

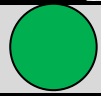


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 			
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Stickers:  			
1 level: usually 5+, 8+ HCP; 2 level: 5+, 10+ HCP			Lead	In Partner's Suit				
RESP: 1/1, 3/1, 3/2=F1; 2/1, 2/2=NF, NT: NAT		Suit	3 rd /5 th	3 rd /5 th				
CUE : F1, Double jump : SPL		NT	4 th	4 th				
		Subseq	Same as above	Same as above	CATEGORY: NATURAL UPDATED: August 2024 NCBO: HONG KONG, CHINA EVENTS: WBG Mixed Team PLAYERS: Gui Sheng Yue – Wang Wenfei – Lu Qin - KF Mak – WK Lai – Crystal Tang			
		Other:	Vs NT, K ask unblock Q, Q ask unblock J					
1NT OVERCALLS (2nd / 4thLive; Responses; Reopening)		LEADS			SYSTEM SUMMARY			
1NT: 15-18 HCP;		Lead	Vs. Suit	Vs. NT				
Bal 1NT: 11-15 HCP; 2NT: 19-21 HCP		Ace	AK(+), A(+)	AK(+)	GENERAL APPROACH AND STYLE			
X and then rebid NT: 16-18, x and then jump bid NT: 22-24		King	AK, KQ(+), Kx	AKJ10(+), KQ (+)				
		Queen	QJ(+), Qx	KQ109(+), QJ(+)				
		Jack	HJ10(+), JT(+), Jx	J10(+), AQJxx, Jx				
		10	H109(+), 109(+), 10x	HJ10(+), 109(+), 10x				
		9	9x;	H109x, 9xx, 9x				
		Hi-x	Xx; xxX; xxXx; xxxxX	Xx, Xxx, xXxX(+)				
		Lo-x	HxX; HxXx; HxxxX (+)	HxxX(+), HxX				
		SIGNALS IN ORDER OF PRIORITY					2 OVER 1 Response: Game Force except rebid	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead				
2-level CUE: Michaels, cue minor = both majors,		Suit	1 ATT, STD	Count, STD	ATT, STD			
Cue major = other major + 1 minor, either weak or strong			2 Count, STD	S/P	Count, STD			
RESP: 2NT=ask, others nat			3 S/P					
Jump cue bid: ask stopper		NT	1 ATT, Upside down	Smith (STD)	S/P			
VS. NT (vs. Strong / Weak; Reopening; PH)			2 Count, STD					
VS 1NT: X = PEN,			3 S/P					
2♣ = both majors		Signals (including Trumps):			SPECIAL BIDS THAT MAY REQUIRE DEFENCE 1 2♣: ART, STR 2 2♦: 1 Major, weak 3 2♥: ♥ + minor 4 2♠: ♠ + minor 5 3NT: 1 solid minor suit, at most 1 side K 6 4 th seat opening: 2♦/♥/♠ = NAT, 11-13HCP, 6+ good suit			
2♦ = 1 major		Smith Echo						
2♥ = ♥ + m								
2♠ = ♠ + m								
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES						
T/O X thru 4♦;		TAKEOUT DOUBLES (Style; Responses; Reopening)						
vs weak 2 : LEB on after X, jump overcall mid-strong above,		Emphasize major(s); minors unclear;						
Jump to 4♣/♦: ♣/♦ + other major		Aggressive reopening						
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES			
Vs strong 1♣: X = Both majors; 1NT = Both minors; Others = Natural		NEG DBL thru 4♥						
1♣-(P)-1♦-(?): X = Both majors; 1NT = Both minors		SUPP DBL or RDBL thru 2♥						
		MAXIMAL DBL						
OVER OPPONENTS' TAKEOUT DOUBLE		OPTION X			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
New suit: 1 level=F1, 2-level=NF; jump new suit: preemptive		LIGHTNER X						
1NT: good raise, 2NT: 4 cards support, inv+, double jump: SPL		RESP DBL						
					PSYCHICS: Rare			

