


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 2.19		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE					
Aggressive in general			Lead	In Partner's Suit			
New-suit = constructive; Jump new suit = FG; 1NT = 8-10		Suit	3 <sup>rd</sup> = Even; Low = Odd	3 <sup>rd</sup> = Even; Low = Odd			
RAISE = courtesy; Jump RAISE = PRE; Jump CUE = mixed raise		NT	4 <sup>th</sup> ; 2 <sup>nd</sup> from weakness	3 <sup>rd</sup> = Even; Low = Odd		Category:	Natural – Green
Minor overcall: CUE = F1 or INV+ with SUPP; 2NT = NAT, INV		Subseq	ATT	ATT		NCBO:	Hong Kong, China
Major overcall: 2♣ = F1; 2♦/NT = INV+ with 3+/4+ SUPP		Others: Top from xxxx for raised partner's suit; ATT from known 6+card VS NT			Event:	All	
Reopening: similar style		Leading trump (including partner's suit): S/P			Players:	Abby Chiu & Alan Size	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2 <sup>nd</sup> /4 <sup>th</sup> live = 14-18; system as over 1NT opening		Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE	
Reopening = 13-17; system as over 1NT opening		Ace	AKx(+); Ax(+)	AKx(+)		1♣ = 2+, may have 4♦; 1♦ = 5+ except 4441; 5-card major; Strong 2♣	
		King	AK; KQ(x+)	KQ(x+); KQJ(x+); AKJ10(x+)		Transfer Responses; 2♦ = Variable on vulnerability; 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: 14-17	
Reopening = 20-21; system as over 2NT opening		Hi-x	Sx; HxSx; HxSxxx	xSx (could be Sxx)		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	3NT = 7-card+ solid M	
(1M)-2M = oM+m; New suit = NF; 2NT = strong enquiry; 3♣ = P/C		Suit: 1 <sup>st</sup>	High = Discourage	High = Odd	High = Discourage	REVERSE BERGAN RAISE	
Jump CUE = stopper ask:		2 <sup>nd</sup>	High = Odd	S/P	High = Odd	LEBENSÖHL	
Lowest new suit = no stopper; CUE = FG; New suit = F1; 4M/5m = NF		3 <sup>rd</sup>	S/P (dummy's short)		S/P	TRANSFER RESPONSES	
VS. NT (vs. Strong / Weak; Reopening; PH)		NT: 1 <sup>st</sup>	High = Discourage	High = Odd	High = Discourage	MODIFIED GAZZILLI	
X = Penalty (13+/opener's minimum or above); 2♣ = ♥+♠, at least 5-4		2 <sup>nd</sup>	High = Odd	S/P	S/P		
2♦ = PRE in a major; 2M = NF; 2NT = PRE in a minor; 3m = NF		3 <sup>rd</sup>	S/P				
PH: X = any one suit; 2♣ = ♥+♠ (at least 5-4)		Signals (including Trumps): Trumps: S/P; Smith Echo (Low from leader =					
2♦ = ♦ and a major; 2M = M+m; 2NT = ♣+♦		Encourage; Low from partner = Discourage)					
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 = 8-10; 2NT = 11-12; Jump new suit = INV; CUE = F1, subsequent = FG					
(4m)-4NT = NAT; (4♥)-4NT = ♣+♦; (4♠)-4NT = 2 suits		RESP DBL = 8+					
VS ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
Vs. strong 1m: NAT, treatment as natural opening		1♣-(X)-XX = ♦; 1♦-(X)-XX = ♥; 1♠-(1♦)-X = ♥; 1m-(1♥)-X = ♠			FG situation: standard approach		
Vs. strong 2m: X = 3 suits; Others = SUCTION (all-level) (only for 2 <sup>nd</sup> live)		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 = ♦; 1♦-(X)-XX = ♥; system as if no double		No SUPP DBL nor SUPP REDBL, they all show strength					
1M-(X)-(XX) = 10+; system as if no double		Lead directing DBL and LIGHTNER DBL					
		Unsolicited DBL and REDBL			Psychics: rare		

OPENING BID DESCRIPTIONS							
