



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card			
OVERCALLS (Style; Responses; 1/2 level; w/o Jump)		OPENING LEADS STYLE			NCBO Logo & Colored Stickers:			
13-18 HCP+DP, (min 8 HCP and 4+ suit for 1/2 level)								
Responses: Simple raise competitive with 3+card support;		Suit	Singleton, Hi-Lo, Ace-King, 4 th best	In Partner's Suit		CATEGORY: NATURAL 2023 June		
Jump raise strong 11+ (HCP+DP)		NT	4 th best	TOP				
		Subseq	Honor / 10 top of seq	TOP except special case				
		Other:			PLAYERS: BLUs 4 card Strong 2 (Jenny TO and Joanne HUI)			
2NT response 1 level = balanced hand w/11+ (HCP+DP)					NCBO: HONG KONG, CHINA EVENTS TEAMS / PAIRS			
1NT Open / Overcall		LEADS			SYSTEM SUMMARY			
15-18 HCP, balanced hand, normal w/ 1+ stopper in opp's suit;		Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE		
Responses:		Ace	Ax, AKx(+)	AKx(+), AKxx(+)				
2C = Ask for Major; 2D & 2H Transfer to Major,		King	KQ(+), KQ(10/9)x, AK	KQJ(+), KQ(+)				
2S Ask for C status refer to Partnership agreement		Queen	Qx, KQ, QJ(10/9)x,	QJ(10/9)x, AQJx(+)				
		Jack	Jx, AJ10, KJ10, J10(9/8)x	AJ10x(+), KJ10x(+), J10(9/8)x		Strong NT throughout (15-18 no singleton nor void),		
JUMP OVERCALLS		10	10x, A1098, K1098, Q1098,	A1098, K1098, Q1098, 1098x(+)		Responses: at least 3 HCP		
Suit jump overcalls: level 2 = str2,		9	9x, H9876	H9876(+)		Weak 3C/3D/3H/3S = 6card+ (HCP below opening hand)		
level 3 = 6 card suit preemptive		Hi-x	Tx, (T = Top)	Honor / 10 top of seq				
		Lo-x	HxX, HxxX(+), xxxX(+)	HxX, HxxX(+), xxxX(+)				
		SIGNALS IN ORDER OF PRIORITY			Responses: normally keep preempt suit as contract			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SPECIAL BIDS THAT MAY REQUIRE DEFENCE						
Natural		Suit	Partner's Lead	Declarer's Lead	Discarding			
			1	Hi=Encourage	Hi=Encourage	Hi=Encourage		
			2					
Responses:		NT	1	Hi=Encourage	Hi=Encourage	Hi=Encourage		
VS. NT (vs. Strong / Weak; Reopening; PH)			2					
Natural			3					
		Signals (NOT including Trumps):						
		Trump echo: HL = not doubleton						
Responses: natural								
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES						
Dble of weak 2/3 opening = At least opening hand or penalty,		DOUBLES (Style; Str hand)						
2NT over weak 2 opening = normal NT opening		19+ (HCP+DP), str hand (if partner haven't opened any suit)						
Others = natural with opening strength.		13+ (HCP+DP) (if partner have opened, Forcing One Rd if vul VS non-vul)						
		13+ (HCP+DP) (if partner have opened, suggest Pen if VS vul)						
VS. ARTIFICIAL STRONG OPENINGS								
Natural		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES			
		1NT – (x) – xx : Escape						
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
New suit at 1-level = natural; Rdbl = Str hand					TP (Total Point) = HCP + DP			
Raises = competitive or pre-emptive, 3+ card support								
Pass = weak hand or good guard in other three suits								
					PSYCHICS: Rare			

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING																																																																							
1m		4		13-18 HCP+DP, (min 8HCP) Simple reply = 6-10 HCP+DP Jump reply = 11+ HCP+DP	1NT: 6 - 10 HCP; 2NT: 11+ HCP, 3NT: 14+ HCP 4m = 15+ TP gd hand	5m = mini., 4NT = Ask Ace slam interest																																																																								
1M		4		13-18 HCP+DP, (min 8HCP) Simple reply = 6-10 HCP+DP Jump reply = 11+ HCP+DP	1NT: 6 - 10 HCP; 2NT: 11+ HCP, 3NT: 14+ HCP 2M = 6 - 10 TP w/3+ support, OR 2M = 11/12 TP w/3 support only & cannot bid 2NT 2NT = 11+ TP with guard in other M 3M = 15+ TP 3+ support 4M = 11/12 TP w/4+ support OR 13/14 TP w/3+ support	3NT to play, 4M = mini. hand, 4NT = Ask Ace slam interest																																																																								
1NT				13 HCP w/ 6+ m OR 14 HCP w/ 5+ m OR 15 to 18 HCP Balance Normally no void nor singleton but can have 5c M / 6c m	2C = Stayman (6+TP, may have 4 card M); 2D 2H = Transfer M (0-14 TP, at least 5+M); 2S = Ask no. of C, 0-6 TP: 6+ suit; 7-12 TP: 5 card suit 2NT = 7-9 HCP (normally no 4 card M) 3C = Asking m, 12-15 TP and 5+ carder m 3D / 3H = Transfer M (15+ TP); 3S = Asking m (15+ TP); 4C = Gerber (18+ HCP no 4+ M nor 5+ m);	2D no 4card M and minimum, 2NT no 4card M and maximum Super accept only when Max 1NT w/3+ support 2NT = 2xC., 3C = 3+C invitational 3D = 3+ D & 2xC, 3H = 3+ C & 2xD, 3S = 3+ C & D, 3NT = no 3xm Bid 3H / 3S respectively 3NT = 2-2m, 4C = 3+ C & 2xD, 4D = 3+ D & 2xC, 4H=both 3+, 4S=both 4+ 4D: 0/4Ace, 4H: 1Ace, 4S: 2Ace, 4NT: 3Ace																																																																								
