



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card				
OVERCALLS (Style; Responses; ½ level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Stickers:		Version 2025.06.23		
1 level = 8+ HCP (occasionally light), 5+ (or good 4) cards			Lead	In Partner's Suit					
2 level = 10+ HCP, 5+ cards	Suit		3 rd or 5 th , 0/1	3 rd or 5 th					
Response:	NT		4th, 0/1	4 th					
(1X)-1M-2♣/♦: 12+ no fit / 3M inv+	Subseq		ATT	ATT	CATEGORY: NATURAL (GREEN)				
Cue bid = invite+/ask stopper/ Ask 4M	Other: 0/1, Top of nothing; if supported, lead Top from Xxx			NCBO: HONG KONG, China EVENTS: ALL					
Jump cue bid = mixed raise / SPL	At 5+ level, K from AK(+) ask for count, A is cashing			PLAYERS: Poon Yin Ki, Rain Yun					
1NT OVERCALLS (2 nd / 4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY				
2 nd :15-18 BAL/ semi- BAL	Lead		Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE				
Responses: System ON	Ace		AK+, Ax	AK(+)	5-card majors & Convenient minors				
4 th : 12-15 BAL/ semi- BAL	King		AK, KQ(+), Kx	AKJT(+), KQ(+), AKQx	14+ – 17 1NT				
Responses: System OFF, cue-bid = invite+	Queen		QJ(+), Qx	QJ(+), KQT9(+), KQJx	2/1 FG				
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	KJ10(+), J10(+), Jx	AJ10(+), KJ10(+), J10(+)	Wide range overcalls based on vulnerability				
1-suit: 2lv NV / VUL = Weak/Good PRE; 3lv = PRE	10		K109(+), Q109(+), 109x	H109(+), 109(+)					
Response: 2NT= same as 2M response	9		9(+)	Q98(+), J98x, 98(+)					
2-suit: 2NT = UNUSUAL, 5-5+, width range(NV)/int+(Vul)	Hi-x		Sx, Sxx(optional)	Sx(+), xSxx					
Response: Cue bid = invite +, new suit = F1	Lo-x		3 rd or 5 th	HxS, 4 th	1NT Opening: 5M, 6m, (54)22, singleton honor possible				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response: FG				
Direct cue : MICHAELS : wide range NV / int+ VUL			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
Jump cue : Ask stopper, usually with a 7+ solid suit	Suit	1	Lo=ENCRG	Lo=EVEN	Lo=ENCRG	1	2♦ = ♥+♠ PRE		
VS. NT (vs. Strong / Weak; Reopening; PH)		2	Lo=EVEN	S/P	Lo=EVEN	2	3NT opening = 7+ solid ♣/♦, at most 1 side K		
VS 14+ BAL: X= 5+m,4M ; VS weak NT: X= PEN (usually 14+)		3	S/P			3	Reverse BERGEN		
2♣ = ♥+♠; 2♦ = 6+♥/♠	NT	1	Lo=ENCRG	Lo=EVEN	Lo=ENCRG	4	XYZ		
2♥/♠ = 5+♥/♠ , 4+♣/♦; 2NT = good playing strength 6+♣/♦		2	Lo=EVEN	S/P	S/P	5	Positive Free Bid		
Passed hand: Modified DON'T, X = any 1 suiter		3	S/P		Lo=EVEN				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Signals (including Trumps):							
VS weak 2♥/♠: X = T/O, Cue = Ask stopper, 4m = 5+m 5+OM		UDCA, Suit Preference(S/P)							
VS multi 2♣: X=13-15(16) BAL or good 16+ any, 4m = 5+m 5+♥/♠		Smith Echo(High=ENCRG), Trump Echo(High=ruff)							
Vs weak both M: X= 13-15(16) BAL or good 16+ any, 2♥/♠ = both m		DOUBLES							
Vs 3m; 4♣ = 5+om 5+♥/♠, 4♦ = 5+♥ 5+♠									
Vs 3M; X=T/O, 4m = 5+m 5+oM		TAKEOUT DOUBLES (Style; Responses; Reopening)							
Vs 3NT: X= PEN, 4♣= Both M, 4♦=6+M, 4M = 5+M, 5+m		Emphasize major(s); minors unclear							
VS. ARTIFICIAL STRONG OPENINGS		NEGATIVE X Thru 4♥							
Vs Strong 1♣/♦ Opening and response: X = both M , NT = both m		RESPONSIVE X Thru 4♦							
Vs Strong 2♣/♦ Opening and response: X = both M , NT = both m		Aggressive reopening X							
OVER OPPONENTS' TAKEOUT DOUBLE		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES				
