


DEFENSEIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div>WBF Convention Card 2.19</div> <div></div>		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE					
Aggressive in general;		Lead	In Partner's Suit				
New-suit = constructive; Jump new suit = FG	Suit	3 <sup>rd</sup> = Even; Low = Odd	3 <sup>rd</sup> = Even; Low = Odd				
1NT = 8-10; 2NT = 11-12	NT	4 <sup>th</sup> ; 2 <sup>nd</sup> from weakness	3 <sup>rd</sup> = Even; Low = Odd		Category:	Natural – Green Last Update: 2025.07.09	
RAISE = courtesy; Jump RAISE = PRE	Subseq	ATT	ATT		NCBO:	Hong Kong, China	
CUE = F1 or INV+ with SUPP; Jump CUE = mixed raise	Others: Top from xxxx for bid-and-raised partner's suit			Event:	All		
Reopening: similar style				Players:	Helen YEUNG, Charmian KOO, Joyce TUNG, Pearlie CHAN		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY			
2 <sup>nd</sup> /4 <sup>th</sup> live = 15-18; system as over 1NT opening	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE		
Reopening = 12-14; system as over 1NT opening	Ace	AKx(+); Ax(+)	AKx(+)		1♣ = 2+; 1♦ = 4+; 5-card major; Strong 2♣		
	King	AK; KQ(x+)	KQ(x+); KQJ(x+); AKJ10(x+)		2♦ = Multi, weak 1M; 2♥ = both M; 2♠ = ♠+m; 2NT = 20-21		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJ(x+)	QJ(x+); KQ109(x+)		Balanced minimum opening = 11 HCP		
1-Suit: PRE; system as over corresponding opening	Jack	J10(x+); KJ10(x+)	J10(x+); KJ10(x+)				
Reopening = 6-card+ good hand	10	109(x+); H109(x+)	109(x+); H109(x+)				
2-Suit: 2NT = 2 lowest suits, flexible range	9	9x	9x		1NT Opening: 15-17		
Reopening = 20-21; system as over 2NT opening	Hi-x	Sx; HxSx; HxSxxx	Sxx; Sxxx		2 OVER 1 Responses = FG		
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)	Lo-x	HxS; HxxxS; xxS; xxxS	HxxS(x);		Style: aggressive on both opening and preemptive bids		
Direct = MICHAELS CUE (flexible range):	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
(1m)-2m = ♥+♠; New suit = NF; 2NT = strong enquiry;		Partner's Lead	Declarer's Lead	Discarding	3NT = Gambling 3NT		
(1M)-2M = oM+m; New suit = NF; 2NT = strong enquiry; 3♣ = P/C	Suit: 1 <sup>st</sup>	High = Discourage	High = Even	High = Discourage	REVERSE BERGAN RAISE		
Jump CUE = stopper ask:	2 <sup>nd</sup>	High = Odd	S/P	High = Odd	LEBENSOHL		
Lowest new suit = no stopper; CUE = FG; New suit = F1; 4M/5m = NF	3 <sup>rd</sup>	S/P (dummy's short)		S/P	RUBENSOHL		
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1 <sup>st</sup>	High = Discourage	High = Even	High = Discourage	COMPETITIVE BIDDING METHOD		
X = Penalty (13+/opener's minimum or above); 2♣ = ♥+♠, at least 5-4;	2 <sup>nd</sup>	High = Odd	S/P	S/P	DEFENSIVE BIDDING METHOD		
2♦ = 1M; 2M = M+m; 2NT = ♠+♥; 3m = NF	3 <sup>rd</sup>	S/P			NEGATIVE FREE BIDS at 2-level;		
Passed Hand: X = any one suit ; 2♣ = ♥+♠ (at least 5-4)	Signals (including Trumps): Trumps: S/P; Reverse Smith Echo (Low = Encourage)						
2♦ = ♦ and a Major; 2M = M+m; 2NT = ♠+♥							
