


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBF Convention Card 2.19 	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Occasionally 4-card		Lead	In Partner's Suit		
New suit = NF; Jump new suit = FG	Suit	3 rd = Even; Low = Odd	3 rd = Even, Low = Odd		
1NT = 8-10; 2NT = 4+ SUPP, INV+	NT	2 nd or 4 th	3 rd = Even, Low = Odd	Category:	Natural – Green Last Update: 2025.06.26
Raise = courtesy; Jump Raise = PRE	Subseq	ATT	ATT	NCBO:	Hong Kong, China
CUE = F1 or INV+ with SUPP; Jump CUE = mixed raise	Against NT: Leading bottom of touching honor asks for unblock			Event:	All
Reopening: similar style	ATT leads in a suit bid and raised			Players:	Jeffrey Chiang & Arian Shek
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
14-18; system as over 1NT opening	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
	Ace	AKx(+); Ax(+)	AKx(+)	1♣ = 2+, may have 4♦; 1♦ = 5+ except 4441; 5-card major; Strong 2♠	
	King	AK; KQ(x+)	KQ(x+); KQ10(x+); AKJ10(x+)	Transfer Responses; Weak 2M; 3NT = Variable on vulnerability	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJ(x+)	QJ(x+); KQ109(x+)		
1-Suit: PRE; system as over corresponding opening	Jack	J10(x+); KJ10(x+)	J10(x+); KJ10(x+)		
Reopening = 6-card+ good hand	10	109(x+); H109(x+)	109(x+); H109(x+)		
2-Suit: 2NT = 2 lowest suits, flexible range	9	9x	9x	1NT Opening: Good 14-17	
Reopening = 20-21; system as over 2NT opening	Hi-x	Sx; xSx; xxxS; HxS; HxxS	Sx	2 over 1 Responses = FG	
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)	Lo-x	HxS; HxxS; xxxSx	HxxS(x); xSxx; xSx	Style: Aggressive	
Direct = MICHAELS CUE (flexible range):	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1m)-2m = ♥+♠; 3♣ = INV+, 3+♥; 3♦ = INV+, 3+♠		Partner's Lead	Declarer's Lead	Discarding	1♣ Transfer Responses
(1M)-2M = oM+m; New suit = NF; 2NT = strong enquiry; 3♣ = P/C	Suit: 1 st	High = Discourage	High = Odd	High = Discourage	Rubensohl
Jump CUE = stopper ask:	2 nd	High = Odd	S/P	High = Odd	Hello Convention
Lowest new suit = no stopper; CUE = FG; New suit = F1; 4M/5m = NF	3 rd	S/P		S/P	Unusual vs. Unusual
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1 st	High = Discourage	High = Odd	High = Discourage	Reverse Bergen Raises
X = Penalty (15+); 2♣ = ♥+♠, at least 5-4	2 nd	High = Odd	S/P	S/P	1 st and 2 nd seat 3NT = 7-card+ solid M
2♦ = 5+ M, PRE; 2M = NAT; 2NT = 6+ m, PRE; 3m = NAT	3 rd	S/P			3 rd and 4 th seat 3NT = Wide range, to play
PH: X = any one suit; 2♣ = ♥+♠ (at least 5-4)	Trump Signals: S/P				
2♦ = ♦ and a major; 2M = M+m; 2NT = ♣+♦					
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				
DBL=T/O thru 4♥; LEB after T/O on Weak 2	TAKEOUT DOUBLES (Style; Responses; Reopening)				
3-level CUE = stopper ask; 4-level CUE = ♥+♠; (2M)-4m = oM+m	Aggressive and may be light with classic shape or at reopening position				
2NT = 15-18; system as over 2NT opening; 3NT = NF	1NT = 8-10; 2NT = NAT INV; Jump new suit = INV;				
(4m)-4NT = NAT; (4♥)-4NT = ♣+♦; (4♠)-4NT = 2 suits	CUE = F1, subsequent = FG, RESP DBL = 8+				
VS ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
Vs. strong 1m: NAT, treatment as natural opening	1♣-(1♦)-X = ♥; 1♣-(1♥)-X = ♠			FG situation: standard approach	
