

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Aggressive in general

New-suit = constructive; Jump new suit = FG; 1NT = 8-10

RAISE = courtesy; Jump RAISE = PRE; Jump CUE = mixed raise

Minor overcall: CUE = F1 or INV+ with SUPP; 2NT = NAT, INV

Major overcall: 2♣ = F1; 2♦/NT = INV+ with 3+/4+ SUPP

Reopening: similar style

1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)

2<sup>nd</sup>/4<sup>th</sup> live = 14-18; system as over 1NT opening

Reopening = 13-17; system as over 1NT opening

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: RPE; system as over corresponding opening

Reopening = 6-card+ good hand

2-Suit: 2NT = 2 lowest suits, flexible range

Reopening = 20-21; system as over 2NT opening

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)

Direct = MICHAELS CUE (flexible range):

(1m)-2m = ♥+♠; New suit = NF; 2NT = strong enquiry

(1M)-2M = oM+m; New suit = NF; 2NT = strong enquiry; 3♣ = P/C

Jump CUE = stopper ask:

Lowest new suit = no stopper; CUE = FG; New suit = F1; 4M/5m = NF

VS. NT (vs. Strong / Weak; Reopening; PH)

X = Penalty vs wk 1NT, 5m4M vs str 1NT; 2♣ = ♥+♠, at least 5-4

2♦ = PRE in a major; 2M = NF; 2NT = PRE in a minor; 3m = NF

PH: X = any one suit; 2♣ = ♥+♠ (at least 5-4)

2♦ = ♦ and a major; 2M = M+m; 2NT = ♣+♦

VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

DBL=T/O thru 4♥; LEB after T/O on Weak 2

3-level CUE = stopper ask; 4-level CUE = ♥+♠; (2M)-4m = oM+m

2NT = 14-18; system as over 2NT opening; 3NT = NF

(4m)-4NT = NAT; (4♥)-4NT = ♣+♦; (4♠)-4NT = 2 suits

VS ARTIFICIAL STRONG OPENINGS

Vs. strong 1m: X = majors, NT = minors; others = NAT

Pass then bid = 16+, NAT [78]

Vs. strong 2m: X = 3 suits; Others = SUCTION (all-level) (only for 2<sup>nd</sup> live)

OVER OPPONENTS' TAKEOUT DOUBLES

1♣-(X)-XX = ♦; 1♦-(X)-XX = ♥; system as if no double

1M-(X)-(XX) = 10+; others = transfer

LEADS AND SIGNALS

OPENING LEADS STYLE

Lead

3<sup>rd</sup> = Even; Low = Odd

4<sup>th</sup>, 2<sup>nd</sup> from weakness

ATT

Others: Top from xxxx for raised partner's suit;

4<sup>th</sup>/6<sup>th</sup> from known 5+card VS NT

LEADS

Lead

Vs. Suit

Vs. NT

Ace

AKx(+); Ax(+)

AKx(+)

King

AK; KQ(x+)

KQ(x+); KQJ(x+); AKJ10(x+)

Queen

QJ(x+)

QJ(x+); KQ109(x+)

Jack

J10(x+); KJ10(x+)

J10(x+); KJ10(x+)

10

109(x+); H109(x+)

109(x+); H109(x+)

9

9x

9x

Hi-x

Sx; HxSx; HxSxxx

xSx (could be Sxx)

Lo-x

HxS; HxxxS; xXS; xxxXS

HxxS(x); xSxx

SIGNALS IN ORDER OF PRIORITY

Partner's Lead

Declarer's Lead

Discarding

High = Discourage

High = Odd

High = Discourage

High = Odd

S/P

S/P

S/P

High = Discourage

High = Odd

S/P

S/P

Signals (including Trumps): Trumps: S/P; Smith Echo (Low from leader =

Encourage; Low from partner = Discourage)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Aggressive and may be light with classic shape or at reopening position