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES						
DBL=T/O thru 4♥; LEB after T/O on Weak 2;	TAKEOUT DOUBLES (Style; Responses; Reopening)						
3-level CUE = stopper ask; 4-level = Leaping Michaels; (2M)-4m = oM+m	Aggressive and may be light with classic shape or at reopening position						
2NT = 15-18; system as over 2NT opening; 3NT = NF;	1NT = 8-10; 2NT = 11-12; Jump new suit = INV; CUE = F1, subsequent = FG						
(4m)-4NT = NAT; (4♥)-4NT = ♠+♥; (4♠)-4NT = 2 suits	RESP DBL = 8+						
VS ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				SPECIAL FORCING PASS SEQUENCES		
Vs. strong 1♣: X = both Majors; NT = both minors;	SUPP DBL/RDBL: thru 2♥				FG situation: standard approach		
Vs. strong 2♣: X = both Majors; NT = both minors;	NEG DBL thru 4♥				Under obvious sacrifice: standard approach		
	RESP DBL thru 3♠						
OVER OPPONENTS' TAKEOUT DOUBLES	MAX DBL only available at 3♣ for ♦ fit, 3♦ for ♥ fit, 3♥ for ♠ fit				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
New Suit Force at 1-level, RDBL = 10+;	Lead directing DBL and LIGHTNER DBL						
1m-(X): -2M = WJS; -2N = Jordan;	DBL opponent's Bergen Raises (any strength) = T/O [9];						
1M-(X): -1N/2♠+♥ = TRF ; -2N = Jordan; 3m = FJS 7-9;					Psychics: extremely rare		

OPENING BID DESCRIPTIONS							
Open	Art	Min	ND	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣		2	4♥	11-21 may have 5-card suit with 6♣+	1♦ = 3+; 1M = 4+; 1NT = 8-10; 2♠ = Inverted minor; 2♦ = 5♦+ 4♠+ FG; 2M = WK 6♥/♠+; 2NT = 10-11; 3♣ = PRE; 3♦ = INV, 6♦+; 3M = SPL; 3NT = NF; 4M/5m = NF;	1m-1X: →1Y = always unbalance; →1N = 4M or 44M possible; 1♣-1♦-1N: → 2m = NF; → 2M = GF; → 2N = INV; → 3♦ = GF/ST; <b>Two-way Checkback</b> (system ON interfered by X, OFF by bids): 1m-1♥-1N-2♠ = 4♥4♠ INV;	Inverted minors ON 2M = 9-11, 5M+ 4♠+; SYS ON over X;
1♦		4	4♥	11-21 may have 5-card major with 6♦+	1M = 4+; 1NT = 6-10; 2♠ = FG, 4♠+; 2♦ = Inverted minor; 2M = WK 6♥/♠+; 2NT = 10-11; 3♣ = INV, 6♠+; 3♦ = PRE; 3M = SPL; 3NT = NF; 4M/5m = NF;	1m-1M-1N-2N = puppet to 3♠ (pass or correct); 1m-1M-1N: → INV thru 2♠; → Jump new suit = GF 5+5+; → GF thru 2♦; → Jump rebid = GF self-sufficient suit; 1m-1M-1N-2♦-2♠-3N = 5M(332), 13-15, CoG; 1m-1M-2M = 3-4M, then 2N = relay(11); 1m-1M-2N: → 3♠ = CB0; → 3♦ = fit m / ST in om; → rebid 3M = 6+; 1m-1♥-2N-3♠ = 4♥4♠;	Inverted minors ON 2M = 9-11, 5M+ 4♠+; SYS ON over X;
1♥		5	4♦	10-21, 5-card+ 4-card in 3 <sup>rd</sup> and 4 <sup>th</sup> seat possible may have 5♠ with 6♥+	1♠ = ♠; FORCING 1NT; 2m = FG, 4m+; 2♥ = Courtesy 2♠ = 6-10, 6♠+; 2N/3♠/3♦ = GF/GT/6-9 4+♥; 3♥ = PRE; 3♠ = SPL; 3NT = 3♥(433); 4m = SPL;	1M-1N: → 2N = any GF0; → 3X = GF 5+5+; 1M-2M-2N = any INV(11); 1M-2M-3X = GF ST(11); 1M-2N: →3X = short; →3M = non-min; →3N = best; →4X = good 5+; 1M-3♠-3♦ = ask for short; 1M-3N-4X = shortness;	SEMI-FORCING 1NT 2-way REV Drury (2♠ = 3M; 2♦ = 4M) 1M-2♠-2♦ = ask honors; 1M-2♦-2oM = ask shortness; 2NT = 9-11, 5+♠5+♦ 3m = 7-9 fit jump (SYS ON over X)
