




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	3rd /5th, 0 / 1	3rd /5th, 0 / 1			
Same Level NT = 9-11 HCPs, Jump to 2NT = 12-14 HCPs;		NT	4th, 0 / 1	3rd /5th, 0 / 1			
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					
Jump cue-bid after 1-level major overcall = 7-9, 4-card+;		When vs high level (4♠X+) contract, lead K for COUNT;					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS				CATEGORY: Green	
Direct = 15-18, normally BAL; System ON;		Lead	VS Suit	VS NT		NCBO: Hong Kong, China UPDATE: 2025.8	
(1M) P (P) 1NT = 11-15, normally BAL; System ON;		Ace	AK(+), A(+)	AK(+), A(+)		PLAYERS: Helen YEUNG – Emma CHEUNG	
(1m) P (P) 1NT = 15-17, normally BAL; System ON;		King	AK(+), KQ(+), KQ(10/9)x	AKJ10(+), KQ(x), Kx		SYSTEM SUMMARY	
JUMP OVERCALLS (Style; Responses; Reopen)		Queen	QJ(+), Qx	KQ109(+), AQJ(+), QJ(+), Qx			
Jump Overcall = PRE; Intermediate when VUL vs NV;		Jack	HJ10(+), J10(+), Jx	HJ10(+), J10), Jx		GENERAL APPROACH AND STYLE	
2NT = 2 lowest un-bid, WK (6-12) / STR (16+)		10	H109(+), 109(+), 10x	(A/K)J10(+), 109(+), 10x		OPENING: Prepare Club (5542), Five-card Major, Artificial 2♣	
2NT at 4 th seat BAL = 19-21, normally BAL, System ON;		9	9x	9xx, 9x		Multi 2♦; 2M = M+m;	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Hi-x	xxxX(x), xXx, Xx	xxxX(x), Xxx, Xx		MINOR: Inverted Minor Raise, Preemptive Jump Raise	
Direct cue-bid = Michaels, WK (6-12) / STR (16+)		Lo-x	HxX, HxxX(+)	HxX, HxxX(x)		MAJOR: Semi-Forcing 1NT, Jacoby 2NT, Bergen Raises, Swiss 3NT	
Jump cue-bid = stopper ask		SIGNALS IN ORDER OF PRIORITY				NOTRUMP: Stayman, 4-way Transfer;	
			Partner's Lead	Declarer's Lead	Discarding	Light Opening when third seat	
VS. NT (vs. Strong / Weak; Reopening; PH)		Suit	1	Low = ENCG	Low = EVEN	Low = ENCG	1NT Opening: 15-17 HCP
Multi-Landy (Both seats)			2	Low = EVEN	S/P	Low = EVEN	2 OVER 1 Response: Game Forcing
X = Strength (15+)			3	S/P			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = Both majors		NT	1	Low = ENCG	Low = EVEN	Low = ENCG	2♣ = Strong, artificial OR 22+ BAL
2♦ = Any one Major (2♥/♠ = P/C, 2N = relay)			2	Low = EVEN	S/P	S/P	2♦ = PRE, 6♥ / 6♠
2♥/♠ = 5-card+ and a 4+cards minor			3	S/P			2♥ = PRE, 5♥+5m
2N = Both minors		Signals / Discard (VS Suit and NT): REV CT & ATT				2♠ = PRE, 5♠+5m	
3X = PRE when vs STR (14+) NT, Constructive otherwise;		Standard Smith Signal when vs NT				NEGATIVE FREE BIDS at 2-level	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Remaining Count: Standard					
T/O up to 4♥, Leap Michaels		Doubles					
2N = 15-18, 3N = To play, Jumps = Good playing strength							
VSHigh-level Preempts, Cue-bid = Strong T/O, 4N = Two 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	
VS STR 1♣/2♣: DBL = Majors, NT = minors, others = NAT:		Overcall of 1NT: up to 3♦				After opener reverse	
But no restriction on strength		SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES				After interference of 1N opening	
OVER OPPONENTS' TAKEOUT DOUBLE		Negative: up to 4♥				SPECIAL FORCING PASS SEQUENCES	
1-suit opening: System OFF, XX = 10+, 1N = 8-10, 2N = Jordan		Game Try DBL: up to 3♥				1X-(DBL)-RDBL: Forcing Pass thru 2NT; subseq DBL = suggest PEN;	