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING	
1♣		3	4♥	11-21 HCP, no 5cM 33 minor open 1♣	Walsh, 1NT = 6-10 HCP, 2NT = INV 2♣ = 10+ HCP, Forcing, 3♣ = 6-9 hcp, 5+♣ 3♦/♥/♠ = 7+, preemptive, 3NT = 12-14	1♣-1M-1NT - 2♣/2♦ = 2-way checkback 1♣-(1♦)- X = both majors 1♣-(X)- 1 level: F1, 2 level NF, 1NT = NAT, 3♣ = PRE		
1♦		3	4♥	11-21 HCP, 3♦ only if 4432	1NT = 6-10; 2NT = INV; 2♦ = 10+ HCP, Forcing; 2♣ = FG; 3♣ = 6+♣ INV; 3♦/♥/♠ = preemptive	1♦-1M-1NT - 2♣/2♦ = 2-way checkback		
1♥		5	4♥	11-21 HCP	1NT = 5 - 11 HCP, semi-F, 2NT=BAL FG 2/1 = FG, 3♣ = 3 cards ♥ INV, 3 = 4+ ♥ INV; 3♠/4♣/4♦ = SPL	1♥ - 1♠ - 1NT - 2♣/2♦ = 2-way checkback	Reverse Drury	
1♠		5	4♥	11-21 HCP	1NT = 5 - 11 HCP, semi-F, 2NT=BAL FG 2/1 = FG, 3♣ = 3 cards ♥ INV, 3 = 4+ ♥ INV; 3♥/4♣/4♦ = SPL; 4♥ = To Play		Reverse Drury	
1NT				15-17 HCP Can have 5 cards M/6 cards m May have singleton	2♣= STAY; 2♦/♥= TRF; 2♠= minor STAY 2NT= Transfer to 3♣; 3♠/♦= 6+♠/♦ INV 3♥= 40(54)/4144/41(53); 3♠= 04(54)/1444/14(53); 4♦/♥= TRF, 4NT = INV			
2♣	Yes			STR	2♦ = waiting; 2♥/♠/3♣/♦ = 5+cards, 2 honours, 8+ HCP 2NT= 10+ HCP	2♣-2♦-2♥ = Kokish		
2♦	Yes			Weak 6+♥/♠ 4 th position: 6+♦ 11-13	2NT = ask; 2M/3M = P/C; 3♣/♦ = Nat F1; 4♣ = ask for transfer, 4♦ = ask to bid the suit	2♦-2NT: 3♣ = ♥ Max; 3♦ = ♠ Max; 3♥/♠ = ♥/♠, min;		
2♥/♠	Yes	5		♥/♠ + minor, weak	2NT = Asking 3♣/4♣/5♣ = P/C	2♥/♠-2NT: 3♣/♦ = 5♥/♠ + 4+♣/4+♦ min; 5+♣/5+♦, max 3♥/♠ = 5♥/♠+5+♣/5+♦, max		
2NT				20-21 BAL	3♣ = Stayman; 3♦/3♥=TRF; 3♠ = minor STAYMAN 3NT = To Play; 4NT = INV			
3♣		6		PRE	New suits = F1; 4♦ = Slam try			
3♦		6		PRE	New suits = F1; 4♣ = Slam try			
3♥		6		PRE				
3♠		6		PRE				
HIGH LEVEL BIDDING								
3NT	Yes	7		7+solid♠/♦, at most 1 side K/Q	4♣/5♣ = P/C; 4♦=Slam try; 4♥/♠= To play;	RKCB 14/03, Blackwood 14/03		
4♣/♦		7		7+♣/♦ PRE	4NT = RKCB			
4♥/♠		7		7+♥/♠ PRE	4NT = RKCB			
4NT	Yes	7		1 minor, STR				