




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>			<b>NCBO Logo &amp; Colored Sticker:</b>  	<b>CATEGORY: Green</b> <b>EVENT: Ladies Teams</b> <b>NCBO: Hong Kong, China</b> <b>UPDATE: June 2023</b> <b>PLAYERS: Christine BOOTH – Lydia FUNG</b>
8-15 HCPs (Occ. Light); 5+ cards (Occ. 4 cards at 1-level)			<b>Lead</b>	<b>In Partner's Suit</b>		
<b>RESPONSES:</b>		<b>Suit</b>	3 <sup>rd</sup> / 5th, 0/1	3rd / 5th		
Same Level NT = 9-11 HCPs, Jump to 2NT = 12-14 HCPs;		<b>NT</b>	2 <sup>nd</sup> / 4th, top of nothing, 0/1	3rd / 5th		
1-level / 2-level new suit = Constructive; Jump shift = GF;		<b>Subseq</b>	CT / ATT	CT / ATT		
Jump Raise = Preemptive; Cue-bid = Limit Raise or better;		<b>Other:</b> Low from sequence VS NT = calling for unblock				
Jump cue-bid after 1-level major overcall = 7-9, 4-card+;		Lead A for ATT, lead K for COUNT				
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
Direct = 15-18, normally BAL; System ON;		<b>Lead</b>	<b>VS Suit</b>	<b>VS NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
(1M) P (P) 1NT = 11-15, normally BAL; System ON;		<b>Ace</b>	AK (+), A (+)	AK (+), A (+)	2/1 GF, OPENING: 1♣ = 2+, 1♦ = 4+, Five-card Major, Artificial 2♣	
(1m) P (P) 1NT = 15-17, normally BAL; System ON;		<b>King</b>	KA, KQ (+), KQ (10/9)x	AKJ10(+), KQ(x), Kx	2♣ = 21+ any strong or weak both Major; Multi 2♦; 2M = M+m;	
<b>JUMP OVERCALLS (Style; Responses; Reopen)</b>		<b>Queen</b>	QJ (+), Qx	KQ109(+), AQJ (+), QJ(+), Qx	MINOR: Transfer relay after 1♣ opening; Inverted Minor Raise;	
Jump Overcall = PRE;		<b>Jack</b>	HJ10(+), J10(+), Jx	HJ10(+), J10), Jx	Preemptive Jump Raise	
2NT = 2 lowest un-bid, wide range		<b>10</b>	H109(+), 109(+), 10x	(A/K) J10(+), 109(+), 10x	MAJOR: Forcing 1NT, Jacoby 2NT, Rev Bergen Raises, Swiss 3NT	
2NT at 4 <sup>th</sup> seat BAL = 19-21, normally BAL, System ON;		<b>9</b>	9x	9xx, 9x		
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		<b>Hi-x</b>	xXxX(x), Xx	xXxX(x), Xxx, Xx	<b>1NT Opening:</b> 15+-17 HCP	
Direct cue-bid = Michaels, wide range		<b>Lo-x</b>	xxX(x), HxX, HxXx, Hxxxxx	HxX, HxxX(x)	<b>2 OVER 1 Response:</b> Game Forcing	
Jump cue-bid = stopper ask		<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>	
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>		<b>1</b>	LOW = ENCG	SP	Odd/Even	2♣ = Strong (23+ BAL/ 21+ un-BAL), OR 54+Major, 3-10HCP
Multi- Landy vs strong, Modified vs weak (x = penalty oriented)		<b>Suit 2</b>	Count	Count	Attitude	2♦ = PRE, 6♥ / 6♠
X = 5m + 4M, vs weak x = penalty		<b>3</b>	SP			2♥ = PRE, 5♥ + 5m
2♣ = Both majors		<b>1</b>	High = ENCG	SP	Odd/Even	2♠ = PRE, 5♠ + 5m
2♦ = Any one Major 10-13 (2♥/♠ = P/C, 2N = relay)		<b>NT 2</b>	Count	Count		Vs Multi 2♦: X = ♥, 2♥ = 4+; ♠, 2♠ = ♣/♦, 16+, 2NT = 15-18
2♥/♠ = 5+, 14-16		<b>3</b>				3♣/♦ = natural, 3♥ = 15+, 3♠ = ♣+♦, Leaping Michaels
2N = 6+ m, 14-16; 3m = 6+m, 10-13		<b>Signals / Discard (VS Suit and NT):</b> UDCA; O/E discards				Vs Flannery 2♦: X= ♦ suit; 2♥ = T/O in♥; others = natural
3M = 7+ M		<b>Remaining Count:</b> Standard				Vs 2♥ = both majors: X= bal T/O; others = natural
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>						Unusual vs Unusual
2N = 15-18, 3N = To play, Jumps = Good playing strength		<b>Doubles</b>				NEGATIVE FREE BIDS 2 Level M
VS Gambling 3NT: x = penalty, 4♣/4♦ = weaker/better 55M+						
VS High-level preempts, Cue Bid = Strong T/O. 4NT= 2 suits		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			<b>LEBENSÖHL</b>	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		Generally, up to 4♥			After (both direct and balanced) T/O Double against weak 2 opening	
X = both majors; 1NT= both m		<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DOUBLES/REDOUBLES</b>			After opener's reverse	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		Negative DBL: up to 4♥			After interference of 1N opening: Modified Rubensohl	