1♠		5	4♥	10-21, 5-card+ 4-card in 3 <sup>rd</sup> and 4 <sup>th</sup> seat possible	FORCING 1NT; 2♠ = FG, 2♠+; 2♦ = FG, 5♦+; 2♥ = FG, 5♥+; 2♣ = Courtesy; 2N/3♠/3♦ = GF/GT/6-9 4+♠; 3♥ = SPL; 3♠ = PRE; 3NT = 3♠(433); 4m = SPL; 4♥ = NF;		
1NT				15-17 may have 5M, 6m or 5m+4M seldom with singleton	2♠ = STAY; 2♥/4♥ = Transfer; 2♠ = Range Ask OR ♣ suit WK/GF/ST; 2NT = transfer to 3♠, WK/GF/ST; 3♠ = GF ask 5M; 3♦ = GF 5+♠5+♦; 3♥ = 13+, 4144/40(45); 3♠ = 13+ 1444/04(45); 3NT = NF; 4♠ = any 64M; 4♠ = QUANT with 4♠+; 4NT = QUANT with 4♦+; 5m = NF;	1N-2♠-2♦: →2M = 4+M 4oM NF; →3M = Smolen, 4M5oM GF; 1N-2♥: →2N = max 4♥/♠ (then -3♦ = re-transfer, others = short); →3M = min 4♥/♠; 1N-2♠: →2N = min; →3♠: max or super accept in ♠; (then -3♠ = WK; others = ♠ ST, short) 1N-2N: →3♠ = min; →3♦ = max or super accept in ♦; (then -3♦ = WK; others = ♦ ST, short); 1N-3♠: →3♦ = no 5M; (then -3♥ = 4♠; -3♠ = 4♥); →3M = 5cards; 1N-4♠: →4♦ = M-oM < 2 (then -4M = 6; 4N = ♥ RKC; 5♠ = ♠ RKC); →4M = M-oM >=2 (then 4N = RKC);	
2♣	Y			ART, STR, 22+ if BAL	2♦ = GF 5+; 2♥ = 0-4;	Jump bid by opener = self-sufficient trump	
2♦	Y			PRE, 6♥+ or 6♠+ 4 <sup>th</sup> seat: 10-12 6+♦;	2M/3M = P/C; 2NT = relay; 3m = 6m+ F1; 4♥ = P/C (no forcing pass); 4♠ = ask partner bid M-1; 4♦ = ask partner bid M; (Forcing Pass ON for 4♠+)	2♦-2N: →3♠ = any min; (then -3♦ ask: 3♥=♥, 3♠=♠) →3♦/♥ = max ♥/♠; 2♦-2♥-2♦-2NT = OGUST (then -3♠/♦ = min bad/good ♠; -3♥/3♠ = max bad/good ♠);	
2♥		5		♥+♠, at least 5-4 4 <sup>th</sup> seat: 10-12 6+♥;	2♠ = NF; 2NT = relay; 3m = constructive NF; 4♠ = ask partner bid longer M-1; 4♦ = ask partner bid longer M; 4M = to play;	2♥-2N: →3♠ = any min; →3♦/♥ = max ♥>♠/♠>♥; →3♠/3NT= min/max 55;	
2♠		5		♠+m, at least 5-4 4 <sup>th</sup> seat: 10-12 6+♠;	2NT = relay; 3♠ = P/C; 3♦ = puppet to 3♥; 3♥ = ♠ fit, INV+; 3♠/4♠ = PRE; 3NT/4♥/5m = NF;	2♠-2N: →3♠/♦ = min 4♠/♦+; →3♥/♠ = max 5♠/♦+;	
2NT				20-21 may have 5M, 6m or 5m+4M seldom with singleton	3♠ = ROMEX STAY; 3♥/4♥ = Transfer; 3♠ = TRF to 3N (then 4m = ST, 4M = short); 3NT = NF; 4♠ = 55M game only; 4♠ = QUANT with 4♠+; 4NT = QUANT with 4♦+; 5m = NF;	2N-3♠: →3♦ = no 5♠ no 4♥; (then -3♥ ask: -3♠ = 3♠; -3N = 2♠; -4X = ♣ max; -4♠ = 4♠ min; →3♥ = 4+♥; (then -3♠ ask: 3N = 4♥; 4x = 5♥ max; 4♥ = 5♥ min;) →3♠ = 44M (then -4♠ = ♥ ST; -4♦ = TRF ♥; -4♥ = ♠ ST; -4♠ = ♠ to play) →3N = 5♠ (then -4♥ = TRF; -4m = NAT; subsequent = ORKCB1 430); 2N-3♠-3♦: →3♠ = smolen 5♥4♠; →4m = NAT (then ORKCB1430); 2N-3♠-3X-4m = NAT; (then ORKCB1430 in ♠; +1 = not accept; subsequent 4N = to play; +1 = RKC); 2N-3♠-3N-4♠ = m ST; (then ORKCB1430);	
3X		6		NAT, PRE	3-level new suit = FG, NAT; 3NT/4M = NF; 3♠-4♦/3♦-4♠/3M-4♠ = PRKCB;	PRKCB: +1 = 7+cards; others 01122;	
3NT	Y			Gambling	4♠-7♠ = P/C; 4♦ = ask for shortness;	3N-4♦: →4M = short; →4N = short in om;	
4X		6		NAT, PRE	4M over 4m = NF; New suit = CUE		
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; RKC-1430; PRKCB-701122; SPL; Pass-1, DEPO;							