




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	2/4 th , Top of nothing	4 th , Top/2 nd of nothing 3 rd /5 th If fit			
In compete sequence, 2NT mostly NOT TO PLAY		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		
		NT:K = ask for ATT, A = for unblock, subsequent 0/2			EVENTS: ALL		
					PLAYERS:Jacky Yan, Eric Ng		
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		
Response: Same as 1NT opening, 4 th seat cue= inv+		Ace	AK+, Ax		AK+		
		King	AK+, KQ+		KQTx+, AKJT+		
		Queen	QJ+		QJTx+/AQT9+, AQJx+,KQT9		
		Jack	KJT+, JT+, Jx		AJT+, KJT+, JT9, Jx		
JUMP OVERCALLS (Style; Responses; Reopen)		10	KT9+, QT9+, T9+, Tx		AT9+, KT9+, QT9+		
1-suit: Pre-emptive		9	9x		H98x,9x, 98xx		
2-Suit: unusual 2NT for 2 lower unbid suit		Hi-x	Xx		Xxx., xXxx, xXxxx		
		Lo-x	xxX, xxXx, xxxxX, xxxxXx		xxxX+, TxX		
		SIGNALS IN ORDER OF PRIORITY			1NT opening = 14-16 (1 st , 2 nd seat), 15-17 (else)		
Reopen: opening hand					1NT Opening (may 5-card Major, or 5422, or 6-card mino, singleton honour)		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	2 OVER 1 Response: Always FG by an un-pass hand	
Michaels Cuebid		Suit	1	ATT	CT	ATT	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
jump cue-bid = stopper asking, usually a solid 7-card side suit			2	CT	SP	CT	2♣ = 22+ HCP, or 9+ tricks
			3	SP			2♦ = (54)+♥/♠, 5-11 HCP (NV Vs VJ) 3-8HCP. 6+M (else Vul)
		NT	1	ATT	CT	ATT	2♥ = 3-9 HCP 5+♥ (NV Vs VJ) 9-13 6+♥ (else Vul)
VS. NT (vs. Strong / Weak; Reopening; PH)			2	CT	SP	CT	2♠ = 3-9 HCP 5+♠ (NV Vs VJ) 9-13 6+♠ (else Vul)
X = 14+(weak) 5m4M(strong)/ 19+ BAL, 2♣ = Both majors, 2♦ = 1M;			3	SP			3NT = Gambling
2M=5M4m;2NT=2 minors; 3m= 1 minor		Signals: UDCA, discard odd even, Smith echo in NT (high welcome)			Cue bid after opp's overcall = LR+ or any GF hand		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)					Rubensohl		
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 = show lower suit		
Vs 3x: 4m=5m+5M FG		Takeout Double: 4♥, Aggressive reopening			Cue high= show higher suit		
Vs 3NT gambling: X=pen;4♣=Majors;4♦=6+M;4M=5M 5m;							
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
Against Strong 1♣/♦ and 2♣/♦:		Negative Double: 4♥			SPECIAL FORCING PASS SEQUENCES		
X = Majors, NT = minors, others NAT		Supportive Double & Redouble: 2♥			After 2/1 respond by an unpassed hand		
		Responsive Double: 4♥			1level opening - (X) - XX		
OVER OPPONENTS' TAKEOUT DOUBLE		Maximal Double: 3♥			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
XX =10+, 2NT = Fit raise (6-9/10+), New Suit Force at 1-level		Against bid and raise below 3-level: DBL = T/O oriented			Different kinds of lead directing double and it could be light		
Ruben advance after 1♥/♠-(X)		Against NT: 1) Dummy's suit, logically highest ranking suit			Unusual jump cuebid are usually splinter		
		Lightner Double: asking for unusual lead			When unclear, we shall not pass		
					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 4♣+	After 1♣-1♥, 2♠ = rev, 3♦/3♠ = Spl, 4m = picture bid		Fit Raise
					3♣ = PRE 5♣+, 3♦ = INV, 3♥/♠ = WJS	1♣-1M - 2M can be 3 card		
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= 6♠3♥FG, 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♥; 2♦ = 9-11 4♥
					2NT = Jacoby, 3♣/3♦ = Weak/Str 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		<i>Similar to 1♥</i>
					2NT = Jacoby, 3♣/3♦ = Weak/Str Bergen, 3♠ = PRE	After 1♠-3♦, 3♥=ask shortness		
					3♥ = H inv, 4♣/4♦ = SPL	After 1♠-2♣/♦, 2♠=catch all, 2NT =15-17/20-21		
1NT				14-16 HCP (1 st 2 nd seat)/ 15-17	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♣/♦ = ♥/♠;	1NT-3♣-3♦=no 5M, -3♥/3♠=4♠/4♥		
2♣	√	0		Strong	2♦ = waiting (KQ+/A+/Any 7+), 2♥=Negative	Vs X/2♦=sys on		
				22+ HCP, or 9+ tricks	2NT/3♣/3♦/3♥ = 6 card ♣/♦/♥/♠ with 2 of AKQ	Vs 2♥ or above: X=neg		
2♦	√	0		Weak both majors, (54)+ (NV Vs VY)	2♥/♠ = To play, 2NT = ASK 3♣/3♦ = natural, F1	After 2♦-2NT, 3♣ = any min, 3♦/♥ = ♥>♠/♠>♥ max; 3NT=55 int		
				3-8HCP. 6+M (else Vul)	3♥/♠ = to play 4♣/4♦ = relay	3NT/4♣=55 max short ♣/♦; 4♦/♥=4♠6♥/6♠4♥		
					2♥/♠ = P/C, 2NT = ASK 3♣/3♦ = natural, F1 3♥/♠ =	After 2♦-2NT, 3♣/♦ = min ♥/♠, 3♥/♠ = max ♠/♥		
					P/C 4♣/4♦ = relay			
2♥		5		3-9HCP 5+♥ (NV Vs VY)	2♠ = F1, 2NT = Ask, 3♣/♦ = F1	2M-2NT: 3♣/♦ = 5♥/♠ + 4♣/♦, 3M = min, 3oM= max		
				9-13 6+♥ (else Vul)		2M-2NT: 3♣ 6-4, 3♦ =any SPL, 3M = 6322 min, 3oM = 6322 max		
2♠		5		3-9HCP 5+♠ (NV Vs VY)	Similar to 2♥ opening			
				9-13 6+♠ (else Vul)				
2NT				20-21 HCP	Romex Stayman, TRF, Texas, 3♠ = minor Strm			
					4♣= 55M, 4♦/♥=TRF			
3♣		6		PRE	4♦ = Weak RKC, 4♥/♠ = to play			
3♦		6		PRE	4♣ = Weak RKC, 4♥/♠ = to play			
3♥		6		PRE	4♣ = Weak RKC			
3♠		6		PRE	4♣ = Weak RKC			
3NT	√	6		To play with long minor	4, 5, 6♣ = p/c, 4♦ = ask shortness, 4♥/4♠ = to play			
4♣	√	7		PRE				
4♦	√	7		PRE		Weak RKCB/ERKCB=(0/0.5,1,1.5,2,2.5)		
4♥/♠		7		PRE				
						HIGH LEVEL BIDDING / CUE-BIDDING		
						RKC (14-03-2-2wQ), D0P1, DEPO	Cue-Bidding	
						Q ask – no Q: return to trump	1) Cuebid Ace or King or shortness	
						– with Q: bid lowest King, or 5NT	2) Pd's suit = Ace / King (Q in 2nd round)	
							3) Last Train to Clarksville	