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 nd /4 th Live; Responses; Reopening)	
2 nd : 15-18hcp; 4 th : 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 shap	<u>e</u>
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	_
1 de la constant de l	_
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	

		LEAD	S AND S	IGNALS		
		OPEN	NING LEADS	STYLE		
		Lead		In Partner's Suit		
Suit		2 nd /4 th , MUD		2 nd /4 th , MUD		
NT		2 nd /4 th , MUD		2 nd /4 th , MUD		
Subseq		0/1		0/1, TON if raised		
Others	:: A	for ATT, K for CT wher	n lead vs 4N	/IX/5-6lvl and	d returning tricks	
			LEADS			
Lead		VS. Suit		VS. NT		
Ace		AKx(+), Ax		A Kx(+), A x		
King		KQ(x+), Kx, AK		KQ(x+), Kx, AK		
Quee	n	Q J(x+), Q x		$\mathbf{Q}J(x+)$, $\mathbf{Q}x$, $A\mathbf{Q}J(x+)$		
Jack	((H) J T(x+), J x		(H) J T(x+), J x		
10		(H) T 9(x+), T x		(H) T 9(x+), T x		
9		9x		9x		
High-	Х	Xx, xXxx		Xx, xXxx		
Low-X		xXx, HxX , $HxxX(+)$, $xxxXx(+)$		xXx, HxX, HxxX(+), xxxXx(+)		
		SIGNALS I	N ORDER C	F PRIORITY		
		Partner's Lead	Declare	r's Lead	Discarding	
	1	Attitude	Co	unt	Attitude	
Suit	2	Count	Suit Pre	eference	Suit Preference	
	3	Suit Preference	N _.	/A	N/A	
	1	Attitude	Co	unt	Attitude	
NT	2	Count	Suit Pre	eference	Suit Preference	
	3	Suit Preference	N	/A	N/A	
Cardin	g: l	JDCA; Standard Suit P	reference; S	Standard Rei	maining Count	
		TAKEOUT DOUBLES	S (Style; Re	sponses; Re	opening)	
Empha	size	e majors, minor uncle	ar			
Respo	nse	s: New suit NF; Double	e Jump=Blo	cking; Cue=	GF	
Reope	nin	g: Aggressive				
	SP	ECIAL, ARTIFICIAL & (COMPETITI	VE DOUBLES	REDOUBLES	
Negati	ve l	Double thru 3♠				
NO su	opo	rt Double nor support	Redouble			
Maxim	al [Doubles and Redouble	es.			
Respoi	ารiv	e Doubles				
At low	-lev	el, Doubles are T/O or	riented			

WBF Convention Card



NCBO Logo & Coloured Sticker





CATEGORY: Green - Natural NCBO: Hong Kong, China

LAST UPDATED: 9/11/2024 EVENTS: Any

LANGEROUS COLOR CHILINA

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

3rd 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

- . XYZ Convention
- 2. Catch-all 1 response
- Weak 2♦/♥/♠
- 1. Lebensohl
- 5. Modified Multi-Landy
- 3NT opening = Gambling
- 7. 4NT opening = Both minors PRE
- 3. Michaels Cue Bid and Unusual 2NT
- DONT escape system over 1NT-(X)

SPECIAL FORCING PASS SEQUENCES

Any GF sequences (e.g. 1♠ - 2♦ - (2♥) - P/2♣ - (X) - P)

