




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				NCBO Logo & Colored Sticker:	 
8-15 HCPs (Occ. Light); 5+ cards (Occ. 4 cards at 1-level)			Lead	In Partner's Suit			
RESPONSES:		Suit	3 rd / 5th, 0/1	3rd / 5th			
Same Level NT = 9-11 HCPs, Jump to 2NT = 12-14 HCPs;		NT	2 nd / 4th, top of nothing, 0/1	3rd / 5th			
1-level / 2-level new suit = Constructive; Jump shift = GF;		Subseq	CT / ATT	CT / ATT			
Jump Raise = Preemptive; Cue-bid = Limit Raise or better;		Other: Low from sequence VS NT = calling for unblock				CATEGORY: Green EVENT: Ladies Teams	
Jump cue-bid after 1-level major overcall = 7-9, 4-card+;		Lead A for ATT , lead K for COUNT				NCBO: HONG KONG, China UPDATE: July 2025	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS				PLAYERS: Zoe LI – Christine BOOTH	
Direct = 15-18, normally BAL; System ON;		Lead	VS Suit	VS NT		SYSTEM SUMMARY	
(1M/1m) P (P) 1NT = 11-15, normally BAL; System ON;		Ace	AK(+), A(+)	AK(+), A(+)		GENERAL APPROACH AND STYLE	
(2X) 2NT = 15-18, normally BAL; Simple Stayman, 3NT = to play		King	KA, KQ(+), KQ(10/9)x	AKJ10(+), KQ(x), Kx		2/1 GF, OPENING: 1♣ = 2+ (C/Bal), 1♦ = 4+, Five-card Major	
JUMP OVERCALLS (Style; Responses; Reopen)		Queen	QJ(+), Qx	KQ109(+), AQJ(+), QJ(+), Qx		Artificial 2♣; Multi 2♦; 2♥ = weak both M	
Jump Overcall = PRE;		Jack	HJ10(+), J10(+), Jx	HJ10(+), J10), Jx		MINOR: Transfer relay after 1♣ opening; Inverted Minor Raise;	
2NT = 2 lowest un-bid, weak or strong		10	H109(+), 109(+), 10x	(A/K)J10(+), 109(+), 10x		Preemptive Jump Raise; New minor forcing	
2NT at 4 th seat BAL = 19-21, normally BAL, System ON;		9	9x	9xx, 9x		MAJOR: Forcing 1NT, Jacoby 2NT, Rev Bergen Raises, Swiss 3NT	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Hi-x	xxX(x), Xx	xXxx(x), Xxx, Xx			
Direct cue-bid = Michaels, weak or strong		Lo-x	xxX(x), HxX, HxXx, Hxxxx	HxX, HxxX(x)		1NT Opening: (14) 15-17 HCP	
Jump cue-bid = stopper ask		SIGNALS IN ORDER OF PRIORITY				2 OVER 1 Response: Game Forcing	
			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
VS. NT (vs. Strong / Weak; Reopening; PH)		Suit	1 Low = ENCG	SP	Low= ENCG	2♣ = Strong (23+ BAL/ 8.5 playing tricks)	
Multi- Landy vs strong, Modified vs weak (x = penalty oriented)			2 Count	Count	Low = EVEN	2♦ = PRE, 6♥ / 6♠	
X = 5m + 4M, vs weak x = penalty			3 SP			2♥ = PRE, 5/4 majors	
2♣ = Both majors		NT	1 Low = ENCG	SP		2♠ = PRE, 5♠+ 5m	
2♦ = Any one Major 10-13 (2♥/♠ = P/C, 2N = relay)			2 Count	Count		Vs Multi 2♦: X = general T/O; 2NT=15-18; 2M/3m = natural	
2♥/♠ = 5+4m, 14-16; vs weak = 5+, natural			3			3♥/♠=6+♥/♠ 16+ , 4♣/4♦ = Leaping Michaels	