Open	Art	Min	ND	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣		2	4♥	10-21, may have 4♦ may have 5-card suit with 6♣+	1♦ = ♥; 1♥ = ♠; 1♠ = 6+, no 4M; 1NT = FG, 5♦+ and 4M+ 2♣ = NF, ♣+♦; 2♥/♥ = WK 6♥/♠+; 2♠ = INV, 5♣+ 2NT = 10-11; 3♣ = PRE; 3♥/M = WK 6♥/M +; 3NT = NF 4m = PRE; 4M/5m = NF	XYZ CONVENTION; NEW MAJOR GAME FORCE FOURTH SUIT GAME FORCE; MODIFIED GAZZILLI 1X 1Y-2NT ADVANCES	
1♦		4	4♥	10-21, 5-card+ except 4441 may have 5-card major with 6♦+	1♥ = ♥; 1♠ = ♠; 1NT = NF; 2♣ = FG, 4♣+; 2♥/♥ = WK 6♥/♠+ 2♠ = INV+, 4♦+; 2NT = 10-11; 3♣ = INV, 6♣+; 3♦ = PRE 3M = WK 6M+; 3NT = NF; 4m = PRE; 4M/5m = NF	XYZ CONVENTION; NEW MAJOR GAME FORCE FOURTH SUIT GAME FORCE; MODIFIED GAZZILLI 1X 1Y-2NT ADVANCES	
1♥		5	4♦	10-21, 5-card+ 4-card in 3 <sup>rd</sup> and 4 <sup>th</sup> seat possible may have 5♠ with 6♥+	1♠ = ♠; FORCING 1NT; 2m = FG, 4m+; 2♥ = Courtesy 2♠ = WK 6♠+; MODIFIED JACOBY; REVERSE BERGAN RAISE 3♥ = PRE; 3♠ = WK 6♠+; SWISS 3NT; 4m = PRE	XYZ CONVENTION; GAME FORCING 2♠ FOURTH SUIT GAME FORCE; MODIFIED GAZZILLI 1X 1Y-2NT ADVANCES	SEMI-FORCING 1NT TWO-WAY REVERSE DRURY 2NT = 6-10, ♣+♦
1♠		5	4♥	10-21, 5-card+ 4-card in 3 <sup>rd</sup> and 4 <sup>th</sup> seat possible	FORCING 1NT; 2m = FG, 4m+; 2♥ = FG, 5♥+; 2♠ = Courtesy MODIFIED JACOBY; REVERSE BERGAN RAISE 3♥ = INV, 6♥+, short in ♣; 3♠ = PRE; SWISS 3NT; 4m = PRE; 4♥ = NF	FOURTH SUIT GAME FORCE; MODIFIED GAZZILLI TWO-WAY REVERSE DRURY 2NT = 6-10, ♣+♦	
1NT				14-17 may have 5M, 6m or 5m+4M seldom with singleton	STAY; JOCABY; 2♠ = NAT INV or ♣; 2NT = ♦; 3♠/♦ = ♣+♦, NF/FG; 3♥/♠ = 13+, 31(45)/13(45); 3NT = NF; 4♣ = ♥+♠ any 6-4 TEXAS; 4♠/4NT = QUANT with 4♠/♦; 5m = NF	SMOLEN; BARON	
2♣	Y			ART, STR, 22+ if BAL	2♦ = 5-7; 2♥ = 8-9; 2♠ = 0-4; 2NT = 10+ (count AKQ only) 3X = Good 6-card+ suit, little side value;	Jump bid by opener = self-sufficient trump	
2♦	Y			Non-VUL = light PRE, 5♥+ or 5♠+ VUL = ♥+♠, at least 5-4 4 <sup>th</sup> seat = 10-12, 6♦+	2M/3M = P/C; 2NT = relay; 3♣ = NF; 3♦ = FG, 5♥/♠+; 4m = relay 2M/3♣/3M = NF; 2NT = relay; 3♦ = FG, NAT; 4m = relay 2M = NF; 2NT = INV, NAT; 3♣/3M = F1, NAT; 3♦ = courtesy		
2♥		6		NAT, PRE, very rare 5♥ only 4 <sup>th</sup> seat = 10-12, 6♥+	2♠ = NF; 2NT = puppet to 3♣; 3♣ = puppet to 3♦; 3♦ = FG, NAT 3♥/4♥ = PRE; 3♠/4m = lead directing; 3NT/4♥/5m = NF		
2♠		6		NAT, PRE, very rare 5♠ only 4 <sup>th</sup> seat = 10-12, 6♠+	2NT = puppet to 3♣; 3♣ = puppet to 3♦; 3♦ = puppet to 3♥ 3♥/4m = lead directing; 3♠/4♠ = PRE; 3NT/4♥/5m = NF		
2NT				19-21	STAY; JOCABY; 3♠ = minors or ♦; 3NT = NF; 4♣ = FG, 6♠+ TEXAS; 4♠/4NT = QUANT; 5m = NF	SMOLEN; BARON	
3X		6		NAT, PRE	3-level new suit = FG, NAT; 3NT/4M = NF 3♣-4♦/3♦-4♣/3M-4NT = PRKCB 4-level new suit = CUE		
3NT	Y			1 <sup>st</sup> / 2 <sup>nd</sup> seat = 7-card+ solid M 3 <sup>rd</sup> / 4 <sup>th</sup> seat = 7-card+ solid m	4♣ = relay (4♦ = ♥, 4♥ = ♠), 4♦ = relay (4♥ = ♥, 4♠ = ♠) 4♣/4♦ = P/C		
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: show first round controls before second, except King in partner's suit;							
Concept of fast arrival; Forcing Pass; Pass and pull; NON-SERIOUS 3NT; RKCB-1430; ORKCB; ERKCB; PMRKCB; PMB; SPL; Pass-1; CAB;							