1♣ - (x): XX/1♦ / 1♥/1♠ = ♦ / ♥ / ♠ / no 4M		Game Try DBL: up to 3♥			<b>SPECIAL FORCING PASS SEQUENCES</b>	
1M-(x): transfers begin at 1NT; 2N= Jordan, 3♣/3♦ = FJS, 7-9		Responsive DBL/RDBL: up to 3♠			1X-(DBL)-RDBL: Forcing Pass thru 2NT; subseq DBL = suggest PEN;	
1♥/♠-(x) :2♠/3♥ = 4 card support, 7-9HCP					<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
					Preemptive Style: Aggressive when favorable VUL	
1NT: System, XX = Puppet to 2♣, (Pass = ♣; 2♦ = ♦+M; 2♥ = 4/4 major)					3 <sup>rd</sup> or 4th seat opening could be light	
2♣ = ♣+ any // 2♦/2♥/♠ 5+ // XX by O = any 5-card suit		Lead-directing / Lightner / Suit-showing: ON			<b>PSYCHICS: RARE</b>	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		2	4♥	10+	1♦/♥=4+♥/♠, 1♠= no 4 cd M; 1NT = 8-10, no 4M 2♣ = 10+, 5♣+2♦/♥/♠ = WJS, 0-5 2N= Inv, 3/4/5♣ = Preempt, 3♦ = 6+good♦ Inv, 3♥/♠/4♦=SPL, 3N/4♥/♠ = To play	1♣ – 1X – 1Y = XYZ Inverted Minor Raise (2N/3♣ = NF, New-suit = Features) 1♣ - (X) // XX/1♦/1♥ = 4+♦/♥/♠; 1♠ = no 4 cd M	Inverted minor On
1♦		4	4♥	10+	1♥/♠ = 4+, 1N = 6-10, no 4M, 2♣= GF, 4♣+ 2♦=10+, 4+♦, 2♥/♠ = 0-5, WJS 2N= Inv, 3♣ = 6+ good♣ Inv, 3/4/5♦ = Preempt, 3♥/♠/4♣ = SPL, 3N/4♥/♠ = To play	1♦ – 1M – 1N = 16+ any Inverted Minor Raise (2N/3♦ = NF, New-suit = Features) 1♦ - (X) // XX/1♥ = 4+♥/♠; 1♠ = no 4 cd M 1♦ - 1M – 2N = 6+♦ 3M OR 4M with VOID	Inverted minor On
1♥		5	4♦	10+	1♠ = 4+, 1N = forcing, 2♣/♦ = GF, 2♥ = 6-9, 2♠= WJS, 2N = 13+, Jacoby 3♣/♦ = 10-12/7-9 4+cards SUPP, 3♥/4♥ = PRE, 3N = 13-15, any 4333, 3♠/4♣/4♦ = SPL;	1♥ – 1♠ – 1N = XYZ 2/1 Game Force: 2♥= catch all, 2N =Natural, 14+ Jacoby: 3♣= any min,3♦=non min,3♥/3♠/3NT=short♣/♦/♠	2♣/♦ = REV Drury, 3/4+card 2N=strongest support
1♠		5	4♥	10+	1N =forcing, 2♣/♦/♥ = GF, 2♠ = 6-9, 2N = 13+, Jacoby 3♣/♦ = 10-12/7-9 4+cards SUPP, 3♠/4♠ = PRE, 3N = 13-15, any 4333, 3♥/4♣/4♦ = SPL, 4♥ = to play	2/1 Game Force: 2♠ = catch all, 2N = Natural, 14+ Jacoby: 3♣= any min,3♦=non min,3♥/3♠/3NT=short♣/♦/♥	2♣/♦ = REV Drury, 3/4+card 2N= strongest support
1NT				Gd14-bad 17, normally BAL 5M/6m/stiff honor OK	2♣ = Stayman, 2♦/♥/ = Jacoby, 2♠ = mss or hcp ask 2NT=6♣, weak, or ST in ♣ or ♦ 3♣ =5+/5+m weak; 3♦=6+♦,weak 3M= 31(54/63)3N = To play, 4♣ = 6/5 M 4♦/♥ = Texas, 4♠ = 6/5 minor 4NT= Quantitative, 5♣/♦ = To play,	Another Major after Stayman = Fit, slam try Smolen: 3-level, GF Quantitative: Baron	
2♣	√			23+, balanced hand OR 21+, un- balanced hand OR 5+4+ M, 4-9 (NV)/ 6-10 (V)	2♦ = waiting, 2♥/2♠=pref, 2NT=14+, 3♥/3♠= 4-12, 5+ 3♣ = 5-7, 44+M, 3♦=0-4/9+, 44+M, 3NT= to play, 4♣ = 8+, 6 card M, 4♥/4♠ = To play	Over X, P= 5+♣, XX = pick your M, 2♦ = NAT, 2♥/2♠ = pref, others = sys ON (see Note 1)	
2♦	√	5		WK 2♥/2♠ 4 <sup>th</sup> seat: 10-13, 6+♦	2N = Asking, 2M/3M = P/C; 4M = To play; 3m = Constructive;4♣ = bid your M-1; 4♦ = bid your M;	2♦-2NT-3♣/♦ = max♥/♠; 2♦-2NT-3♥/♠ = min♥/♠; 2♦-4♣-4♦/♥ = ♥/♠; 2♦-4♦-4♥/♠ = ♥/♠;	
2♥	√	5		PRE, 5♥+4m+ 4 <sup>th</sup> seat: 10-13, 6+♥	2N = Asking, 3m = P/C, 3♥ = to play, 3♠ = GF	2♥-2NT-3♣/♦ = min, ♣/♦; 2♥-2NT-3♥/♠ = max♣/♦;	
2♠	√	5		PRE, 5♠+4m+ 4 <sup>th</sup> seat: 10-13, 6+♠	2N = Asking, 3m = P/C, 3♠ = to play, 4♥ = to play	2♠-2NT-3♣/♦ = min, ♣/♦; 2♠-2NT-3♥/♠ = max♣/♦;	
2NT		2		20-21, balanced hand 5M/6m/stiff honor OK	3♣ = Romex stayman, 3♦/♥/4♦/♥ = Trf, 3NT=to play 3♠ = Trf to 3NT, 4N = Quantitative	<b>HIGH LEVEL BIDDING / CUE-BIDDING</b>	
3♣/♦		6		Preemptive	New suit = GF, 4-level other minor = RKCB	<b>CUE-BIDS</b>	<b>SLAM CONVENTIONS</b>
3♥/♠		6		Preemptive	New suit = GF, 4N= RKCB		NON-SERIOUS 3NT RKCB = 14 / 03; 5NT ask lowest King; Q ask: no Q return
3NT	√			To Play;	4♣/♦ = P/C, 4♥/♠ = To play		to trump, with Q bid lowest King
4♣/♦		7		Preemptive	4N = RKCB		ERKCB = 03 / 14
4♥/♠		7		Preemptive	4N = RKCB		DOPI for 5m interference (+ step responses)
4NT	√	8		Preemptive, both minor	5♥/♠ = Cue-bids		DEPO for 5M interference

