

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			<b>NCBO Logo &amp; Coloured Sticker:</b> 	
standard overcall, may be light at 1 level			<b>Lead</b>	<b>In Partner's Suit</b>		
New suit: NF		<b>Suit</b>	3 <sup>rd</sup> / 5 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>		
Jump raise = PRE, Cue = F1		<b>NT</b>	4 <sup>th</sup> , Top/2 <sup>nd</sup> of nothing	4 <sup>th</sup> , Top/2 <sup>nd</sup> of nothing		
Jump Cue = 6-9 HCP, 4 cards support		<b>Subseq</b>	Remaining CT / ATT	Remaining CT / ATT		
		<b>Other:</b> K = ask for CT, A = for ATT			<b>CATEGORY:</b> GREEN	
					<b>NCBO:</b> CBF	<b>EVENTS:</b> ALL
					<b>PLAYERS:</b> Yong Luo Lucy He – Min Li	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
At 2 <sup>nd</sup> seat: usually 15 -18, BAL		<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
At 4 <sup>th</sup> seat, usually 11-14, BAL		<b>Ace</b>	AK+, Ax	AK+	5-cards+ M, 2/1 Game Forcing, Strong 1NT, Prepare 1♣	
		<b>King</b>	AK+, KQ+	KQTx+, AK+	Forcing 1NT after 1M	
Responses: Same as 1NT opening		<b>Queen</b>	QJ+	QJTx+/AQT9+, AQJx+,KQT9	Strong 2♣	
Responses after interference: same as 1NT being interfered		<b>Jack</b>	KJT+, JT+, Jx	AJT+, KJT+, JT9, Jx	Weak 2♦/♥/♠	
<b>JUMP OVERCALLS (Style; Responses; Reopen)</b>		<b>10</b>	KT9+, QT9+, T9+, Tx	AT9+, KT9+, QT9+		
<b>1-suit:</b> Pre-emptive		<b>9</b>	9x	T9+, 9x		
<b>2-Suit:</b> unusual 2NT for 2 lower unbid		<b>Hi-x</b>	Sx	Sxx, Sxxx, xSxx		
		<b>Lo-x</b>	xxS, xxSx	xxxS+		
		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>1NT Opening:</b> 14*-17 HCP (may 5-card Major, or 5422, or 6-card minor)	
<b>Reopen:</b> opening hand					<b>2 OVER 1 Response:</b> Always FG by an un-pass hand	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
Michaels Cuebid		<b>Suit</b>	1 ATT	CT	ATT	2♣ = 22+ HCP, or 8.5+ tricks
jump cue-bid = ask stopper			2 CT	SP	CT	2♦ = (54)+♥/♠, 5-11 HCP
			3 SP			2♥ = 6-11HCP 5♥+
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>		<b>NT</b>	1 ATT	Pd to Duck: CT	ATT	2♠ = 6-11HCP 5♠+
			2 CT		CT	3NT = To play with long minors
Woolsey: X = strength/ 5m+4M/ 6+m, 2♣ = Both majors,			3 SP			Positive free bids at 2-level
2♦ = Either major, 2♥ = ♥+minor, 2♠ = ♠+minor		<b>Signals:</b> UDCA, Std Smith, lavinthal discard vs NT			Cuebid after opp's overcall = limited+ raise or any GF hand	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>					Michaels Cuebid, Unusual 2NT	
Vs weak 2: cue= Michael, leaping micheal					Lebensohl	
Vs high-level, 4NT / cue = 2-suiter takeout		<b>Doubles</b>			Sandwich 1NT for passed hand	
		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			Vs Multi 2♦ : 2♥/♠ = natural; X = 13-15 balance	
		Takeout Double: 4♥			Unusual vs Unusual: X = look for penalty; cue low = lower suit	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			cue high = higher suit	
Against Strong 1♣/♦ and 2♣/♦:		Negative Double: 4♥			<b>SPECIAL FORCING PASS SEQUENCES</b>	
X = Majors, NT = minors, 2X = 2 suits		Supportive Double & Redouble: 2♣			After 2/1 respond by an un-pass hand	