1NT = 8-10; 2NT = 11-12; Jump new suit = INV; CUE = F1, subsequent = FG

RESP DBL = 8+

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

1♣-(X)-XX = ♦; 1♦-(X)-XX = ♥; 1♠-(1♦)-X = ♥; 1m-(1♥)-X = ♠

NEG DBL thru 4♥

RESP DBL thru 3♠

MAX DBL only available at 3♣ for ♦ fit, 3♦ for ♥ fit, 3♥ for ♠ fit

No SUPP DBL nor SUPP REDBL, they all show strength

Lead directing DBL and LIGHTNER DBL

Unsolicited DBL and REDBL

WBFC Convention Card 2.19

Category:

Natural – Green

Last Update: 2025.06.10

NCBO:

Hong Kong, China

Event:

All

Players:

Alex Seto & Leo To

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣ = 2+, may have 5♦; 1♦ = 5+ except 4441; 5-card major; Strong 2♣

Transfer Responses; 2♦ = Variable on vulnerability; Weak 2M; 2NT = 19-21

Balanced minimum opening = 11 HCP

1NT Opening: 14-17

2 OVER 1 Responses = FG

Style: aggressive on both opening and preemptive bids

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

3NT = 7-card+ solid M

REVERSE BERGAN RAISE

LEBENSOHL over 2-level takeout DBL

TRANSFER RESPONSES

MODIFIED GAZZILLI

RUBEN ADVANCE

RUBENSOHL over 1♣ and 1NT interference

SPECIAL FORCING PASS SEQUENCES

FG situation: standard approach

Under obvious sacrifice: standard approach

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: rare

OPENING BID DESCRIPTIONS							
Open	Art	Min	ND	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣		2	4♥	10-21, may have 5♦ [01]	1♦ = ♥; 1♥ = ♠; 1♠ = 6+, no 4M; 1NT = FG, 5♦+ and 4M+	XYZ CONVENTION [22]; NEW MAJOR GAME FORCE [23]	
				may have 5-card suit with 6♣+	2♣ = NF, ♣+♦; 2♦/♥ = INV 6♥/♠+; 2♠ = INV, 5♠+	MODIFIED GAZZILLI [27]	
				include 5♦332 17-19	2NT = 10-11; 3♣ = PRE; 3♦/M = WK 6♦/M +; 3NT = NF	1X 1Y-2NT ADVANCES [24]	
				and 5♦332 11-14 with bad ♦	4m = PRE; 4M/5m = NF		
1♦		4	4♥	10-21, 5-card+ except 4441♣ [02]	1♥ = ♥; 1♠ = ♠; 1NT = NF; 2♣ = FG, 4♣+; 2♦/♥ = 6-10/10-12, 5♠4♥+	XYZ CONVENTION [22]; NEW MAJOR GAME FORCE [23]	
				may have 5-card major with 6♦+	2♠ = INV+, 4♦+; 2NT = 10-11; 3♣ = INV, 6♣+; 3♦ = PRE	MODIFIED GAZZILLI [27]	
				can be 5♦332 if 11-14	3M = WK 6M+; 3NT = NF; 4m = PRE; 4M/5m = NF	1X 1Y-2NT ADVANCES [24]	
1♥		5	4♦	10-21, 5-card+ [03]	1♠ = ♠; FORCING 1NT; 2m = FG, 4m+; 2♥ = Courtesy	XYZ CONVENTION [22]; GAME FORCING 2♠	SEMI-FORCING 1NT
				4-card in 3 <sup>rd</sup> and 4 <sup>th</sup> seat possible	2♠ = WK 6♠+; MODIFIED JACOBY [28]; REVERSE BERGAN RAISE [29]	MODIFIED GAZZILLI [27]	TWO-WAY REVERSE DRURY [30]