**[1]. After 2♣:**

Response: 2♦ (i) 22/33M  
 (ii) 3+ one M, mild inv. if fit  
 (iii) signoff with 1 minor or both minors  
 (iv) Forcing, 6+ minor or both minors

Then 2♥/♠ = preference, weak  
 2N relay, strong, no 6+ card suit  
 3x 6+, strong

2♥/♠: 0-13 HCP, longer major  
 2N: 14+ HCP, should have at least one 3+ major fit or 22M  
 3♣: 4-8 HCP, 44+M  
 3♦: 0-3 or 9+HCP, 44+M  
 3♥/♠: 12 HCP, 5+M  
 4♣: 8+ HCP, one 6+M or 5M very offensive hand  
 4♥/♠: 4-7 HCP, one 6+M or 5M very offensive hand

Competitive bidding after 2♣

## i) After 2♣ - (X)

P: Club suit, NF  
 XX: original 2♦ meaning  
 2♦: diamond suit, NF

Others as no interference

## ii) After 2♣ - (2♦)

P: original 2♦/2♥/♠: hands with less than 9 HCP  
 2♥/♠: 10+, original meaning

Others as no interference

## iii) After 2♣ - (2♥)

X: 10+, original 2♦ meaning  
 P: original 2♦/♥/♠ hands with less than 9 HCP  
 2♠: 10+

## iv) After 2♣ - (3♣/♦) – 3M – (P)

4♣: strong hand, support in M  
 4M: extra shape, weak both majors