	NEG DBL thru 4♥			Under obvious sacrifice: standard approach	
	RESP DBL thru 3♠				
OVER OPPONENTS' TAKEOUT DOUBLES	MAX DBL only available at 3♣ for ♦ fit, 3♦ for ♥ fit, 3♥ for ♠ fit			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
XX = 11+; subsequent X at 1-level = T/O, 2-level = PEN	No SUPP DBL nor SUPP REDBL, they all show strength			Psychics: rare	
	Lead directing DBL and LIGHTNER DBL				

OPENING BID DESCRIPTIONS							
Open	Art	Min	ND	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣		2	4♥	10+, may have 4♦	1♦ = ♥; 1♥ = ♠; 1♠ = 6+, no 4M; 1NT = INV, BAL	XYZ; New Major Game Force	
				May have 5-card M when 17-19 bal	2♣ = FG, 5+ ♣; 2♦ = FG, 5+ ♦; 2♥/♠ = WJS; 2NT = FG, BAL; 3♣ = PRE	Fourth Suit Game Force	
1♦		4	4♥	10+, 5-card+ except 4441	1♥ = ♥; 1♠ = ♠; 1NT = NF; 2♣ = FG, 4+ ♣; 2♦ = INV+, 4+ ♦	XYZ; New Major Game Force	
				Bal 4-card in 3 rd and 4 th seat possible	2♥/♠ = WJS; 2NT = INV; 3♣ = INV, 6+ ♣; 3♦ = PRE	Fourth Suit Game Force	
1♥		5	4♦	10+, 5-card+	1♠ = ♠; Semi-Forcing 1NT; 2♣ = FG, 2+; 2♦ = FG, 5+; 2♥ = Courtesy	XYZ; Game Forcing 2♠	Two-way Reverse Drury
				4-card in 3 rd and 4 th seat possible	2♠ = WJS; 2NT = FG, 4+ ♥; 3♣ = 10-12, 4+ ♥;	Fourth Suit Game Force	
					3♣ = 6-10, 4+ ♥ or 8-11, 3+ ♥, unbal; 3♥ = PRE; 3♠ = FG, Set ♠ as trump		
					3NT/4♣/4♦ = ♠/♣/♦ Void SPL		
1♠		5	4♥	10+, 5-card+	Semi-Forcing 1NT; 2♣ = FG, 2+; 2♦ = FG, 5+; 2♥ = FG, 5+	Fourth Suit Game Force	Two-way Reverse Drury
				4-card in 3 rd and 4 th seat possible	2♠ = Courtesy; 2NT = FG, 4+ ♠; 3♣ = 10-12, 4+ ♠;		
					3♦ = 6-10, 4+ ♠ or 8-11, 3+ ♠, unbal; 3♥ = FG, Set ♥ as trump; 3♠ = PRE;		
					3NT/4♣/4♦ = ♥/♣/♦ Void SPL		
1NT				Good 14-17	2♣ = Stayman; 2♥/♥ = Transfer; 2♠ = Range ask or ♣; 2NT = ♦;	Smolen	
				May have 5M, 6m, singleton honor	3♣ = Puppet Stayman; 3♦ = ♣+♦, FG; 3♥/♠ = FG, 31(45)/13(45)		
					3NT = NF; 4♣ = ♥+♠ any 6-4; 4♦/♥ = Texas Transfer		
2♣	Y			ART, STR, 21+ if BAL	2♦ = 5-7; 2♥ = 8-9; 2♠ = 0-4; 2NT = 10+ (count AKQ only)	Jump bid by opener = self-sufficient trump	
					3-level suit = 6+, 2 of AKQ		
2♦		5		NAT, PRE	2M = NF; 2NT = INV+, 3-level suit = FG, NAT		
				4 th seat = 10-12, 6♦+			
2♥		5		NAT, PRE	2♠ = NF; 2NT = INV+, 3-level suit = FG, NAT	2NT asks for trump length (NV) or shortness (Vul)	
				4 th seat = 10-12, 6♥+			
2♠		5		NAT, PRE	2NT = INV+, 3-level suit = FG, NAT	2NT asks for trump length (NV) or shortness (Vul)	
				4 th seat = 10-12, 6♠+			
2NT				Good 19-21	3♣ = Puppet Stayman; 3♥/♥ = Transfer; 3♠ = ♦ or both minors; 3NT = NF		
				May have 5M, 6m, singleton honor	4♣ = NAT, S/T; 4♦/♥ = Texas Transfer		
3X		6		NAT, PRE	3-level new suit = FG, NAT; 3NT/4M = NF		
					4-level new suit = CUE		
3NT	Y			1 st / 2 nd seat = 7-card+ solid M 3 rd / 4 th seat = To play, 6-card+ minor	4♣ = Relay; 4♦ = Relay, 4♥ = 4-5 controls, 4♠ = 6+ controls 4m/5m/6m = P/C		
4X		6		NAT, PRE	4M over 4m = NF; New suit = CUE		
4NT	Y			PRE in ♣+♦	5m = NF; 5NT = pick a slam		
HIGH LEVEL BIDDING							
Cue-bid style: first or second round control							
Concept of fast arrival; Forcing Pass; Pass and pull; Non-Serious 3NT; RKCB-1430; ERKCB							