




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 																												
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Sticker:  	CATEGORY: Green NCBO: Hong Kong, China (Senior) UPDATE: June 2023 PLAYERS: Pauline Ling, Alex Leigh, Roger Ling																											
8-15 HCPs (Occ. Light); 5+ cards (Occ. 4 cards at 1-level)		<table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>4th, MUD, 0 / 1</td> <td>4th, MUD, 0 / 1</td> </tr> <tr> <td>NT</td> <td>4th, MUD, 0 / 1</td> <td>4th, MUD, 0 / 1</td> </tr> <tr> <td>Subseq</td> <td>CT / ATT</td> <td>CT / ATT</td> </tr> <tr> <td>Other:</td> <td colspan="2"></td> </tr> </tbody> </table>						Lead	In Partner's Suit	Suit	4th, MUD, 0 / 1	4th, MUD, 0 / 1	NT	4th, MUD, 0 / 1	4th, MUD, 0 / 1	Subseq	CT / ATT	CT / ATT	Other:														
	Lead	In Partner's Suit																															
Suit	4th, MUD, 0 / 1	4th, MUD, 0 / 1																															
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Subseq	CT / ATT	CT / ATT																															
Other:																																	
RESPONSES:																																	
Same Level NT = 9-11 HCPs, Jump to 2NT = 12-14 HCPs;																																	
1-level / 2-level new suit = Constructive; Jump shift = GF;																																	
Jump Raise = Preemptive; Cue-bid = Limit Raise or better;																																	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY																												
Direct = 15-18, normally BAL; System ON;		<table border="1"> <thead> <tr> <th>Lead</th> <th>VS Suit</th> <th>VS NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AK(+), A(+)</td> <td>AK(+), A(+)</td> </tr> <tr> <td>King</td> <td>AK(+), KQ(+), KQ(10/9)x</td> <td>AKJ10(+), KQ(x), Kx</td> </tr> <tr> <td>Queen</td> <td>QJ(+), Qx</td> <td>KQ109(+), AQJ(+), QJ(+), Qx</td> </tr> <tr> <td>Jack</td> <td>HJ10(+), J10(+), Jx</td> <td>HJ10(+), J10(+), Jx</td> </tr> <tr> <td>10</td> <td>H109(+), 109(+), 10x</td> <td>H109(+), 10x</td> </tr> <tr> <td>9</td> <td>9x</td> <td>9xx, 9x</td> </tr> <tr> <td>Hi-x</td> <td>xxxXx, xXxx,, xXx, Xx</td> <td>xxxXx, Xxxx, Xxx, Xx</td> </tr> <tr> <td>Lo-x</td> <td>HxX, HxxX(+)</td> <td>HxX, HxxX(x)</td> </tr> </tbody> </table>			Lead	VS Suit	VS NT	Ace	AK(+), A(+)	AK(+), A(+)	King	AK(+), KQ(+), KQ(10/9)x	AKJ10(+), KQ(x), Kx	Queen	QJ(+), Qx	KQ109(+), AQJ(+), QJ(+), Qx	Jack	HJ10(+), J10(+), Jx	HJ10(+), J10(+), Jx	10	H109(+), 109(+), 10x	H109(+), 10x	9	9x	9xx, 9x	Hi-x	xxxXx, xXxx,, xXx, Xx	xxxXx, Xxxx, Xxx, Xx	Lo-x	HxX, HxxX(+)	HxX, HxxX(x)	GENERAL APPROACH AND STYLE	
Lead	VS Suit	VS NT																															
Ace	AK(+), A(+)	AK(+), A(+)																															
King	AK(+), KQ(+), KQ(10/9)x	AKJ10(+), KQ(x), Kx																															
Queen	QJ(+), Qx	KQ109(+), AQJ(+), QJ(+), Qx																															
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9	9x	9xx, 9x																															
Hi-x	xxxXx, xXxx,, xXx, Xx	xxxXx, Xxxx, Xxx, Xx																															
Lo-x	HxX, HxxX(+)	HxX, HxxX(x)																															
Balance = 12-15 , normally BAL; System ON;					2 OVER 1 Game Force																												
					OPENING: Prepare Club (5542), Five-card Major, Artificial 2♣																												
JUMP OVERCALLS (Style; Responses; Reopen)					Multi 2♦; 2M = M+ min 55																												
Jump Overcall = PRE; Intermediate when VUL vs NV;					MINOR: Inverted Minor Raise, Preemptive Jump Raise																												