		Responsive Double: 4♥				
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		Maximal Double: 3♥			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
XX =10+, 2NT = Jordon, New Suit Force at 1-level		Against bid and raise below 3-level: DBL = T/O oriented			Different kinds of lead directing double and it could be light	
					1 minor opener X opps 3NT for lead directing his bidded suit	
					When unclear, we shall not pass	
					<b>PSYCHICS:</b> Seldom	

OP ENI NG	TICK IF ARTIFI CIAL	MIN No. OF CA RDS	NE G. DB L TH RU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		2	4♥	11-21 HCP	1♦ = 4♦+, 1NT = 6-10, 2♦ = WJS 2♣ = INV+ 4♣+, 2♥ = S5+&H4+5-9, 2♠ = 10-11. 3♣ = 3-8 5♣+, 3♦ = INV, 3♥/♠ = WJS	xyz, 4sGF, opener jump 2NT = 18-19 hcp (nmf) After 1♣-1♥, 2♠ = rev, 3♦/3♥/3♠ = Spl, 4m = picture bid After opener reverse, 2NT = lebensohl	Inverted minor opener jump shift = FG
1♦		4	4♥	11-21 HCP	2♦ = INV+ 4♦+, 2♥/2♠ = Revers Flannery 3♦ = 3-8 5♦+, 3♣ = INV	same as 1♣	2♣ = Maximum pass
1♥		5 (4)	4♥	11-21 HCP	1♠ = natural, 1NT = F1, 2♣/♦ = 4 card+ FG, 2♥ = 6-9 3♥+, 2♠ = WJS 2NT = Jacoby, 3♣/3♦ = rev. Bergen, 3♥ = PRE 3♠ = SPL, 3NT = 13-15 any 4333 4♣ = SPL, 4♦ = SPL	After 1♥-1NT, 2♣ = 2♣+, 2♠ = 5♣+ INV, 2NT = 18-19 BAL 1♥ - 1♠ - 2♥ - 2♠ = FG	Semi-F 1NT, Bergen <i>off</i> 2♣ = 9-11, 3♥, 2♦ = 9-11 4♥ 2♠ = 4+ support, 7-9 HCP Fit raises
1♠		5 (4)	4♥	11-21 HCP	1NT = F1, 2♣/♦ = 3/4 card+ FG, 2♥ = 5 card+♥ FG 2NT = Jacoby, 3♣/3♦ = rev. Bergen, 3♠ = PRE 3♥ = SPL, 3NT = 13-15 any 4333 4♣ = SPL, 4♦ = SPL, 4♥ = to play		Semi-F 1NT, Bergen <i>off</i> 2♣ = 9-11, 3♠, 2♦ = 9-11 4♣ 3♥ = 4+ support, 7-9 HCP Fit raises
1NT				14+ -17 HCP	2♣ = Stayman; 2♦/♥ = TRF; 2♠ = Range asking/♣; 2NT=♦; 3♣=puppet stm; 3♦=55m GF; 3♥/♠ = 54m short♥/♠; 4♣ = Gerber; 4♦/♥ = TRF	Smolen in 3-L after 1NT-2♣-2♦	
2♣	√	0		Strong 22+ HCP, or 8.5+ tricks	2♦ = 0-1ctrl, 2♥ = 2 ctrls, 2♠ = 3+ ctrls	Vs X: XX = 0 ctrl, pass = 1 ctrl, 2♦ = 2 ctrls, 2♥ = 3+ ctrls Vs 2♦ - 2NT: X = 0 ctrl, pass = 1 ctrl, +1 = 2 ctrls, +2 = 3+ ctrls Vs 3X : X = 0-1 ctrl, pass = 2+ ctrls	
2♦	√	5		PRE	2♥/♠ = F1, 2NT = ASK 3♣ = natural	Ogust: 3♣/♦ = min, good/bad suit, 3♥/♠ = max, good/bad suit	
2♥		5		PRE	2♠ = F1, 2NT = Ogust, 3♣/♦ = FG 4♣/♦ = fit raise, 4♥/♠ = to play	Ogust: 3♣/♦ = min, good/bad suit, 3♥/♠ = max, good/bad suit	
2♠		5		PRE	2NT = Ogust, 3♣/♦ = FG 4♣/♦ = fit raise, 4♥/♠ = to play	Ogust: 3♣/♦ = min, good/bad suit, 3♥/♠ = max, good/bad suit	
2NT				19+ -21 HCP	Puppet Stm, Jxf, Texas, 3♠ = minor Stm 3NT = to play, 4♣ = gerber		
3♣		6		PRE	4♦ = Weak RKC (0/0.5,1,1.5,2,2.5)		
3♦		6		PRE	4♣ = Weak RKC		
3♥		6		PRE	4♠ = Weak RKC		
3♠		6		PRE	4♣ = Weak RKC	RKC (14-03-2-2), D0P1, Gerber (04-1-2-3)	Cue-Bidding
3NT	√	6		To play with long minor 9-11	4, 5, 6♣ = p/c, 4♦ = ask stiffness, 4♥/4♠ = to play	Q ask – no Q: return to trump – with Q: bid lowest King, or 5NT	1) Cuebid Ace or King or shortness 2) Pd's suit = Ace / King (Q in 2nd round)
4♣	√	7		PRE			3) Last Train principle
4♦	√	7		PRE		D0P1 for 5m interference	
4♥/♠		7		PRE		DEPO for 5M interference	