




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card				
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				NCBO Logo & Colored Stickers:			
1 level: 5+, 8+ HCP; 2 level: 5+, 10+ HCP			Lead	In Partner's Suit					
Responses:	Suit		3rd/5th	3rd/5th					
New suit F1 over RHS pass	NT		4th, Top of nothing	4th					
Cue-bid = invite+ / ASK stopper / ASK 4M	Subseq		ATT	ATT	CATEGORY: NATURAL 2/1			UPDATED: March 2025	
Jump Cue-bid = Mixed Raise / SPL	Other:	0/1, Top of nothing if supported partner's suit			NCBO: HONG KONG, CHINA			EVENTS: ALL	
		At 5+ level, K from AK(+) ask for count, A is cashing			PLAYERS: Pearlie CHAN – Joyce TUNG – Charmian KOO				
1NT OVERCALLS (2nd / 4thLive; Responses; Reopening)		LEADS				SYSTEM SUMMARY			
2nd: 15-18 HCP, BAL;	Lead		Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE				
Responses: System ON;	Ace		AK(+), A(+)	AK(+), AQ(+), A(+)	Two Over One Game Force;				
4th: 12-15 HCP, BAL/semi-BAL;	King		AK(doubleton), KQ(+), Kx	AKJ10(+), KQ (+)	5-card majors, convenience minor;				
Responses: System OFF, cue-bid = invite+	Queen		QJ(+), Qx	KQ109(+), QJ(+), Qx	Inverted minor GF;				
	Jack		KJ10(+), Jx	(A/K)J10(+), J10(+), Jx	Wide range overcalls based on playing strength;				
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		(K/Q)109(+), 109(+), 10x	H109(+), 109(+), 10x	Variable NT (1st/2nd seat)				
1-Suit: 2 level NV/Vul = PRE/opening hand; 3 level = PRE	9		9(+)	9x, 9xx, 98(+)					
Responses: 2NT = Ogust (NV)/BAL invite (Vul)	Hi-x		Xx, Xxx (optional)	Xx, Xxx, xXxx					
2-Suit: 2NT = Unusual 2NT, width range (NV)/int+(Vul)	Lo-x		3rd / 5th	HxxX(+), HxX, xxxX(+)					
Responses: Cue-bid = invite+, New suit F1	SIGNALS IN ORDER OF PRIORITY								
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE				
Direct Cue-bid: MICHAELS, width range (NV)/int+(Vul)	Suit	1	Hi=Discouraging	Hi=Odd	Attitude	1NT= 10+-13 / 11-13 1st/2nd NV			
Jump Cue-bid: ASK stopper, 7+ solid suit w side A/K		2	Hi=Odd	Suit preference	Hi=Odd	Strong 2♣ (9+tricks OR 22+ BAL)			
		3	Suit preference			2♦ = Weak ♥ + ♠ (NV) / Weak 6+♥/♠ (Vul)			
	NT	1	Hi=Discouraging	Hi=Odd	Attitude	2♥ = Weak 6+♥/5♥-4+m (NV) / Weak ♥ + ♠ (Vul)			
VS. NT (vs. Strong / Weak; Reopening; PH)		2	Hi=Odd	Suit preference	Hi=Odd	2♠ = Weak 6+♠/5♠-4+m (NV) / Weak 5♠ 4+m (Vul)			
X = 4M and 5+m (vs 14+NT) / good 14+(vs weak NT)		3	Suit preference			3NT opening = 7+ card solid minor, at most 1 side K			
2♣ = ♥+♠, similar developments as weak both M opening	Signals (including Trumps):				Transfer SPL over 1M opening				
2♦ = 6+♥/♠, similar developments as 2♦ opening	UDCA, attitude before count, suit preference only when absolutely				Reverse Bergen & Jacoby 2NT over 1M opening				
2♥ = 5+♥-4+m, similar developments as 2♠ opening	clear (eg. dummy singleton), standard remaining counts,				Reverse Drury				