2N = 6+ m, 14-16; 3m = 6+m, 10-13		Signals / Discard (VS Suit and NT): UDCA				Vs Flannery 2♦ : X = ♦ suit; 2♥ = T/O in ♥; others = natural	
3M = 7+ M		Remaining Count: Standard				Vs 2♥= both majors: X= bal T/O; others = natural	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)						Unusual vs Unusual	
2N = 15-18, 3N = To play, Jumps = Good playing strength						2-way Checkback	
VS Gambling 3NT: x = penalty, 4♣/4♦ = take out in ♣/♦						Modified Rubinsohl	
VS High-level preempts, Cue Bid = Strong T/O. 4NT= 2 suits		TAKEOUT DOUBLES (Style; Responses; Reopening)				LEBENSÖHL	
VS. ARTIFICIAL STRONG OPENINGS		Generally, up to 4♥				After (both direct and balanced) T/O Double against weak 2 opening	
X = both majors; 1NT= both m						After opener's reverse	
		SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES				After interference of 1N opening: Modified Rubinsohl	
OVER OPPONENTS' TAKEOUT DOUBLE		Negative DBL: up to 4♥				SPECIAL FORCING PASS SEQUENCES	
1♣ - (x): XX/1♦ /1♥/1♠ = ♦ /♥ / ♠ / no 4M		Game Try DBL: up to 3♥				1X-(DBL)-RDBL: Forcing Pass thru 2NT; subseq DBL = suggest PEN;	
1M-(x): transfers begin at 1NT until 2M; 2N= Jordan, 3♣/3♦ = FJS, 7-9		Responsive DBL/RDBL: up to 3♠				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1♥/♠ - (x) : 2♠/3♥ = 4 card support, 7-9HCP		Support DBL/RDBL: up to 2♠				Preemptive Style: Aggressive when favorable VUL	
						3 rd or 4th seat opening could be light	
1NT – (x): XX = Puppet to 2♣, (then Pass =5+♣; 2♦ 5+♦)							
Pass = puppet to XX, (then 2♣ = ♣+ any; 2♦ =♦+ ♥/♠; 2♥= ♥+♠)		Lead-directing / Lightner / Suit-showing: ON				PSYCHICS: RARE	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		2	4♥	10+	1♦/♥=4+♥/♠, 1♠= no 4 cd M; 1NT = 8-10, no 4M 2♣ = 10+, 5♣+, 2♦=5+, GF, 2♥/♠ = WJS, 0-5 2N= Inv, 3/4/5♣ = Preempt, 3♦ = 6+good♦ Inv, 3♥/♠/4♦=SPL, 3N/4♥/♠ = To play	1♣ – 1X – 1N, 2♣/♦ = 2- way Checkback Inverted Minor Raise (2N/3♣ = NF, New-suit = Feature) 1♣ - (X) / XX/1♦/1♥ = 4+♦/♥/♠; 1♠ = no 4 cd M	Inverted minor On
1♦		4	4♥	10+ 4 card only if 4441	1♥/♠ = 4+, 1N = 6-10, no 4M, 2♣= GF, 4♣+ 2♦=10+, 4+♦, 2♥/♠ = 0-5, WJS 2N= Inv, 3♣ = 6+ good ♣ Inv, 3/4/5♦ = Preempt, 3♥/♠/4♣ = SPL, 3N/4♥/♠ = To play	1♦ – 1M –1N = 16+ any; then 2♣=8+ any Inverted Minor Raise (2N/3♦ = NF, New-suit = Feature) 1♦ - (X) - XX/1♥ = 4+♥/♠; 1♠ = no 4 cd M 1♦ - 1M – 2N = 6+♦ 3M OR 4M with VOID	Inverted minor On
1♥		5	4♦	10+	1♠ = 4+, 1N = forcing, 2♣/♦ = GF, 2♥ = 8-9, 2♠= WJS, 2N = 13+, Jacoby 3♣/♦ = 10-11/7-9 4+cards SUPP, 3♥/4♥ = PRE, 3N = 13-15, any 4333, 3♠/4♣/4♦ = SPL;	1♥ – 1♠ – 1N, 2♣/♦ = 2- way Checkback 2/1 Game Force: 2♥ = 6+♥, 2N =catch all Jacoby: 3♣= any min (then 3♦ = ask: 3♥/3♠/3NT= short ♣/♦/♠) 3♦ = non- min; 3♥/3♠/3NT= non-min, short ♣/♦/♠	2♣/♦ = REV Drury, 3/4+card 2N=minors, 9-11HCP 2♠ = 4+card, 7-9 3♣/♦ = fit raise, 5+♣/♦, 4+card, 7-9