New suit at 1 level: F1, XX shows 10+, X=T/O afterwards		SUPP DBL / RDBL thru 2♥ (2♠ or higher promise extras)			1m-(X)-XX=F2NT;				
1m-(X): 2M= PRE, 2NT= LR+; 3m = PRE		MAX X			1M-(X)-XX=F2M;				
1M-(X): transfer; 2NT= Jordan; 3M = PRE; 3m= fit jump		Game try X			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
		Snapdragon X			All unnecessary jump are SPL				
		Lightner X			Principle of Fast Arrival				
					PSYCHICS: Rare (weak 1NT occasionally off shape)				

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	11+ HCP	1♦ = 3+♦ (4M possible); 1NT=8-10 2♣ = inverted minor GF (4M possible) 2♦ = 5+♦ GF (4♣ possible); 2♥=5+♥ 4+♠ NF 2♠ = 5+♠ inv; 2NT = inv; 3♦ = ♦ inv; 3♠/♥/♠ = PRE	1X-1Y-1NT/1X-1Y-1Z - 2♣/♦ = puppet 2♦/FG checkback 1X-1Y-1NT/1X-1Y-1Z - 2NT/3X = puppet 3♠/FG+ 1♠-2♣-2♦ = 5♣ or 4414; 1♠-2♣-2M = 4♣ 4M 1♦-2♠-2♦ = 5+♦ or 4441; 1♦-2♠-2M = 4♦ 4M	Inverted minor NF Fit jump Shift 2♣ invite check back ON
1♦		3	4♥	11+ HCP 3-card only if 4432	1NT=6-10; 2♠ = 4+♠ FG (4M possible) 2♦ = inverted minor FG (4M possible); 2♥=5+♥ 4+♠ NF 2♠ = 5+♦ inv; 2NT=INV; 3♠ = ♠ inv; 3♦/♥/♠ = PRE	1♦-2♦-2M = 4+♦ 4M; 1m-2m-2NT = both M stop or no 4 cd m	System On for PH response
1♥/♠		5	4♥	11+ HCP 5+ cards	F1NT; 2M = 8-10; 1♥-2♠ = 6+♠ NF; 2♠=5+♠/BAL GF 2/1= 5+ GF; 2NT=Jacoby; 3♠/♦=Reverse Bergen; 1M-3OM = SPL; 4♠/♦=SPL 1♠-4♥ = To play	1M-2M-2M+1= ask short, FG except min no short 1M-2M-3X= 2 nd suit GT; 1♥-1♠-2NT= Any FG; 1♥/♠-1NT-2NT Any FG	1NT = semi F 2♠/♦=Two-way reverse Drury Fit jump shift
1NT				14+ - 17 BAL Singleton possible	2♠ = STAYMAN w SMOLEN; 2♦/♥ = Transfer ♥/♠ 2♠ = RANGE ASK or 6+♠; 2NT = 5-5m weak or 6+♦ 3♠ = Ask 5cd M; 3♦ = 5-5m FG 3♥ = 31(54) FG; 3♠ = 13(54) FG 4♠/♦ = Transfer ♥/♠; 4♥/♠=play : 4NT = Quantitative	1NT-2♠-2♦-2♥/♠ = 4-4+M NF/ 5♠ inv 1NT-2♦/♥-2♥/♠-2♠/NT= Any GF; 1NT-2♦/♥-2♥/♠-3X = inv 1NT-(X)-XX/Pass = ♠ or two suit /play, others= TRF, 3X system on 1NT-(2X)-X=HCP if 2X is artificial, X= T/O afterwards 1NT-(2X)-2NT+ = Transfer LEBENSOHL	
2♣	✓	0		22+ BAL or FG	2♦ = 5-7(or A) ; 2♥=8-9 ; 2♠=0-4; 2NT= 10+ (HCP without J) 2NT/3♠/♦/♥ = 6+♠/♦/♥/♠, HHxxxx or A/Kxxxxxx		
2♦	✓	6		♥+♠ PRE any 5-4+	2M/3♠/3M = NF; 2NT = relay; 3♦ = FG, NAT; 4m = 4m = relay		
2♥		6		6+♥ PRE	2♠ = NF; 2NT = puppet to 3♠; 3♠ = puppet to 3♦ 3♦ = FG, NAT; 3♥/4♥ = PRE; 3♠/4m = lead directing		
2♠		6		6+♠ PRE	2NT = puppet to 3♠; 3♠/♦ =puppet to 3♦/♥ 3♥/4m = lead directing; 3♠/4♠ = PRE		
2NT				19+ -21 BAL Singleton A/K/Q possible	3♠ = ROMEX Stayman; 3♦/♥=TRF 3♠=MINOR STAYMAN; 3NT= 6+m GF; 4♠= 5-5M 4♦/♥= TRF; 4♠= 5-5m; 4NT= Quan w BARON	2NT-3♠-3♥/3♠/3NT = 4+♥/4-4M/5♠ 2NT-3♦/♥-3M/3M+1/4X/4M = 2+M/3M/4+M max/4+M min 2NT-3♠-3NT-4m/4M/4NT = minor SMOLEN/SPL 5-5m/22(54) 2NT-3NT-4♠-4♦/4♥/4NT/5♠ = 6+♠ ST/6+♦ ST/8+♠/8+♦	
3♠/♦		6		PRE	New suit = F1, 4Om= weak RKCB	HIGH LEVEL BIDDING	
3♥/♠		6		PRE	New suit = F1, 4♠=weak RKCB	RKCB 1430,5NT/6X=Even/Odd KC+ useful void +1 Ask trump Q/Ask nearest K +2 Ask nearest K 5NT Ask lowest K/ General Grand ST	4NT = 2suitsers T/O or ST D0P1 against 5m; DEPO against 5M+ Exclusive RKCB 0314 Weak RKCB (0/1/1.5/2/2.5)
3NT	✓			7+solid m, at most 1 side K	4/5/6♠=P/C; 4♦=relay ; 4M= to play		
4♠/♦		7		PRE	4♦/5♠= ST; 4♥/♠ = to play		
4♥/♠		7		PRE	New suit =Ask 1 st /2 nd round control		
4NT	✓			PRE, 6-6 ♠+♦	5-7 ♠+♦= to play; 6-7♥/♠/NT = to play; 5♥/♠ = ♠/♦ weak RKC		