



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				NCBO Logo & Colored Stickers:	
8-15 HCP (maybe light); 5+cards (occasionally 4 cards at 1 level)			Lead	In Partner's Suit			
Responses: New suit at 1 or 2 level = NF;		Suit	3/5	3/5			
Cuebid = Unassuming/limit raise or better;		NT	4 th	4 th			
Double raise = preempt, irrespective of vulnerability		Subseq	CT / ATT	CT / ATT	CATEGORY: NATURAL		
		Other: Top of sequence; Vs NT, on the lead of King or Queen			NCBO: Hong Kong China EVENTS: ALL		
		If partner has the honor immediately below, he should unblock			PLAYERS: Roger Ling - Sam Wan		
1NT OVERCALLS (2nd / 4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2nd: 15-18 HCP, balanced;		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE		
Responses: System ON;		Ace	AK(+), A(+)	AK(+), AQ(+), A(+)	Two Over One Game Force		
4th: 15-18 HCP, balanced;		King	AK (doubleton), KQ(+),	KQ (+)	5-card majors, better minor;		
Responses: System ON;		Queen	QJ(+), Qx	QJ(+), Qx, KQ10(+)	Inverted minor raises;		
		Jack	J10(+), Jx	J10(+), Jx	Wide range overcalls based on playing strength;		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	(A/K)109(+), 109(+), 10x	(A/K)109(+), 109(+), 10x			
1-Suit: Non-Vul: Weak preempt (6-10 HCP);		9	9X	9(+)			
Vul: Intermediate (11-15 HCP);		Hi-x	Sx, xSx (MUD), Sxxx(+),	Sx, Sxx, Sxxx(+)			
2-Suit: 2NT: 2 lowest un-bid suits, based on playing strength		Lo-x	xxS, HxSx, HxxxS	HxxS(+), xxxS(+)	1NT Opening: 15 – 17 HCP		
Responses: 2NT = asking		SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response: GF		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Michaels		Suit	1 Hi=Discouraging	Hi=Odd	Attitude	All low-level doubles are T/O unless after trap pass	
3 level jump cue = ask partner to bid 3NT if holding stopper			2 Hi=Odd	Suit preference	Hi=Odd, Discour	Strong 2♣ (9+tricks OR 22+ BAL)	
			3 Suit preference			2♦= Weak 2 either major	
2♣ overcall against 1♣ (prepared club or Precision) = natural		NT	1 Hi=Discouraging	Hi=Odd	Attitude	Negative free bids at two level in competition	
VS. NT (vs. Strong / Weak; Reopening; PH)			2 Hi=Odd	Suit preference	Hi=Odd, Discour	2♥ = Flannery 5+♥ & 4♠ 11- 15 hcps	
Against weak NT : X = 14+ hcp, 2♣ = 2M, other bids are nat. 10-13			3 Suit preference			2♠ = 5+♠ & 5+m, 9 - 11 hcps	
Against strong NT: X = at least equal strength		Signals (including Trumps):			3NT opening = 7+ card solid minor, little outside		
2♣ = Two majors (partner bids 2♦ to show no preference)		UDCA, attitude before count, suit preference only when absolutely			1♣ - 2♦ = limit raise in ♣, 1♦ - 3♣ = limit raise in ♦		
2♦ = One major, usually 6+		clear, frequent (standard) remaining counts			4 th suit always game forcing		
2♥ = hearts and a minor (at least 5+, 4+), partner bids minor P/C		Ace asks for attitude; King asks for count in the middle of defense			1x – (overcall) – 1y = 5+ cards, support X and XX apply		
2♠ = spades and a minor (at least 5+, 4+), partner bids minor P/C		DOUBLES			Bergen response and Jacoby 2NT to 1M opening		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)					Help suit game try		
WK 2♥/♠: X= T/O; Multi-2♦: X= weak NT or strong, 2♥/♠=natural		TAKEOUT DOUBLES (Style; Responses; Reopening)			Leaping Michaels over weak two bids		
4 of a minor = suit + the other major ; WK 3 of a suit: X= T/O		Emphasize major(s); minors unclear;			4♣ over opponent gambling 3NT = 2 majors		
Gambling 3NT: 4♣ = T/O in majors (in both 2 nd and 4 th positions)		Responsive doubles (8+ HCP) up to 4♥			Double of good Bergen = lead directing		
WK 4♥/♠: X= T/O; 4NT=T/O in 2 suits;		Negative doubles (8+ HCP) up to 4♥			Double of bad Bergen = T/O		
VS. ARTIFICIAL STRONG OPENINGS		Negative X followed by suit = Forcing, 5 cards			Double of Multi = weak NT or very good hand, 2NT= 15-18		
Vs strong 1♣, X = majors, 1NT = minors		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
		Support X and XX up to 2♣			1x-(DBL)-RDBL: Forcing pass thru 2NT		
		Game try X, for example 1♠ - (2♥) – 2♣ - (3♥) - X					
		Competitive X, for example 1♠- 2♥- 2♠ - X (strength in other suits, mild					
OVER OPPONENTS' TAKEOUT DOUBLE		tolerance of partner's suit)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