New suit: 1-level = F1, 2-level = NF, 3-level = GF		Responsive: up to 3♠				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Support: 2-level = NF, 3-level+ = Preemptive		Support: up to 2♦ for ♦, 2♥ for ♥, 2♠ for ♠				Preemptive Style: Aggressive when favorable VUL	
1N: System ON, XX = Puppet to 2♣, (♣ or two suits with 4-4+)[25]							
		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♥	12+	WALSH [1], 1♦/♥/♠, =4+, 1NT = 6-10, no 4M 2♣ = 10+[14], 4♣+, 2♦/♥/♠ = WJS, 2N = Invite 3/4/5♣ = Preemptive, 3♦ = 6+good ♦ INV, 3♥/♠/4♦ = SPL, 3N/4♥/♠ = To play	1♣ – 1X – 1N= 2-way checkback[16] Cheapest suit Forcing[17] / Forth-suit Forcing = Game Force Inverted Minor Raise (2N/3♣ = NF, New-suit = Features)	
1♦		4	4♥	12+	1♥/♠ = 4+, 1N = 6-10, no 4M, 2♣ = GF, 4♣+ 2♦ = 10+[14], 4+♦, 2♥/♠ = WJS, 2N = Invite 3♣ = 6+ good ♣ INV, 3/4/5♦ = Preemptive 3♥/♠/4♣ = SPL, 3N/4♥/♠ = To play	1♦ – 1M – 1N = 2-way checkback[16] Cheapest suit Forcing[17] / Forth-suit Forcing = Game Force Inverted Minor Raise (2N/3♦ = NF, New-suit = Features)	
1♥		5	4♦	11+	1♠ = 4+, 1N = Semi-forcing[15], 2♣/♦ = GF, 2♥ = 8-10, 2♠ = WJS, 2N = 13+, Jacoby [11] 3♣/♦ = 10-12/7-9 4+cards SUPP, 3♥/4♥ = PRE, 3N = 13-15, any 4333, 3♠/4♣/4♦ = SPL;	Semi-forcing 1N: 2♣ = 2+cards, 2♦ = 3+cards 1♥ – 1♠ – 1N = 2-way checkback[16] 2/1 Game Force: 2♥ = Catch-all, 2N = Non-min 14-16 Jacoby: 3-level = Shortage, 4-level = good 5+cards	2♣/♦ = REV Drury[4], 3/4+card 2N=NAT
1♠		5	4♥	11+	1N = Semi-forcing[15], 2♣/♦/♥ = GF, 2♠ = 8-10, 2N = 13+, Jacoby[11] 3♣/♦ = 10-12/7-9 4+cards SUPP, 3♠/4♠ = PRE, 3N = 13-15, any 4333, 3♥/4♣/4♦ = SPL, 4♥ = to play	Semi-forcing 1N: 2♣/2♦ = 3+cards 2/1 Game Force: 2♠ = Catch-all, 2N = Non-min 14-16 Jacoby: 3-level = Shortage, 4-level = good 5+cards	2♣/♦ = REV Drury[4], 3/4+card 2N=NAT
1NT		2		15-17, normally BAL 5M/6m/stiff honor OK	[21]2♣ = Stayman, 2♦/♥/♠/NT = Transfer 3♣ = Weak both minors, 3♦ = GF, both minors 3♥/3♠ = 31(45) / 13(45), GF+ 3N = To play, 4♣ = Gerber, 4♦/♥ = Transfer, 4♠/NT = 6+/6- Controls, Quantitative, 5♣/♦ = To play	Stayman does not promise Major when invitational Another Major after Stayman = Fit, slam try Smolen: ONat 3-level, GF Quantitative: Baron	
2♣	√	0		17+, strong, artificial, or 22+, balanced hand	2♦ = 0-1 CTLs, 2♥/2♠/2NT = 2 / 3 / 4+CTLs, 3-level = 6-card+ with 2 out of AKQ, nothing else	Over interference: Pass = 1 CTLs, X = 0 CTLs DOPI Others = 2+ CTLs, NAT	
2♦	√	5		WK 2♥ / 2♠ 4 th seat: 10-13, 6+♦	2N = Asking[2], 2M/3M = P/C; 4M = To play; 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♥+5m 4 th seat: 10-13, 6+♥	2N = Asking[3], 3m = P/C, 3♥ = to play, 3♠ = GF	2♥-2NT-3♣/♦ = min, ♣/♦; 2♥-2NT-3♥/♠ = max ♣/♦;	
2♠	√	5		PRE, 5♠+5m 4 th seat: 10-13, 6+♠	2N = Asking[3], 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[22], 3♦/♥/3NT/4♦/♥ = Transfer, 3♠ = HARDY[23], 4♣ = Gerber, 4N = Quantitative	HIGH LEVEL BIDDING / CUE-BIDDING	
3♣/♦		6		Preemptive	New suit = GF, 4-level other minor = RKCB	CUE-BIDS	SLAM CONVENTIONS
3♥/♠		6		Preemptive	New suit = GF, 4N= RKCB		NON-SERIOUS 3NT[19] Gerber = 14 / 03
3NT	√			No side Ace, To Play;	4♣/♦ = P/C, 4♥/♠ = To play, 4N = control asking bid		RKCB = 14 / 03[9] agreement after interference
4♣/♦		7		Preemptive	4N = RKCB		ERKCB = 03 / 14[10]
4♥/♠		7		Preemptive	4N = RKCB		
4NT	√	8		Preemptive, both minor	5♥/♠ = Cue-bids		