2m		4		19+ (HCP+DP) Normally no 5 card M, and No better higher ranking touching suit	Pass = 0-2 HCP 2 level suit = 3-7 TP at least 4 carder suit; 2NT = 3-7 TP no biddable suit 3m = 3-7 TP at least 3+ support 3 (om / M) = 8+ TP 4+ carder 3NT = 8-10 TP balance with guard in both M 4m = 11+ TP 5+ support unbal & slam interest 4om = 11+ TP 6+ suit unbal & no other suit/3NT 4M = 8-10 TP 6+ suit unbal & no other suit/3NT 5m = 6-10 TP 5+ support unbal & no other suit/3NT	<p style="text-align: center;">HCP (High Card Point)</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">4 Ace</td> <td style="width: 25%;">3 King</td> <td style="width: 25%;">2 Queen</td> <td style="width: 25%;">1 Jack</td> </tr> </table> <p style="text-align: center;">DP (Distribution Point)</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 5%;">3</td> <td style="width: 95%;">Void in one suit other than trump (bidding suit) (N/A for NT)</td> </tr> <tr> <td>2</td> <td>One card in one suit other than trump (bidding suit) (N/A for NT)</td> </tr> <tr> <td>1</td> <td>Two card in one suit other than trump (bidding suit) (N/A for NT)</td> </tr> <tr> <td>n</td> <td>4 + n Card in any suit (Valid for all contract)</td> </tr> </table> <p style="text-align: center;">ASKING ACE</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;"></td> <td style="width: 25%;">4NT</td> <td style="width: 25%;">a.</td> <td style="width: 25%;">5C = 0/3,</td> </tr> <tr> <td>2M</td> <td>Ask no. of Ace</td> <td>a.</td> <td>5D = 1/4</td> </tr> <tr> <td></td> <td></td> <td>b.</td> <td>5H = 2,</td> </tr> <tr> <td></td> <td></td> <td>c.</td> <td>5S = 2 + Any K/Void</td> </tr> <tr> <td></td> <td></td> <td>d.</td> <td>5NT = 2 + Any K and Void</td> </tr> <tr> <td></td> <td>a.</td> <td>5NT</td> <td>6C = 0/3, King</td> </tr> <tr> <td></td> <td>Ask no. of King</td> <td></td> <td>6D = 1/4 King</td> </tr> <tr> <td></td> <td></td> <td></td> <td>6H = 2 King without Void</td> </tr> <tr> <td></td> <td></td> <td></td> <td>6S = 2 King with void</td> </tr> <tr> <td></td> <td>b.</td> <td>5NT</td> <td>6C = 0/3, 6D = 1/4, 6H = 2 Queen</td> </tr> <tr> <td>3C/D/H/S</td> <td>Ask no. of Queen</td> <td></td> <td></td> </tr> <tr> <td></td> <td>c.</td> <td>5NT</td> <td>6C = 0/3, 6D = 1/4, 6H = 2 King</td> </tr> <tr> <td>3NT</td> <td>Ask no. of King</td> <td></td> <td></td> </tr> <tr> <td>4M</td> <td>d.</td> <td>6C</td> <td>6D = 1, 6H = 2, 6S = 3 King</td> </tr> <tr> <td>4m</td> <td>Ask no. of King</td> <td></td> <td></td> </tr> </table>	4 Ace	3 King	2 Queen	1 Jack	3	Void in one suit other than trump (bidding suit) (N/A for NT)	2	One card in one suit other than trump (bidding suit) (N/A for NT)	1	Two card in one suit other than trump (bidding suit) (N/A for NT)	n	4 + n Card in any suit (Valid for all contract)		4NT	a.	5C = 0/3,	2M	Ask no. of Ace	a.	5D = 1/4			b.	5H = 2,			c.	5S = 2 + Any K/Void			d.	5NT = 2 + Any K and Void		a.	5NT	6C = 0/3, King		Ask no. of King		6D = 1/4 King				6H = 2 King without Void				6S = 2 King with void		b.	5NT	6C = 0/3, 6D = 1/4, 6H = 2 Queen	3C/D/H/S	Ask no. of Queen				c.	5NT	6C = 0/3, 6D = 1/4, 6H = 2 King	3NT	Ask no. of King			4M	d.	6C	6D = 1, 6H = 2, 6S = 3 King	4m	Ask no. of King		
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System Used	4 Card Major, Strong 2. 4 張高花, 強 2.	
Point Count	Distribution Points will always be counted. 任何時候也包括分佈點.	
Response 應牌	If strong hand response == Jump, others non-forcing 應牌多分會跳叫, 否則不迫叫	
Length 花色長度	No priority will be given to bid longer suit first 花色較長的, 不一定叫先	
Opening Priority 開叫次序	One level open: 1. Higher Ranking suit (normal) 2. Lower ranking suit (reverse: Lower ranking suit is obviously stronger AND TP = 16+)	Two level open: (Normal order) 1. 5+ Major 2. Lower ranking suit for non-touching suit 3. Higher ranking suit for touching suit