




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Coloured Sticker:		
standard overcall, may be light at 1 level		Lead		In Partner's Suit			
New suit: F1 over RHO pass	Suit	3 rd /5 th		3 rd /5 th			
Jump raise = PRE, Cue = F1	NT	4 th , Top/2 nd of nothing		4 th , Top/2 nd of nothing			
Jump Cue = 6-9 HCP, 4 cards support	Subseq	Remaining CT / ATT		Remaining CT / ATT	CATEGORY: GREEN		
	Other: 0/1, at 5+ level , K = ask for CT, A = for ATT				NCBO: Hong Kong, China		EVENTS: ALL
					PLAYERS: Aron Hui – Spencer Chan		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2 nd seat: 15 -18, BAL 4 th seat 11-14	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE		
Response: Same as 1NT opening, 4 th seat cue= inv+	Ace	AK+, Ax		AK+	5-cards+ M, 2/1 Game Forcing, Strong 1NT, Convenient minors		
	King	AK+, KQ+		KQTx+, AKJT+	Forcing 1NT after 1M		
	Queen	QJ+		QJTx+/AQT9+, AQJx+,KQT9	Strong 2♣		
	Jack	KJT+, JT+, Jx		AJT+, KJT+, JT9, Jx	Weak both majors 2♦		
JUMP OVERCALLS (Style; Responses; Reopen)	10	KT9+, QT9+, T9+, Tx		AT9+, KT9+, QT9+	Weak 2♥/♠		
1-suit: Pre-emptive	9	9x		H98x,9x, 98xx			
2-Suit: unusual 2NT for 2 lower unbid	Hi-x	Xx		Xxx, Xxxx, xXxx, Xxxxx, xXxxx			
	Lo-x	xxX, xxXx, xxxxX, xxxxXx		xxxX+, TxX			
	SIGNALS IN ORDER OF PRIORITY				1NT Opening: 14-16 HCP (may 5-card Major, or 5422, or 6-card minor)		
Reopen: opening hand					2 OVER 1 Response: Always FG by an un-pass hand		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Michaels Cuebid	Suit	1 ATT	CT	ATT	2♣ = 22+ HCP, or 9+ tricks		
jump cue-bid = stopper asking, usually a solid 7-card side suit		2 CT	SP	CT	2♦ = (54)+♥/♠, 5-11 HCP		
		3 SP			2♥ = 6-11HCP 5♥+		
	NT	1 ATT	CT	ATT	2♠ = 6-11HCP 5♠+		
VS. NT (vs. Strong / Weak; Reopening; PH)		2 CT	SP	CT	3NT = Gambling		
X = 14+(weak) 5m4M/19+(strong), 2♣ = Both majors, 2♦ = 1M;		3 SP			Positive free bids at 2-level		
2M=5M4m;2NT=55m; 3m=NAT PRE	Signals: UDCA				Cuebid after opp's overcall = limit raise or better or any GF hand		
	Standard Smith (Hi-Lo = Welcome)				Michaels Cuebid, Unusual 2NT		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)					Lebensohl		
Vs 2♥/2♠: X=t/o; cue= ask Stopper;4m=5m+5oM FG;	Doubles				Sandwich 1NT for passed hand		
Vs Multi 2♦: X=12-15 or strong; 4m=5m+5M FG					Vs multi 2♦: 2♥/♠ = natural; X = 12-15 balance		
Vs 2♦/♥ Majors: X=12-15 or Strong; 2♥/2♠=minors	TAKEOUT DOUBLES (Style; Responses; Reopening)				Unusual vs Unusual: X = Strength; cue low = FG in 4 th suit		
Vs 3x: X=t/o, 4m=5m+5M FG	Takeout Double: 4♥, Aggressive reopening				cue high = LR+ in opener suit; others compete		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				SPECIAL FORCING PASS SEQUENCES		
Against Strong 1♣/♦ and 2♣/♦:	Negative Double: 4♥				After 2/1 respond by an unpassed hand		
X = Majors, NT = minors, others NAT	Supportive Double & Redouble: 2♥				1level opening - (X) - XX		
	Responsive Double: 4♥				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKEOUT DOUBLE	Maximal Double: 3♥				Different kinds of lead directing double and it could be light		
