


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 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>			
Cuebid = limit raise or better; unassuming at times		NT	4 <sup>th</sup>	4 <sup>th</sup>			
Double raise = preempt, irrespective of vulnerability		Subseq	CT / ATT	CT / ATT	CATEGORY: Green		
		Other: Top of sequence; Vs NT, on the lead of King or Queen			NCBO Hong Kong, China EVENT All		
		If partner has the honor immediately below, he should unblock			PLAYERS: Peter Yeung / Karic Chiu		
1NT OVERCALLS (2nd / 4 <sup>th</sup> 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(doubletone), KQ(+),	KQ (+)	5-card majors, better minor;		
Responses: System ON;		Queen	QJ(+), Qx	QJ(+), Qx	Inverted minor raises;		
		Jack	(A/K)J10(+),J10(+), Jx	(A/K)J10(+),J10(+), Jx	Wide range overcalls based on playing strength;		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	H109(+),109(+), 10x	H109(+),109(+), 10x			
1-Suit: Non-Vul: Weak preempt (6-14 HCP);		9	9(+)	9(+)			
Vul: Intermediate (11-14 HCP);		Hi-x	Sx, Sxxx(+), xxSx, xxxS	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		
3 level jump cue = ask partner to bid 3NT if holding stopper			2 Hi=Odd	Suit preference	Hi=Odd	Strong 2♣ (9+tricks OR 22+ BAL)	
2♣/♦ overcall against 1♣/♦ (prepared or Precision) = natural			3 Suit preference			2♦= Weak 6♥/♠	
		NT	1 Hi=Discouraging	Hi=Odd	Attitude	2♥= Weak both majors (at least 54 either way)	
VS. NT (vs. Strong / Weak; Reopening; PH)			2 Hi=Odd	Suit preference	Hi=Odd	2♠= Weak 5♠ and a 4+minor	
Cappelletti :			3 Suit preference			3NT opening = 7+ card semi/solid minor	
X = at least equal strength		Signals (including Trumps):			NAMYATS 4♣/4♦ (good 4♥/4♠ opening)		
2♣ = 2 majors (responder bids 2♦ to show no preference)		Reverse, attitude before count, standard suit preference only when			Jump 2♥/♠ against partner 1 level bid = 6+ suit, 0-5 HCP		
2♦ = 6+ ♥/♠, opening strength, system on		absolutely clear, frequent remaining counts, Smith signal			4 <sup>th</sup> suit always game forcing		
2♥= weak 5+♥ may have a minor , partner bids 2NT ask minor							
2♠= weak 5+♠ may have a minor , partner bids 2NT ask minor							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES					
WK 2♥/♠: X= T/O; Multi-2♦: X=T/O with majors, 2♥/♠=natural		TAKEOUT DOUBLES (Style; Responses; Reopening)					
4 of a minor = suit + the other major ; WK 3 of a suit: X= T/O		Emphasize major(s); minors unclear;					
Gambling 3NT: 4♣ = T/O in majors (in both 2 <sup>nd</sup> and 4 <sup>th</sup> positions)		Responsive doubles (8+ HCP) up to 4♠					
WK 4♥/♠: X= T/O; 4NT=T/O in 2 suits;		Negative doubles (8+ HCP) up to 4♠					
VS. ARTIFICIAL STRONG OPENINGS							
Vs strong 1/2 ♣, X = majors, NT = minors (same after 1/2♦ response)		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
		Support X and XX up to 3 ♣			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 <sup>th</sup> position shows solid			Escape after 1NTX: P forcing RBL, then suit bid is 5+card , ,		
1m-(X): jump = weak; 2NT = Limit raise or better; 3m = preemptive;		suit somewhere, usually a major			RBL shows any 4333, immediate suit bid is 4+card and a suit above		