				may have 5♠ with 6♥+	3♥ = PRE; 3♠ = WK 6♠+; SWISS 3NT; 4m = PRE	1X 1Y-2NT ADVANCES [24]	2NT = 6-10, ♣+♦
1♠		5	4♥	10-21, 5-card+ [04]	FORCING 1NT; 2m = FG, 4m+; 2♥ = FG, 5♥+; 2♠ = Courtesy	MODIFIED GAZZILLI [27]	SEMI-FORCING 1NT
				4-card in 3 <sup>rd</sup> and 4 <sup>th</sup> seat possible	MODIFIED JACOBY [28]; REVERSE BERGAN RAISE [29]	1X 1Y-2NT ADVANCES [24]	TWO-WAY REVERSE DRURY [30]
					3♥ = INV, 6♥+, short in ♠; 3♠ = PRE; SWISS 3NT; 4m = PRE; 4♥ = NF		2NT = 6-10, ♣+♦
1NT				14-17 [05]	STAY; JOCABY; 2♠ = NAT INV or ♣; 2NT = ♦; 3♣/♦ = ♣+♦, NF/FG;	SMOLEN; BARON	
				may have 5M, 6m or 5m+4M	3♥/♠ = 13+, 31(45)/13(45); 3NT = NF; 4♣ = ♥+♠ any 6-4		
				seldom with singleton	TEXAS; 4♠/4NT = QUANT with 4♣/♦; 5m = NF		
2♣	Y			ART, STR, 22+ if BAL [06]	2♦ = waiting; 2♥/♠ = NAT; 2NT/3X = HHxxxx in the next suit	2♣ - 2♦ - 2♥ = NAT or 25+ BAL	
					3NT/4X = self-sufficient in the next suit; 3♠ = AKQxxx in any suit	2♣ - 2♦ - 3M = 4M5♦+	
2♦	Y			Non-VUL = light PRE, 5♥+ or 5♠+	2M/3M = P/C; 2NT = relay; 3♣ = NF; 3♦ = FG, 5♥/♠+; 4m = relay		
				VUL = ♥+♠, at least 5-4 [07]	2M/3♣/3M = NF; 2NT = relay; 3♦ = FG, NAT; 4m = relay		
				4 <sup>th</sup> seat = 10-12, 6♦+ [13]	2M = NF; 2NT = INV, NAT; 3♣/3M = F1, NAT; 3♦ = courtesy		
2♥		6		NAT, PRE, very rare 5♥ only [08]	2♠ = NF; 2NT = puppet to 3♣; 3♣ = puppet to 3♦; 3♦ = FG, NAT		
				4 <sup>th</sup> seat = 10-12, 6♥+ [13]	3♥/4♥ = PRE; 3♠/4m = lead directing; 3NT/4♥/5m = NF		
2♠		6		NAT, PRE, very rare 5♠ only [09]	2NT = puppet to 3♣; 3♣ = puppet to 3♦; 3♦ = puppet to 3♥		
				4 <sup>th</sup> seat = 10-12, 6♠+[13]	3♥/4m = lead directing; 3♠/4♠ = PRE; 3NT/4♥/5m = NF		
2NT				19-21 [10]	STAY; JACOBY; 3♠ = minors or ♦; 3NT = NF; 4♣ = FG, 6♣+	SMOLEN; BARON	
					TEXAS; 4♠/4NT = QUANT; 5m = NF		
3X		6		NAT, PRE [11]	3-level new suit = FG, NAT; 3NT/4M = NF		
					3♣-4♦/3♦-4♠/3M-4NT = PRKCB		
					4-level new suit = CUE		
3NT	Y			1 <sup>st</sup> / 2 <sup>nd</sup> seat = 7-card+ solid M [12]	4♣ = relay (4♦ = ♥, 4♥ = ♠), 4♦ = relay (4♥ = ♥, 4♠ = ♠)		
				3 <sup>rd</sup> / 4 <sup>th</sup> seat = 7-card+ solid m	4♠/4♦ = P/C		
4X		6		NAT, PRE	4M over 4m = NF; New suit = CUE		
4NT	Y			PRE in ♣+♦	5m = NF; 5♥/♠ = RKCB in ♣/♦; 5NT = pick a slam		
HIGH LEVEL BIDDING							
Cue-bid style: show first round controls before second, except King in partner's suit;							
Concept of fast arrival; Forcing Pass; Pass and pull; NON-SERIOUS 3NT; RKCB-1430; ORKCB; ERKCB; PMRKCB; PMB; SPL; Pass-1; CAB;							