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

In unclear situations, we may not pass

PSYCHICS

Might overcall off-shaped NT; otherwise rare

		_						
OPENI NG			NEGDBLTHRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		3	3♠	10-21hcp, 3+♣	1♦=Catch-all, 0+♦; 1♥/♠=♥/♠; 2♦/♥/♠=WJS Inverted minor: 2♠=GF; 3♠=PRE 1NT=INV, can have 4M; 2NT=GF, Bal; 3X=SPL	XYZ	Inverted minor on but NF XYZ on	
1•		3	3♠	10-21hcp, 3+♦ 3 cards only when 4432	1M=NAT; 1NT=6-9hcp; 2NT=INV; 2♥/♠=WJS Inverted minor: 2♦=INV+; 3♦=PRE 2♣=GF 4+♠; 3♠=6+♠ INV; 3♥/♠/4♠=SPL	XYZ 1♦-2♣-2NT=Catch-all; Non-serious 3NT	Inverted minor on but NF XYZ on	
1♥		5	3♠	10-21hcp, 5+♥	1♠=NAT; 1NT=SF; 2♠/♦=GF 4+♠/♦; 2♠=WJS 2NT/3♣/♦/♥=4+♥, 12+/6-9/10-11/0-5hcp 3♠=Set trump as ♠; 3NT= 4333, 12-15; 4♠/♦= Pre	XYZ 1♥-2♣/♦-2NT=Catch-all; Non-serious 3NT 1♥-1X-3NT=6+♥	2-way Reverse Drury: 2♣/♦=Max, 3/4+♥ 2♠/3♣/♦=7-9hcp, 4+♥, 5+suit	
1♠		5	3♠	10-21hcp, 5+ ♠	1NT=SF; 2♣/◆/♥=GF 3+♣/4+♦/5+♥ 2NT/3♣/◆/♠=4+♠, 12+/6-9/10-11/0-5hcp 3♥=Set trump as ♥; 3NT= 4333, 12-15; 4♣/♦= Pre	1♠-2♠/♦/▼-2NT=Catch-all; Non-serious 3NT 1♠-1NT-3NT=6+♠	2-way Reverse Drury: 2♣/♦=Max, 3/4+♠ 3♣/♦/♥=7-9hcp, 4+♠, 5+suit	
1NT		-	1	15-17hcp Could have 5M/6m/5422/stiff honor	2♣=STAY; 2♦/♥/NT=♥/♠/♦ 2♠ = ♣ or Size Ask; 3♣=PUPP STAY; 3♦=5♣5♦+, GF; 3♥/♠=5♥5♠+, INV/GF; 4♣=6-4 in ♥+♠; 4♦/♥=Texas; 4♠/NT=Quan, 4+♣/♦	Smolen 1NT-2◆/▼-2NT/3▼♠=4+▼/♠, Max/Min; Suit=4▼/♠&4X+ 1NT-(X): XX=1 suit; 2♣=♣+Any; 2◆=◆+M; 2▼=▼+♠; 2♠=♠ 1NT-(2X): X=T/O; 2/3Y=NF/GF; Cue=Stayman; 2NT=Leb		
2♣	V	0	-	 22+hcp, any hand 8.5+ winning tricks 	Discount J: 2♦=5-7 or 1 Ace; 2♥=8+; 2♠=0-4; 2NT/3♠/♦/♥=6+♣/♦/♥/♠ w/ 2 of AKQ	2♣-2X-2NT=22-24hcp, could be unbal, full system on		
2•/♥/♠		5	-	NAT PRE, usually 6-card suit when vul 4 th seat: 8-12hcp, 6+◆/▼/♠	2X=F1; 2NT=Ask; 3X=GF; Jump (except 2♣-4♥)=SPL	2•/♥/♠-2NT: 3X=Shortness; 3•/♥/♠=Min; 3NT=Max	New suit=NF	
2NT		-	-	19-21hcp Could have 5M/6m/5422/stiff honor	3♣=PUPP STAY; 3♦/♥=♥/♠ 3♠=Puppet to 3NT; 4♣=5♥5♠+ 4♦/♥=Texas; 4♠/NT=Quan, 4+♣/♦	2NT-3◆/♥: 3NT=Min, any super-accept; Others=Cue, max super-accept		
3♣/•/♥/♠		6	-	NAT PRE, usually 7-card suit	3X=GF; 4NT=RKCB	HIGH LEVEL BIDDING RKCB/ERKCB 1430; 5NT ask lowest King		
3NT		\vdash	-	Solid ♣/♦ , no more than 8.5 tricks	4/5/6/7♣=P/C; 4◆=Ask shortness; 4♥/♠=T/P	Splinters can always be singleton A, can be K/Q/J when there is enough hcp excluding the card		
4♣/♦		6	-	NAT PRE, usually 8-card suit	Any bid=To play	GF set trump bids asks partner to cue bid A DOP1 over 5♣/♦ interference; DEPO over interference of 5♥ or above		
4♥/♠	T	6	-	PRE or to play	4NT=RKCB	Cue bid style: Prioritize A; partner suit A/K		
4NT		-	-	6-5+ in ♣+◆, usually PRE	Any bid=To play			
5♣/♦		6	-	PRE or to play	Any bid=To play			
	V	-						