1M-(X): Bergen and J2N ON;		Lightner X against slam contracts			All unnecessary jumps are Splinters. Principle of Fast Arrival		
					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♥	11-21 HCP, better minor	Inverted minor raises, GF 1♦ = 5+HCP, 4+♦; 1NT = 6-10 HCP, bal; 2♦ = ♣ invite; 2♥/♠ = weak jump shift	1x-1y-1z-2♣ = Forcing to 2♦, further bid are invite 1x-1y-1z-2♦ = Game forcing		Single raise shows 10-12
					2NT=bal INV; 3♣/3♦/3♥/3♠ = preempt	After 1♣-2♣: non-jump suit = NAT, jump suit = SPL		1m – 2M (Pass hand) shows
1♦		3	4♥	11-21 HCP, better minor	1NT = 6-10 HCP, bal; Inverted minor raises; 2♣=GF; 2♥/2♠ = weak Jump shift, 6+cards; 2NT = bal invite; 3♣ = ♦ invite; 3♦/♥/♠ = preempt	1x-1y-1z-2NT = 4y and 5+♣ NF Same as 1♣		7-10 HCP, 6 cards in bid M, 4 cards in the other M
1♥/♠		5	4♥	11-21 HCP	1NT=5-12 HCP, forcing; 2NT=Jacoby; 3M= preempt 3♣ = 10-14 HCP, 4+ support; 3♦ = 7-9 HCP, 4+ support; 1♥-2♠=weak; 3♠/4♣/4♦ = SPL, 4♥/4♠ = to play	1M-2M: New suit = help suit try, 2NT = ask shortness 1M-2NT: 3 level new suit = shortness, 4 level new suit = 5+5+		Reversed Drury (2M weak) ; 2♣/♦ - 3/4 card max pass
1NT				15-17 HCP (May have 5+M, 6+m, or singleton honor)	2♣=STAY; responder rebids at 2 level NF 2♦/2♥/2♠/2NT=TRF, R2NT(2♣)/3♣(2NT) fit & inv 3NT; 3♦ = ask 5 card M; 3♥/♠ = short in other M, GF; 3♠ = 4414/05(41/50), GF; 4♦/♥ = TRF; 4NT=Quantitative	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 2NT asks for half-stopper Red suit transfers are 'ON' over intervention		
2♣	Yes			22+ HCP BAL or 9+ playing tricks	2♦ = NEU; 2♥/♠ = 5+ 2 honors ; 3♣/3♦ = 6+ 1 honor 2NT = semi solid suit; 3NT = solid suit	2♣-2♦-2NT = 22-23 BAL, responses same as 2NT opening; 2♣-2♦-2♥-2♠-2NT = 24+ BAL,; Second negative 3♣ applies after open's suit bid		
2♦	Yes	0/5		Weak 6♥ or ♠ (4 <sup>th</sup> position good 6+♦, 14-16)	2NT = asking 4♣ = ask to transfer M, 4♦ = ask to bid M 4♥/♠ = responder suit, to play	After 2♦-2NT; 3♣=max unbal, 3♦=min♥, 3♥=min♠, 3♠=max bal After 2♦-DBL ; Pass=NAT♦suit, RDBL=ask to bid M, Same over interference:		
2♥		5		Weak 5+4+ in either M (4 <sup>th</sup> position good 6+♥, 14-16)	2NT = ask to bid 3♣, INV 3♣ = GF	3♦ = same length INV; 3♥ = ♥ INV; 3♠ = ♠ INV 3♦ = min; 3♥ = longer ♥, max; 3♠ = longer ♠, max; 3NT = max 5+5+		
2♠		5		Weak 5♠ and a 4+minor (4 <sup>th</sup> position good 6+♠, 14-16)	2NT = relay. 3♣ = pass or correct	3♣ = min 4+♣, 3♦ = min 4+♦, 3♥ = max 4+♣, 3♠ = max 4+♦,		
2NT				20-21 HCP bal, 5cM/6cm ok	3♣ = STAY; 3♦/3♥ = TRF; 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;	LIGHTNER DBL;	
3NT	Yes			7+ card semi/solid minor	4♣/♦ = P/C; 4♥/♠ = NATURAL;	against 4NT or above = strength		
4♣	Yes			NAMYATS 7+♥, good hand	New suit = cue-bid;	RKCB (1430); D0P1 at 5-level;		
4♦	Yes			NAMYATS 7+♠, good hand	New suit = cue-bid;	DEPO at 6-level; 5NT for lowest King;		
4♥/♠		7		7+♥/♠ PRE	New Suit = Cue-bid;	5NT GSF		
4NT	Yes			Specific Ace Asking	5♣ = no ace; 5♦/♥/♠/NT = ♦/♥/♠/♣ Ace	Jump to 5 non related suit is exclusion RKCB		