2NT = 2 lowest un-bid, WK (6-12) / STR (16+)					MAJOR: Semi-Forcing 1NT, Jacoby 2NT, Bergen Raises, Swiss 3NT																												
					1NT Opening: 15-17 NOTRUMP																												
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE																												
Direct cue-bid = Michaels (8 -15)		<table border="1"> <thead> <tr> <th></th> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td rowspan="3">Suit</td> <td>1 ATT Hi = ENCG</td> <td>CT Hi = EVEN</td> <td>ATT Hi = ENCG</td> </tr> <tr> <td>2 CT Hi = EVEN</td> <td>S/P</td> <td>CT Hi = EVEN</td> </tr> <tr> <td>3 S/P</td> <td></td> <td></td> </tr> <tr> <td rowspan="3">NT</td> <td>1 Hi = ENCG</td> <td>CT Hi = EVEN</td> <td>ATT Hi = ENCG</td> </tr> <tr> <td>2 Hi = EVEN</td> <td>S/P</td> <td>S/P</td> </tr> <tr> <td>3 S/P</td> <td></td> <td></td> </tr> </tbody> </table>				Partner's Lead	Declarer's Lead	Discarding	Suit	1 ATT Hi = ENCG	CT Hi = EVEN	ATT Hi = ENCG	2 CT Hi = EVEN	S/P	CT Hi = EVEN	3 S/P			NT	1 Hi = ENCG	CT Hi = EVEN	ATT Hi = ENCG	2 Hi = EVEN	S/P	S/P	3 S/P			2♣ = Strong, artificial OR 22+ BAL				
	Partner's Lead	Declarer's Lead	Discarding																														
Suit	1 ATT Hi = ENCG	CT Hi = EVEN	ATT Hi = ENCG																														
	2 CT Hi = EVEN	S/P	CT Hi = EVEN																														
	3 S/P																																
NT	1 Hi = ENCG	CT Hi = EVEN	ATT Hi = ENCG																														
	2 Hi = EVEN	S/P	S/P																														
	3 S/P																																
Jump cue-bid = stopper ask		Signals / Discard (VS Suit and NT): Standard CT & ATT			2♦ = Multi : weak 6♥ / 6♠ or BAL 22-23																												
					2♥ =PRE, 5♥+5m																												
VS. NT (vs. Strong / Weak; Reopening; PH)					2♠ = PRE, 5♠+ 5m																												
Multi Landy (Both seats)					NEGATIVE FREE BIDS (5+cards) at 2-level = NF																												
X = Strength (15+)					Reverse Drury																												
2♣ = Both majors					Gambling 3NT: at most a side K																												
2♦ = Any one Major (2♥/♠= P/C, 2N = relay)					Bergen																												
2♥/♠= 5-card+ and a 4+cards minor					Lebensohl: After T/O Double against weak 2 opening; After opener																												
2N = Both minors					Reverse & After interference of 1N opening																												
3X = PRE when vs STR (14+) NT, Constructive otherwise;					XYZ: checkback at 2 levels – 2♣=invite, 2♦=GF, off after intervene or X																												
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Remaining Count: Standard			SPECIAL FORCING PASS SEQUENCES																												
T/O up to 4♥, Direct cue-bids = Michaels (up to 3♥), Leaping Michaels																																	
2N = 15-18, 3N = To play, Jumps = Good playing strength																																	
Vs High-level Preempts, Cue-bid = Strong T/O, 4N = Two suits		TAKEOUT DOUBLES (Style; Responses; Reopening)																															
		Generally up to 4♥																															
VS. ARTIFICIAL STRONG OPENINGS		Overall of 1NT: up to 3♦																															
Vs STR 1♣: DBL = majors, NT = minors, 2♦ = 5-5 maj,		SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES																															
OVER OPPONENTS' TAKEOUT DOUBLE		Negative:up to 4♥			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE																												
1-suit opening: System OFF, XX = 10+, 1N = 8-10, 2N = Jordan (maj)		Game Try DBL:up to 3♥																															
