range [22]			3 Suit Preference			4. Modified HELLO Convention [18]
1m-2m=♥+♠		<b>NT</b>	1 Attitude	Count	Attitude	5. Transfer over 1NT interference [27]
1M-2M=unbid major + either minor			2 Count	Attitude	Suit Preference	6. Unusual VS Unusual [28]
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>			3 Suit Preference			7. 3NT Opening = Both Majors PRE [29]
Non-passed Hand: 2♠=♠+♥ (4-4+)	Passed hand: 2♠=♠+unknown suit (4-4+)	Carding: UDCA, standard suit preferences				
2♦=One major, Good hand	2♦=♦+major	Standard Remaining Count				
2♥=♥ blocking	2♥=♥+♠					
2♠=♠ blocking	2♠=Natural					
2NT=♣/♦, Good hand; 3m=PRE	2NT=♣+♦	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
X = Penalty [25]	X = any 1-suiter [26]	Emphasize majors, minor unclear				
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		Response: New suit NF; CUE = F1				
Below 4♠: X = T/O; 4♠ or above: X = PEN		Aggressive Reopenings				
Jumps = Leaping Michaels [23]; 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 4♥				
Strong artificial 1♣ and 2♣ openings are treated as NAT in defense		NO SUPP DBL or REDBL				
		Maximal and Game try DBLs				
		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		Lead directing DBL			<b>PSYCHICS:</b>	
All systems on		1♠-(1♦)-X=♥, 1♦-(X)-XX=♥, 1m-(1♥)-X=♠			Rare	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	11-21 HCP	1♦/♥ = 4+♥/♠; 1♠ = No 4+M; 1NT = INV; 2♣ = INV 2♦/♥/♠ = WJS; 2NT = GF; 3♣/♦/♥/♠ = PRE	XYZ [6] Fourth suit forcing New Major Game Force	Inverted minor off XYZ on
1♦		4	4♥	11-21 HCP	1NT = NF; 2♣ = GF; 2♥/♠ WJS; 2NT = INV; 3♣/♦ = INV 3♥/♠ = SPL	XYZ [6] Fourth suit forcing New Major Game Force	XYZ on
1♥/♠		5	4♦	11-21 HCP [3]	1NT = F1 [11]; 2/1 = GF [4]; 2NT = 4+ SUPP, GF [9] 3♣/3♦ = 4+ SUPP, 9-11/6-8 HCP [5]; 3M = PRE 3oM = Void Splinter; 3NT/4♣/♦ = Splinter [7]; 4M = T/P	1♥ - 2♥ - 2♠ = Short suit game try, Relay to 2NT [17] 1♠ - 2♠ - 2NT = Short suit game try, Relay to 3♣ 1♥ - 2♥ - 2NT/3♣/3♦ = Help suit game try 1♠ - 2♠ - 3♣/3♦/3♥ = Help suit game try XYZ [6]	2-way Reverse Drury [12] Semi-forcing 1NT 1M – 2oM = Maximum, 5 card
1NT				15-17 HCP [14] can have 5cm or 6cm	2♣ = STAY; 2♦/♥ = TRF; 2♠ = Size ask or ♣; 2NT = ♦ 3♣ = PUPP; 3♦ = 5-5+m S/T; 3♥ = 3-1-4/5; 3♠ = 1-3-4/5 4♣ = 6-4M; 4♦/4♥ = TRF; 4♠ = QUAN w/ 5cd minor	Escape system after 1NT – (X) [24] 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 (Discount J) 3suit = 2-3 Top Honour; 3NT = Any 6+ solid suit [10]		
2♦ 2♥ 2♠		5		PRE (8-13 HCP, 6+ at 4th seat)	2 lv new suit = NF 2NT = Ogust 3 lv new suit = GF		New suit NF
2NT				20-21 HCP Bal/Semi-bal [16]	3♣ = PUPP; 3♦/♥ = TRF; 3♠ = ♦ or both minors 3NT = T/P; 4♣ = ♣; 4♦/♥ = TRF 4♠ = QUAN w/ 5cd minor		
3 suit		6		PRE	New suit F1 (NF after 3♣ when NV vs Vul)		New suit NF
3NT	YES			6-5+ Majors, PRE	4♣ = S/T; 4♦ = Pick 4M; 4M = T/P; 4NT = RKCB in 6cd M [29]		
4m		7		PRE			
4M		7		To Play	4NT = RKCB [20]	<b>HIGH LEVEL BIDDING</b>	
4NT	YES			6-5+ minors, PRE	5-7m = To Play	RKC (14, 03), 5NT ask lowest King DOP1 for interference	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	