1♠		5	4♥	10+	1N =forcing, 2♣/♦/♥ = GF, 2♠= 8-9, 2N = 13+, Jacoby 3♣/♦ = 10-11/7-9 4+cards SUPP, 3♠/4♠ = PRE, 3N = 13-15, any 4333, 3♥/4♣/4♦ = SPL, 4♥ = to play	2/1 Game Force: 2♠ = 6+♠, 2N = catch all Jacoby: 3♣= any min, 3♦ = non-min; 3♥/3♠/3NT= short ♣/♦/♥	2♣/♦ = REV Drury, 3/4+card 2N= minors, 9-11 HCP 3♥ = 4+card, 7-9 3♣/♦ = fit raise, 5+♣/♦, 4+card, 7-9
1NT				(14-) 15-17, normally BAL 5M/6m/stiff honor possible	2♣ = Stayman, 2♦/♥/ = Jacoby, 2♠ = mss or hcp ask 2NT=6♣/6♦ weak, or ST in ♣ or ♦; 3♣ = Pup Stayman 3♦ =5+/-5+m.GF; 3♥=1444/0445/0454; 3♠=4144/4054/4045 3N = To play, 4♣ = 6/5 M, 4♦/♥ = Texas, 4♠ = 6/5 minor, 4NT= Quantitative, 5♣/♦ = To play	Another Major after Stayman = Fit, slam try Smolen: 3-level, GF 1NT- 2♦ / 2♥-2nt= Max, then 3♦/♥= re-transfer 1NT-3♣-3♦ = 4 card M (no 5 card), then 3♥=4x♠, 3♠=4x♥ 1NT-(3X) Texas is ON	
2♣	√			23+, balanced hand OR 8.5 playing tricks	2♦ = 0/1 CTRL; 2♥ = 2 CTRL 2♠ = 3 CTRL; 2N = 4+ CTRL; 3x = 6 card suit with 2 honors (no side values)	Kokish relay to 2♠; then 2NT=24+HCP; 3m=natural with 5+♥ Vs X/2♦/2♥: X/XX=0/1, pass=2, +1 step=3+ CTRL Vs 2♠ or above: X=0/1, pass=2+ CTRL, 3X=nat with 2 honors	
2♦	√	5		WK 2♥ / 2♠ 4 th seat: 10-13, 6+♦	2N = Asking; 2♥/♠/3♥/♠/4♥ = P/C; 3m = Constructive; 4♣ = bid your M-1; 4♦ = bid your M;	2♦-2NT-3♣/♦ = max♥/♠; 2♦-2NT-3♥/♠ = min ♥/♠; 2♦-4♣-4♦/♥ = ♥/♠; 2♦-4♦-4♥/♠ = ♥/♠;	
2♥	√	5		PRE, 5♥+4♠ 4 th seat: 10-13, 6+♥	2N = Asking; 3m =constructive, NF	2♥-2NT-3♣ = any min (then 3♦ = ask: 3♥/♠ = longer♥/♠) 2♥-2NT-3♦ = max♥>♠; 3♥ = max♠>♥; 3♠=5/5min, 3NT5/5 max	
2♠	√	5		PRE, 5♠+4m+ 4 th seat: 10-13, 6+♠	2N = Asking, 3m = P/C, 3♠ = to play, 4♥ = to play	2♠-2NT-3♣/♦ = min ♣/♦; 2♠-2NT-3♥/♠ = max ♣/♦;	
2NT		2		20-21, balanced hand 5M/6m/stiff honor OK	3♣= Puppet Stayman, 3♦/♥/4♦/♥ = Trf, 3♠ = Trf to 3NT (4m =ST.4M=shortness), 4NT=Quant	HIGH LEVEL BIDDING / CUE-BIDDING	
3♣/♦		6		Preemptive	New suit = GF, 4-level other minor = modified RKCB	CUE-BIDS 1 st / 2 nd round control	SLAM CONVENTIONS NON-SERIOUS 3NT, Minorwood
3♥/♠		6		Preemptive	New suit = GF, 4♣= modified RKCB		RKCB = 14 / 03; 5NT ask lowest King; Q ask: no Q return
3NT	√			To Play;	4♣/♦ = P/C, 4♥/♠ = To play		to trump, with Q bid lowest King
4♣/♦		7		Preemptive	4N = RKCB		ERKCB = 03 / 14
4♥/♠		7		Preemptive	4N = RKCB		DOPI for 5m interference (+ step responses)
4NT	√	8		Preemptive, both minor	5♥/♠ = Cue-bids		DEPO for 5M interference