New suit: 1-level = F1, 2-level = NF, 3-level = GF		Responsive: up to 3♠			New minor forcing																												
Support: 2-level = NF, 3-level+ = Preemptive		Support DBL & REDBL : up to 2♦ for ♦, 2♥ for ♥, 2♠ for ♠			4th suit forcing																												
1N (x)=system on; XX = Puppet to 2♣, then new suit=NF																																	
		Lead-directing / Lightner / Suit-showing: ON			PSYCHICS: RARE																												

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		2	4♥	12+	Inverted minor 2♣ = 10+, 4♣+2♦/♥/♠ = WJS, 2NT= Invite, 3/4/5♣ = Preemptive, 3♦/3♥/♠/4♦ = preemptive, 3N/4♥/♠ = To play	XYZ: 1♣ – 1X – 1M/1NT; 2♣=invite, puppet 2♦; 2♦ = any GF Fourth suit forcing = GF Inverted Minor Raise (2N/3♣ = NF, New-suit = Features)	1♣-2♣-4♣=RKC XYZ off after intervention (overcall/X)
1♦		4	4♥	12+	1♥/♠ = 4+, 1N = 6-10, no 4M, 2♣ = GF, 4♣+ Inverted minor 2♦ = 10+, 4+♦, 2♥/♠ = WJS, 2N = Invite, 3♣ = 6+ good ♣ INV, 3/4/5♦ = Preempt 3♥/♠/4♣ = preempt, 3N/4♥/♠ = To play	XYZ: 1♣ – 1X – 1M/1NT, 2♣=invite, puppet 2♦; 2♦ = any GF Fourth suit forcing = GF Inverted Minor Raise (2N/3♦ = NF, New-suit = Features)	1♦-2♦-4♦=RKC
1♥		5	4♦	11+	1♠ = 4+, 1N = 6-12 F1, 2♣/♦ = GF (2+/4+cd) 2♥ = 6-9, 2♠ = WJS, 2N = 13+, Jacoby 3♣/♦ = 7-9/10-12 4+cds support, 3♥/4♥ = 4+cd Preempt, 3N = 13-15, any 4333, 3♠/4♣/4♦ = SPL;	1N: 2♣/2♦ = 2+/3+cards 1♥ – 1♠ – 1N = XYZ: 2♣=invite, puppet 2♦; 2♦ = any GF 2/1 Game Force: 2NT= Catch-all, Jacoby: 3-level = Shortage, 4-level = good 5+cards	2♣ = REV Drury, 3+card 2N=NAT Bergen on after passed hand or X 3D=10-12
1♠		5	4♥	11+	1N =6-12 F1, 2♣/♦/♥ = GF, 2♠ = 6-9, 2N = 13+, Jacoby 3♣/♦ = 7-9/10-12 4+cards support, 3♠/4♠ = Preempt, 3N = 13-15, any 4333, 3♥/4♣/4♦ = SPL, 4♥ = to play	1N: 2♣/2♦ = 3+cards 2/1 Game Force: 2♠ = Catch-all, 2N = Non-min 14-16 Jacoby: 3-level = Shortage, 4-level = good 5+cards	2♣/♦ = REV Drury 3/4+card 2N=NAT Bergen on after passed hand or X 3D=10-12
1NT		1		15-17, normally BAL 5M/6m/stiff honor OK	2♣ = Stayman, transfer 2♦/♥/♠/NT = transfer 3♣/3♦ = 6+cd, 2 honours, invite to 3NT 3♥/♠ = shortness 3145/54 3N = To play, 4♣ = Gerber, 4♦/♥ = Transfer, 4NT = Quantitative, 5♣/♦ = To play	Stayman does not promise Major when invitational After 1NT- 2♦ – 2♥ , 2♠ = invite with 4cd ♠ Smolen: GF Quantitative: Baron	DLB 2♣ overcall =staymen DLB artificial intervention= values; Other natural, 4 level = Texas trans
2♣	√	0		17+, strong, artificial, or 22+, balanced hand	2♦ = 0-1 CTLs, 2♥/2♠/2NT = 2 / 3 / 4+CTLs, 3-level = 6-card+ with 2 out of AKQ, nothing else After 2♦ response 2NT= 24-25, 3NT=26+	Over interference: DOPI , X = 0-1 CTLs; Pass = 2 CTLs, no stopper; Others = 2+ CTLs, NAT 5+cd 2NT=2+ CTLs	
2♦	√	0		WK 2♥ / 2♠ (6 cards) 22-23 bal hand	2N = Asking, 2M/3M = P/C; 4M = To Play; 3m = Constructive; 4♣ = bid your M-1; 4♦ = bid your M;	2♦-2NT-3♣/♦ = min♥/♠; 2♦-2NT-3♥/♠ = max♥/♠; 2♦- 2♥/2♠ then 2NT=22-23	
2♥	√	5		PRE, 5♥+5m	2N = Asking, 3m = P/C, 3♥ = to play, 3♠ = GF	2♥-2NT-3♣/♦ = min, ♣/♦; 2♥-2NT-3♥/♠ = max ♣/♦;	
2♠	√	5		PRE, 5♠+5m	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♣ = Puppet stayman, after 2♦ respond: 3H=4cd ♠, 4♣/♦ = both majors; 3♦/♥, 4♦/♥ = Transfer, Gerber	HIGH LEVEL BIDDING / CUE-BIDDING	
3♣/♦		6		Preemptive	New suit = GF	CUE-BIDS	SLAM CONVENTIONS
3♥/♠		6		Preemptive	New suit = GF, 4N= RKCB		Gerber = 14 / 03
3NT	√			No side Ace, To Play;	4♣/♦ = P/C, 4♥/♠ = To play		RKCB = 14 / 03 agreement after interference
4♣/♦		7		Preemptive	4N = RKCB		Exclusive Blackwood
4♥/♠		7		Preemptive	4N = RKCB		