


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6-16, 5+cards (sometimes 4 cards)
Responses are NAT
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: 15-18, system ON
Balance: 12-15, system ON
PH: 55 2-suiter
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: PRE (Vul better)
2-suit: 2NT = unbid 2 lowest suits
(1C) – 2D = Both Majors, (1D Prec) - 2H = Both Majors
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels (except 1C) – 2C = NAT), Leaping Michael
VS. NT (vs. Strong/Weak; Reopening; PH)
Double = 4M 5+m (Strong), Points (Weak)
2♣ both Majors; 2♦ 1 Major; 2M = 5M4+m; 2NT = 1m
vs weak NT: 2D= 1 suit, 2NT= 4S + 6m, 3m = 4H + 6m
Passed hand: Double = 1 suit
2♣= ♣+any; 2♦ = ♦+M; 2H/S = H/S + m
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = S+H, 1D = S+C or H+D, 1NT = S+D or H+C
2NT = C+D
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+hcp
1M – (X): transfer response

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4	3/5	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	AKx+	
King	AKx+, KQx+	AKJx+, KQTx+	
Queen	QJx+,	(H)QJx+, KQx+	
Jack	(H)JTx+	(H)JTx+	
10	(H)T9x+	(H)T9x+	
9	(H)98x+	(H)98x+	
Hi-X	Xx, xxX, xxXx	Xx, Xxx, XXxX+	
Lo-X	HxX. HxXx	HxX. HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Enc	Low = Even	Low = Enc
Suit 2	Low = Even	Standard Suit Pref	Standard Suit Pref
3			
1	Low = Enc	Low = Even	Low = Enc
NT 2	Low = Even	Standard Suit Pref	Standard Suit Pref
3		Reverse Smith Echo	
Signals (including Trumps):			
UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasis on Major, not promise minor			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double up to 4H			

W B F CONVENTION CARD	
DATE: 20240515	
CATEGORY: GREEN	
NCBO: HONG KONG, CHINA	
PLAYERS: Bubble Ho – Gordon Ho	
NCBO Logo, Team Logo & Coloured Sticker:	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♠ = 11-21 2+C (can be 5D332)	
1♦ = 11-21 4+D, not 4333/4432/5332	
1M = 11-21 5+M	
1NT = 11-14 (NV) or 15-17 (Vul)	
2 OVER 1 Responses: forcing game	
2♣ = weak both Major	
2♦ = weak in a Major or GF opening	
2♥=♥+minor, 2♠=♠+minor	
Often upgrade and downgrade based on actual situation	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: seldom	

O P E N I N G	T I C K I F A R T I F I C I A L	M I N · N O. O F C A R D S	N E G. D B L T H R U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-21 (can be 5D332)	1♦/♥= 4+♥/♠; 1♠= 6+ no 4M; 1NT= 0-5 5+♦; 2♠= 0-5 54+M; 2♦= 13+ 5+♦; 2♥/♠/3X= PRE; 2NT/3NT=5-7/8-9 55m;	1♣-1♦/♥-1♥/♠= (1) 11-15, 3 card supp, unbal (2) 13-17, 4 card supp (3) 18-19, bal	
1♦		4(3)	4♥	11-21 4+D, not 4333/4432/5332 (Except 3rd/4th seat)	1♥/♠= 6+ 4+♥/♠; 1NT= 6-10 no 4M; 2♣= FG; 2♦= 8+ 3+card supp; 2♥/♠= 5-9/10-12 5+♠ 4+♥; 3♣= INV; 3X= PRE	1♦-1♥/♠-1NT= 16+	
1♥		5	3♠	11-21 5+M	1NT= F1; 2/1=GF, 2♠= 5-9, 6+♠; 2NT = Jacoby; 3♣/♦= 6-9/10-11 4+card M 3♥= PRE; 3♠/3NT/4m= splinter	1♥-1♠-2♣ / 1M-1NT-2♣ = Gazzilli	1NT= Semi-Forcing 2C/D= Drury
1♠		5	3♠	11-21 5+M	1NT= F1; 2/1=GF, 2NT = Jacoby; 3♣/♦= 6-9/10-11 4+card M; 3♠= PRE; 3♥/3NT/4m= any splinter	1M-1NT-2♣ = Gazzilli	1NT= Semi-Forcing 2C/D= Drury
1NT				11-14 bal (NV) 15-17 bal (V) Sing H, 5M, 6m possible	2♣= stayman; 2♦= H or relay; 2♥= S; 2♠= C; 2NT = D; 3♣= ask 5M; 3♦ = (64) minor; 3♥/♠ = 31(54)/13(54), GF 4M = to play		
2♣	YES	0		PRE Both Majors 54+	2♦= ask for 5 card suit (can be INV hand); 2/3/4M = to play 2n= GF relay; 3♣/♦= nat NF		
2♦	YES	0		1) PRE 6+M 2) GF opening	2/3/4M = p/c, 2NT= relay, 3m = nat NF 4♣= ask for transfer ♥/♠	2♦ – 2NT: 3♣/♦= min ♥/♠, 3♥/♠= max ♠/♥	
2♥	YES	5		PRE, 5H 4+m	2♠= NF, 2NT=relay, 3♣= p/c, 3♦= INV 4H, 4m= 7+m, NF	2♥-2NT: 3♣/♦= min, 3♥= ♣ max, 3♠ = 4♦ max, 3NT= 5♦ max	
2♠	YES	5		PRE, 5S 4+m	2NT = relay, 3♣= p/c, 3♦ = 5+♥ 3♥ = INV 4S; 4m= 7+m, NF	2♠-2NT: 3♣/♦= min, 3♥= ♣ max, 3♠ = 4♦ max, 3NT= 5♦ max	
2NT				20-21 bal	3♣= Muppet stm; 3♥/♠= txf, 3♠= minors 4C/D = H/S, 4H/S = C/D	2NT-3♣: 3♦= at least 1M 3♥= no 4M 3♠= 5♠ 3N= 5♥	
3X		6		preemptive	3D/M-4♣=slam try in opener suit (3C-4♦)	HIGH LEVEL BIDDING	
3NT				Gambling	4/5♠=p/c; 4♦=slam try	RKCB 1430, Exclusion 0314	
4X		7		preemptive		Turbo keycard showing after 4m fit	
4NT	YES			Both minors 65+		D0P1, DEPO	