2♠ = 5+♠-4+m, similar developments as 2♥ opening	standard Smith Echo, trump Echo (Hi = ruff)				Positive Free bid				
Passed hand: Modified DONT	DOUBLES				4th suit GF except 1♦-1♥-1♠-2♣ & 1♥-1♠-2♦-3♣				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				1♣ - (1♦) - X/1♥/1♠ = 4+♥/4+♠/T/O w/o 4M				
WK 2♥/♠: X= T/O, Cue-bid = ASK stopper, 4m = 5+m + 5+OM	Emphasize major(s); minors unclear;				1♣ - (1♦) - 2♠/3♠ = LR+ in ♣ / SPL in ♦				
Multi-2♦: X= 13-15 BAL or 16+, 4m = 5+m + 5+M	Responsive doubles (8+ HCP) up to 4♠				1♣ - (1♦) - 2♦/2♥/3♦/3♥ = 6+M different strength				
2♦/♥ = weak both M: X= 13-15 BAL or 16+, 2♥/♠ = both m	Negative doubles (8+ HCP) up to 4♥				1♠/♦ - (1♥) - X/1♠ = 4+♠/ T/O w/o 4♠				
3X: X=T/O, 4m = 5+m + 5+M					1♠/♦ - (1♥) - 2♠/3♠ = LR+ in ♣/♦ / SPL in ♥				
Gambling 3NT: X = Power; 4♣ = Majors; 4♦ = ♥/♠; 4♥/♠ = ♥/♠+m					1♠/♦ - (1♥) - 2♥/3♥ = 6+♠ different strength				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES				SPECIAL FORCING PASS SEQUENCES				
Vs strong 1/2♣: X = majors, NT = minors, blocking in nature	Support X and XX up to 2♥				1m-(X)-XX: Forcing pass thru 2NT				
	Support XX				1M-(X)-XX: Forcing pass thru 2M				
	Game try X								
OVER OPPONENTS' TAKEOUT DOUBLE	Competitive X				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
New suit forcing at 1-level, XX shows 10+HCP & wish to penalize;	Lightner X				All unnecessary jumps are Splinters				
1m-(X): jump = weak; 2NT = limit raise or better; 3m = preemptive;	Snapdragon X				Principle of Fast Arrival				
1M-(X): 2NT = limit raise or better; 3m = Fit jump									
1M-(X): Transfer; 2M-1 = good raise; 2M = bad raise					PSYCHICS: Rare (occasional light/off-shape 1NT opening)				

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	10+ HCP	1♦ = 3+♦ (4♥/♠ possible); 1NT = 8-10; 2♣ = Inverted minor, GF (4♥/♠ possible) 2♦ = 5+♦, GF (4♣ possible); 2♥ = 5♥-4♠, 5-9 2♠ = 5+♠, 9-11; 2NT = invite 3♣/♥/♠ = preempt; 3♦ = 6+♦ invite	1m-1M-1NT/1♦-1♥-1♠-2♣/2♦ = invite/ GF check-back 1m-1M-1NT-3X= invite except 1m-1♠-1NT-3♥ = 5-5M GF 1m-1M-1NT-2NT-3♣-3♦/3NT = 6♦/♣-4M, 9+11 (1 st /2 nd NV) 1m-2♣-2♦ = 5m-4M or 44(41) ; 1m-2♣-2M = 4m-4M 1♦-2♦-2M = 4+m-4M; 1♣/♦-2♣/♦-3♣ = 5♣-4♦/5♦-4♣	Inverted minor NF Fit jump shift Check back only 2♣ ON
1♦		3	4♥	10+ HCP, 3♦ Only if 4432	1NT = 6-10; 2♦ = Inverted minor, GF (4♥/♠ possible) 2♣ = 4+♣, GF; 2♥ = 5♥-5♠, 5-9 2♠ = 5+♠, 9-11; 2NT = invite 3♦/♥/♠ = preempt; 3♣ = 6+♣ invite	1m-2m-2NT = BAL not deny 4M, then 3♦/♥ = transfer ♥/♠ 1m-1M-2M-2NT = ASK for 3M/4M & strength 1m-1M-2M-3m/4m = 5M-4+m GT+/SPL 1m-1M-3M-3M+1/4X= BAL ST ASK/SPL	