New suit forcing at 1-level, XX shows 10+HCP & wish to penalize;		Double of gambling NT or direct raise to NT in 4 th position shows solid			Escape after 1NTX is natural		
1m-(X): jump = weak; 2NT = Limit raise or better; 3m = preemptive;		suit somewhere, usually a major			All unnecessary jumps are Splinters		
1M-(X):2NT = Truscott, 4 card support, limit raise or better		Lightner X against slam contracts			Principle of Fast Arrival		
		Low-level doubles in competition are T/O			PSYCHICS: Rare (occasional light/off-shape 1NT opening)		

OPENING	TICKET ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		PASSED HAND BIDDING
1♣		3	4♥	11-20 HCP, better minor	Inverted minor raises 1♦ = 6+HCP, 4+♦; 1NT = 6-10 HCP, bal; 2NT = invite 2♥/♠ = weak jump shift, 6+cards; 2♦ = limit raise in ♣ 3♣/3♦/3♥/3♠ = preempt	1m-1M-1NT-2 of new minor = check-back, forcing to 2NT		Single raise still shows 10+ 1m – overcall – 1M=5+ card
1♦		3	4♥	11-20 HCP, better minor	Inverted minor raises; 2♣/♦=GF; 2♥/♠ = Weak Jump Shift, 6+cards; 2NT= invite; 3♦/3♥/3♠ = preempt	Same		
1♥/♠		5	4♥	11-20 HCP	F1NT; 2NT=Jacoby; 2/1= GF 3♣ = 10-12 HCP, 4+ support; 3♦ = 7 - 9 HCP, 4+ 3♥/♠ = preempt; 3 of other major = Splinter 4 of other major = to play; non-serious 3NT 2♣=NF STAY; responder rebids at 2 level NF 2♦/♥=TRF; 2♠ = MSS, GF, 2NT=sign-off 3♣/♦, then 3♥ show GF ♣, etc; 3 of suit = 6+cards, 2/3 top honors, nothing outside, 4♦/♥= TRF; 4NT= Quantitative Note: 2♠= promise both minors, GF	1♥ - 1♠ = 5+♠; 1M-2M-new suit = help suit try 1M-2NT-3♣/♦/♥/♠ = singleton or void if new suit; 1M-2NT-4♣/♦/♥ = 5+ cards suit; 1M-2NT-4M = min 1M- 1NT – 2NT = 5-4 in an unspecified suit, 18+HCP, 3♣ asks at 3 level is F1, cue-bid asks for full stopper, cue-bid after Lebensohl asks for half-stopper Red suit transfers are 'ON' over intervention		2-way Reversed Drury Opener rebids 2M = weak Semi-forcing 1NT (opener can pass with 5332 min)
1NT				15-17 HCP (May have 5 card M/6 card m)	2♣=NF STAY; responder rebids at 2 level NF 2♦/♥=TRF; 2♠ = MSS, GF, 2NT=sign-off 3♣/♦, then 3♥ show GF ♣, etc; 3 of suit = 6+cards, 2/3 top honors, nothing outside, 4♦/♥= TRF; 4NT= Quantitative Note: 2♠= promise both minors, GF	Over intervention, X at 2 level is T/O, suit is NF, Lebl, suit at 3 level is F1, cue-bid asks for full stopper, cue-bid after Lebensohl asks for half-stopper Red suit transfers are 'ON' over intervention		
2♣	Yes			22+ HCP BAL or 9+ playing tricks	2♦ = negative or waiting; 2M = 2+ controls, suit. 2NT = 2-3 controls, 4M + 5+m 3 of suit = 6+ cards, 2-3 controls, good suit 3NT = ant 6+ suit headed by AKQ	2♣ - 2♦ - 3M (GF), invites cuebid 2♣ - 2♦ - 2♥ (F) responder must bid 2♠, opener rebids 2NT = 25 – 27 hcps, 3NT = 28+ hcps, 2♣ - 2♦ - 3NT shows running suit		
2♦		5		Weak 2 either M, 6 – 10 HCP If suit is ♠, then only 4 – 8 hcp	Responder 2NT = asking Opener 3♣ = min♥ etc. 3♥ = max (7-8 hcp) spades etc. 3♠ = max hearts; Responder 3M = P/C 4♣ asks opener to re-transfer; 4♦ asks to name suit	Over intervention: X = opening hand+, pass/correct		
2♥		5		11–15 hcps, Flannery 5+♥ 4♠	Responder 2NT = asks distribution 3♣ = invite+ in♥, 3♦ = invite+ in ♠	Over intervention X = penalty		
2♠		5		a) 8 - 10 hcps 5+♠ & 5+m b) 8 – 10 hcp 6/7♠ unsuitable for 3♠ opening	2NT asks strength and distribution 3m/♥ = suit F1	Over Intervention X = penalty		
2NT				20-21 HCP bal, 5cM/6cm ok	3♣ = Puppet Stayman; opener rebids 3♦ = at least 1 Major, responder then bids major he does not have; or 4♣ to show both M with slam interest, 4♦ = no slam int. 3♠ = Minor suit STAYMAN; 4♣ = GERBER; 4♦/♥ = TRF;	HIGH LEVEL BIDDING		
3♣/♦		6		6+♣/♦ PRE	3M = F1			4NT= T/O, usually 2-suiter GERBER;
3♥/♠		6		6+♥/♠ PRE	3M/4m = GF	DBL: against 4♥/♠ = T/O; against 4NT or above = strength		LIGHTNER DBL;
3NT	Yes			Solid minor, little outside	4♣/♦ = P/C; 4♥/♠ = NATURAL;			
4♣		7		Natural preempt	New suit = cue-bid, 4M = to play	RKCB (1430); D0P1 at 5-level;		
4♦		7		Natural preempt	New suit = cue-bid; 4M = to play	DEPO at 6-level;		
4♥/♠		7		7+♥/♠ PRE	New Suit = cue-bid;	5NT for lowest King (with two unbid kings,		
4NT	Yes			Specific Ace Asking	5♣ = no ace; 5♦/♥/♠/NT = ♦/♥/♠/♣ Ace	Responder bids a grand slam)		