





# WBF Convention Card

NCBO Logo & Coloured Sticker			
CATEGORY: Green - Natural		LAST UPDATED: 9/11/2024	
NCBO: Hong Kong, China		EVENTS: Any	
PLAYERS: Him Chan, Matthew Leung			
SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			
2/1 GF			
5-card major, 5533 opening; Strong NT			
Strong 2♣; Weak 2♦/♥/♠ openings			
3 <sup>rd</sup> seat opening could be very light with good suit			
Aggressive style			
1NT Opening: 15-17hcp, can have 5M/6m/Singleton A/K			
2 OVER 1 Response: Absolute Game Force			
SPECIAL BIDS THAT MAY REQUIRE DEFENSE			
1. XYZ Convention			
2. Catch-all 1♦ response			
3. Weak 2♦/♥/♠			
4. Lebensohl			
5. Modified Multi-Landy			
6. 3NT opening = Gambling			
7. 4NT opening = Both minors PRE			
8. Michaels Cue Bid and Unusual 2NT			
9. DONT escape system over 1NT-(X)			
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DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1 or 2 level; Reopening)
1-level: 8+hcp (occ. lighter, could be very wild with good shape)
2-level: 10+hcp; 3-level: 12+hcp, usually unbal
Responses:
New suit NF; Jump new suit F1; 2NT=10+hcp, 4+cd support
Cue=F1; Jump Cue=Mixed raise; Jump Raise=Pre-emptive
Reopening: Aggressive
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
2 <sup>nd</sup> : 15-18hcp; 4 <sup>th</sup> : 14-17hcp
Full system on; TRF to opp's M=Ask stopper
NT overcalls that shows a strong balanced hand could be off-shaped
(1X)-P-(P)-2NT=19-21hcp
PH 1NT overcall=♣+♦
JUMP OVERCALLS (Style; Responses; Reopening)
1-suit: Pre-emptive, could be wild especially when NV vs V
2-suit: 2NT=5-5+ in 2 lowest unbid suits
Range: Normally 10+hcp with 5-5, could be any range with better shape
DIRECT & JUMP CUE BIDS (Style; Responses; Reopening)
(1♣)-2♣=♣; (1m)-2♦=♥+♠; (1M)-2M=oM+either minor
Range: Normally 8+hcp with 5-5, could be any range with better shape
(1X)-3X = ask stopper, FG
VS. NT (vs. Strong/Weak; Reopening)
Modified Multi-Landy:
X=16+hcp; 2♣=4♥4♠+; 2♦=Good ♥/♠;
2♥/♠=NAT Blocking; 2NT=Good ♣/♦; 3X=PRE
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O oriented
Cue at 3lvl=Ask stopper; Leaping Michaels
(2X)-X-(P)-2NT=Lebensohl
VS. ARTIFICIAL STRONG OPENINGS (i.e. 1♣, 1♦ or 2♣)
NT=♣+♦
Against Strong 2♣/2NT opening: X=♥+♠; Suit=Any range
OVER OPPONENTS' TAKEOUT DOUBLE
1NT=8-10hcp, NF; XX=10+hcp; 2/1=Negative Free Bids
2NT=10+hcp, 4+cd support, promise unbal if minor
3X=Blocking; Jump raise=PRE
Inverted minor, Jacoby 2NT, Drury and Bergen raises off

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup> , MUD	2 <sup>nd</sup> /4 <sup>th</sup> , MUD	
NT	2 <sup>nd</sup> /4 <sup>th</sup> , MUD	2 <sup>nd</sup> /4 <sup>th</sup> , MUD	
Subseq	0/1	0/1, TON if raised	
Others: A for ATT, K for CT when lead vs 4MX/5-6lvl and returning tricks			
LEADS			
Lead	VS. Suit	VS. NT	
Ace	AKx(+), Ax	AKx(+), Ax	
King	KQ(x+), Kx, AK	KQ(x+), Kx, AK	
Queen	QJ(x+), Qx	QJ(x+), Qx, AQJ(x+)	
Jack	(H)JT(x+), Jx	(H)JT(x+), Jx	
10	(H)T9(x+), Tx	(H)T9(x+), Tx	
9	9x	9x	
High-X	Xx, xXxx	Xx, xXxx	
Low-X	xXx, HxX, HxxX(+), xxxXx(+)	xXx, HxX, HxxX(+), xxxXx(+)	
SIGNALS IN ORDER OF PRIORITY			
Suit	Partner's Lead	Declarer's Lead	Discarding
	1 Attitude	Count	Attitude
	2 Count	Suit Preference	Suit Preference
NT	3 Suit Preference	N/A	N/A
	1 Attitude	Count	Attitude
	2 Count	Suit Preference	Suit Preference
3	Suit Preference	N/A	N/A
Carding: UDCA; Standard Suit Preference; Standard Remaining Count			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasize majors, minor unclear			
Responses: New suit NF; Double Jump=Blocking; Cue=GF			
Reopening: Aggressive			
SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES			
Negative Double thru 3♣			
NO support Double nor support Redouble			
Maximal Doubles and Redoubles			
Responsive Doubles			
At low-level, Doubles are T/O oriented			