1♥/♠		5	4♥	10+ HCP	F1NT; 2♥/♠ = 8-10; 1♥-2♠ = 6+♠, NF; 2♣ = ♣/BAL GF, 2/1= 5+ GF; 2NT= Jacoby; 3♣/♦ = 10-12/7-9, 4+ support 1♥-3♠/NT/4♣ = ♠/♣/♦ SPL; 1♠-3♥/NT/4♣ = ♥/♣/♦ SPL 4♦ = good preempt; 1♠-4♥ = To play	1M-2M-2M+1 = 2-way shortness GT or 16+ BAL 1M-2M-3X = 2 nd suit GT; 1M-2M-3NT = 6M BAL 1♥-1♠-2NT= Any GF; 1♥-1NT-2♠ = Any GF 1♠-1NT-2NT = Any GF; 1♥-1♠-2♦/♥-2♠ = Any GF 1M-3♣-3M+1/4X= BAL ST ASK / SPL 1NT-2♣-2♦-2♥/♠ = 4-4+m NF/5♠ invite 1NT-2♦/♥-2♥/♠-2♠/2NT = Any GF; 1NT-2♦/♥-2♥/♠-3X = invite	Semi-forcing 1NT 2♣ = Reverse Drury 2NT = 4M invite Fit jump shift
1NT				14-16 HCP 10-13 HCP(1 st /2 nd NV vs Vul) 11-13 HCP (1 st /2 nd Nil) (May have 5 card M/6 card m) (Singleton possible)	2♣ = STAYMAN w Smolen; 2♦/♥ = TRF ♥/♠; 2♠ = MSS (5-5m weak/6♦-4♣ GF/5-5m GF) 2NT/3♣ = TRF ♣/♦; 3♦ = 04(54)/1444/13(54); 3♥ = 40(54)/4144/31(54); 3♠ = 5-5m GF; 4♣/♦ = TRF ♥/♠; 4NT= Quantitative	Over intervention, X at 2/3 level is T/O, suit at 2 level is NF, LEBENSÖHL, suit at 3 level is GF, cue-bid asks for full stopper, cue-bid after LEBENSÖHL asks for half-stopper 4♣/♦ = TRF 'ON/OFF' over 2/3 level intervention	
2♣	Yes			22+ HCP BAL or 9+ playing tricks	2♦/♥/♠ = 0-2/3/4+ controls; 2NT/3♣/♦/♥ = 6+♦/♠/♥/♠, HHxxxx (+) or A/Kxxxxxx 4X = A/Kxxxxxxx, no side A/K	2♣-2♦-2NT = 22-23 BAL; 2♣-2♦-2♥-2♠-2NT = 24+ BAL 2♣-2♦-2♥-2♠-3♣ = 2 nd neg; 2♣-2♦-3M = 5+♦-4M 2♣-2♥/♠-3♥/♠-3NT = F1	
2♦	Yes	6		Weak 6+♥/♠ (Vul)	2NT = asking, invite+; 2M/3M = P/C New suits = F1; 4m = TRF/bid M; 4M = To play	2♦-2NT: 3♣ = Non-min; 3♦/♥ = ♥/♠, min; 3♠/NT = ♥/♠, max; 4♦/♥ = ♥/♠, min, good suit with shape	
2♦	Yes	4		Weak ♥+♠, at least 4-4 (NV)	2NT = asking, invite+; 3♣ = NF; 3♦ = F1/NF 3M = PRE/mild invite	2NT: 3♣ = Any min, 3♦ ASK; 3♦/♥ = 5♥/♠-4♠/♥ max; 3♠/3NT= 5-5M max, SPL in ♣/♦; 4♣ = 5-5+ non-min; 4♦/♥ = 6♥/♠-4♠/♥ non-min	
2♥		4		Weak ♥+♠, at least 4-4 (Vul)			
2♥		5		Weak 6+♥/5♥-4+m (NV)	2NT = ASK; New suits = F1	2NT: 3♣/♦ = 5M-4+m; 3M=6+M min; 3♠/♥ = 6+♥/♠ max	
2♠		5		Weak 6+♠/5♠-4+m (NV)			
2♠		5		Weak 5+♠-4+m (Vul)	2NT = asking, invite+; 3♣ = P/C 3♦ = 6+♥; 3♥ = ♠, invite+	2♠-2NT: 3m = min; 3♥/♠ = ♣/♦, max	
2NT				19+-21 HCP bal, 5cm/6cm ok Singleton A/K/Q possible	3♣ = ROMEX STAY; 3♦/3♥=TRF; 3♠ = Minor suit STAYMAN; 3NT = 6+♠/♦ GF 4♣ = 5-5M; 4♦/♥ = TRF; 4♠ = 5-5m; 4NT= Quantitative	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♦/4M/4NT/5♣ = 6+♣ ST/ 6+♦ ST / 8+♣/8+♦	
3♣/♦		6		6+♣/♦ PRE	New suits = F1; 4♦/♣ = weak RKC	HIGH LEVEL BIDDING	
3♥/♠		6		6+♥/♠ PRE	New suits = F1; 4♠ = weak RKC	RKCB(1430)	4NT = 2 suiters T/O or ST
3NT	Yes			7+solid♠/♦, at most 1 side K/Q	4♣ = P/C; 4♦ = Slam try; 4♥/♠ = To play;	+1 ASK trump Q/ ASK nearest K	D0P1 against 5m; DEPO against 5M+
4♣/♦		7		7+♣/♦ PRE	4♦/5♣ = Slam try; 4♥/♠ = To play;	+2 ASK nearest K	Exclusive RKCB (0 or 0.5/1/1.5/2/2.5)
4♥/♠		7		7+♥/♠ PRE	New Suit = ASK 1 st /2 nd round control	5NT ASK lowest K/ general Grand ST	weak RKCB (0 or 0.5/1/1.5/2/2.5)