XX =10+, 2NT = Jordan, New Suit Force at 1-level	Against bid and raise below 3-level: DBL = T/O oriented				Unusual jump cuebid are usually splinter		
Ruben advance after 1♥/♠-(X)	Against NT: 1) Dummy's suit, logically highest ranking suit				When unclear, we shall not pass		
	Lightner Double: asking for unusual lead				PSYCHICS: Random, Rare		

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		3	4♥	11-21 HCP	1♦ = 2♦+, 1NT = 8-10, 2♦ = 5♦4♣ FG/ 6♦ 15+	2 way cb, 4sGF, opener jump 2NT = 17-19 hcp (3♣relay, 3♦ask)		Inverted minor
					2♣ = FG, 2♥ = 6-9 HCP 5♥4♠, 2♠ = 9-11 5♣+	After 1♣-1♥, 2♠ = rev, 3♦/3♠ = Spl, 4m = picture bid		Fit Raise
					3♣ = PRE 5♣+, 3♦ = INV, 3♥/♠ = WJS	After opener reverse, 2NT = lebensohl		
1♦		3	4♥	11-21 HCP	2♦ = FG, 2♥ = 6-9 HCP 5♥4♠, 2♠ = 9-11 4♦+	same as 1♣		2♣ =Maximum pass
					3♦ = 3-8 5♦+, 3♣ = INV, 3M=WJS, 4♣/♦ = ♥/♠			Fit Raise
1♥		5	4♥	11-21 HCP	1♠ = natural, 1NT = F1, 2♣ = 2+ FG, 2♦ = 5+ FG	1♥-1♠-2NT, 1♥-1NT-2♠=FG relay; 1♥-1NT-2NT= 6♥4♠inv+		Semi-F 1NT, Bergen <i>off</i>
					2♥ = 6-10 3+♥, 2♠ = 4-9HCP 6+♠	1♥-1♠-2♦/♥-2♠ = FG		2♣ = 9-11 3♥; 2NT = 9-11 4♥
					2NT = Jacoby, 3♣/3♦ = Bergen, 3♥ = PRE	After 1♥-3♦, 3♠=ask shortness		Fit raises
					3♠/4♣/4♦ = SPL	After 1♥-2♣/♦, 2♥=catch all, 2NT =15-17/20-21		
1♠		5	4♥	11-21 HCP	1NT = F1, 2♣ = 2-card+ FG, 2♦/2♥ = 5 card+ FG	1♠-1NT-2NT= Any FG		Semi-F 1NT, Bergen <i>off</i>
					2NT = Jacoby, 3♣/3♦ = Bergen, 3♠ = PRE	After 1♠-3♦, 3♥=ask shortness		2♣ = 9-11 3♠; 2NT = 9-11 4♠
					3♥/4♣/4♦ = SPL	After 1♠-2♣/♦, 2♠=catch all, 2NT =15-17/20-21		Fit raises
1NT				14-16 HCP	2♣ = Stayman; 2♦/♥ = TRF; 2♠ = range ask/♣;	Smolen in 3-L after 1NT-2♣-2♦		
					2NT = ♦/5-5m; 3♣=ask 5M; 3♦=55m FG; 3M=SPL	1NT-2♦-2♥-3♣/♦=inv; 1NT=2♦-2♥-2♠= relay FG;		
					4♣=64M 4♦/♥ = ♥/♠;	1NT-3♣-3♦=no 5M, -3♥/3♠=4♠/4♥		1
2♣	√	0		Strong 22+ HCP, or 9+ tricks	2♦ = waiting (KQ+/A+/Any 7+), 2♥=Negative	Vs X/2♦=sys on		
					2NT/3♣/3♦/3♥ = 6 card ♣/♦/♥/♠ with 2 of AKQ	Vs 2♥ or above: X=neg		
2♦	√	0		Weak both majors, (54)+	2♥/♠ = To play, 2NT = ASK 3♣/3♦ = natural, F1	After 2♦-2NT, 3♣ = any min, 3♦/♥ = ♥>♠/♠>♥ max; 3NT=55 int		
					3♥/♠ = to play 4♣/4♦ = relay	3NT/4♣=55 max short ♣/♦; 4♦/♥=4♠6♥/6♠4♥		
2♥		5		PRE	2♠ = F1, 2NT = Ogust, 3♣/♦ = FG	Ogust: 3♣/♦ = min, good/bad suit, 3♥/♠ = max, bad/good suit		
					4♣/♦ = fit raise, 4♥/♠ = to play			
2♠		5		PRE	2NT = Ogust, 3♣/♦ = FG	Ogust: 3♣/♦ = min, good/bad suit, 3♥/♠ = max, bad/good suit		
					4♣/♦ = fit raise, 4♥/♠ = to play			
2NT				20-21 HCP	Romex Stayman, TRF, Texas, 3♠ = minor Stm			
					3NT/4♣/♦/♥=TRF			
3♣		6		PRE	New suit F1; 4♥/♠ = to play			
3♦		6		PRE	New suit F1; 4♥/♠ = to play			
3♥		6		PRE				
3♠		6		PRE				
3NT	√	6		To play with long minor	4, 5, 6♣ = p/c, 4♦ = ask shortness, 4♥/4♠ = to play	RKC (14-03-2-2wQ), D0P1, DEPO	Cue-Bidding	
						Q ask – no Q: return to trump		1) Cuebid Ace or King or shortness
4♣	√	7		PRE		– with Q: bid lowest King, or 5NT		2) Pd's suit = Ace / King (Q in 2nd round)
4♦	√	7		PRE		Weak RKCB/ERKCB=(0/0.5,1,1.5,2,2.5)		3) Last Train to Clarksville
4♥/♠		7		PRE				