


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Stickers: CATEGORY: Green NCBO: HONG KONG, CHINA EVENTS: All PLAYERS: Ashley Lung / Karic Chiu		
8-15 HCP (maybe light); 5+cards (occasionally 4 cards at 1 level)			Lead	In Partner's Suit			
Responses: New suit at 1 or 2 level = NF;		Suit	4 th	4 th			
Cuebid = limit raise or better; unassuming at times		NT	4 th	4 th			
Double raise = preempt, irrespective of vulnerability		Subseq	CT / ATT	CT / ATT			
		Other: Top of sequence; Vs NT, on the lead of King or Queen If partner has the honor immediately below, he should unblock					
1NT OVERCALLS (2nd / 4thLive; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2nd: 15-18 HCP, balanced;		Lead	Vs. Suit	Vs. NT			
Responses: System ON;		Ace	AK(+), A(+)	AK(+), AQ(+), A(+)			
4th: 15-18 HCP, balanced;		King	AK(doubletone), KQ(+),	KQ (+)			
Responses: System ON;		Queen	QJ(+), Qx	QJ(+), Qx			
		Jack	(A/K)J10(+), J10(+), Jx	(A/K)J10(+), J10(+), Jx			
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	H109(+), 109(+), 10x	H109(+), 109(+), 10x	GENERAL APPROACH AND STYLE		
1-Suit: Non-Vul: Weak preempt (6-14 HCP);		9	9(+)	9(+)			
Vul: Intermediate (11-14 HCP);		Hi-x	Sx, Sxxx(+), xxSx, xxxS	Sx, Sxx, Sxxx(+)			
2-Suit: 2NT: 2 lowest un-bid suits, based on playing strength		Lo-x	xxS, HxSx, HxxxS	HxxS(+), xxxS(+)			
Responses: 2NT = asking		SIGNALS IN ORDER OF PRIORITY					1NT Opening: 15 – 17 HCP
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)					2 OVER 1 Response: GF		
Michaels		Suit	Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
3 level jump cue = ask partner to bid 3NT if holding stopper			1	Hi=Discouraging	Hi=Odd		Attitude
2♣/♦ overcall against 1♣/♦ (prepared or Precision) = natural			2	Hi=Odd	Suit preference		Hi=Odd
		NT	3	Suit preference		2♣ = Weak 6♥/♠	
VS. NT (vs. Strong / Weak; Reopening; PH)			1	Hi=Discouraging	Hi=Odd	Attitude	2♥ = Weak both majors (at least 54 either way)
Cappelletti :			2	Hi=Odd	Suit preference	Hi=Odd	2♠ = Weak 5♠ and a 4+minor
X = at least equal strength		3	Suit preference			3NT opening = 7+ card semi/solid minor	
2♣ = 2 majors (responder bids 2♦ to show no preference)		Signals (including Trumps):			NAMYATS 4♣/4♦ (good 4♥/4♠ opening)		
2♦ = 6+ ♥/♠ , opening strength, system on		Reverse, attitude before count, standard suit preference only when absolutely clear, frequent remaining counts, Smith signal			Jump 2♥/♠ against partner 1 level bid = 6+ suit, 0-5 HCP		
2♥ = weak 5+♥ may have a minor, partner bids 2NT ask minor		DOUBLES					
2♠ = weak 5+♠ may have a minor, partner bids 2NT ask minor							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)							
WK 2♥/♠: X= T/O; Multi-2♦: X=T/O with majors, 2♥/♠=natural		TAKEOUT DOUBLES (Style; Responses; Reopening)					
4 of a minor = suit + the other major ; WK 3 of a suit: X= T/O		Emphasize major(s); minors unclear;					
Gambling 3NT: 4♣ = T/O in majors (in both 2 nd and 4 th positions)		Responsive doubles (8+ HCP) up to 4♠					
WK 4♥/♠: X= T/O; 4NT=T/O in 2 suits;		Negative doubles (8+ HCP) up to 4♠					
VS. ARTIFICIAL STRONG OPENINGS							
Vs strong 1/2 ♣, X = majors, NT = minors (same after 1/2 ♦ response)		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
		Support X and XX up to 3 ♠			1x-(DBL)-RDBL: Forcing pass thru 2NT		
		Game try X, for example 1♠ - (2♥) - 2♠ - (3♥) - X					
		Competitive X, for example 1♠- 2♥- 2♠ - X (strength in other suits, mild tolerance of partner's suit)					
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
New suit forcing at 1-level, XX shows 10+HCP & wish to penalize;		Double of gambling NT or direct raise to NT in 4 th position shows solid suit somewhere, usually a major			Escape after 1NTX: P forcing RBL, then suit bid is 5+card, ,		
1m-(X): jump = weak; 2NT = Limit raise or better; 3m = preemptive;		Lightner X against slam contracts			RBL shows any 4333, immediate suit bid is 4+card and a suit above		
1M-(X): Bergen and J2N ON;					All unnecessary jumps are Splinters. Principle of Fast Arrival		
					PSYCHICS: Rare (occasional light/off-shape 1NT opening)		

OPENING	TICKET ARTIFICIA	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	11-21 HCP, better minor	Inverted minor raises, GF 1♦ = 5+HCP, 4+♦; 1NT = 6-10 HCP, bal; 2♦ = ♣ invite; 2♥/♠ = weak jump shift	1x-1y-1z-2♣ = Forcing to 2♦, further bid are invite 1x-1y-1z-2♦ = Game forcing After 1♣-2♣: non-jump suit = NAT, jump suit = SPL	Single raise shows 10-12 1m – 2M (Pass hand) shows
1♦		4	4♥	11-21 HCP, better minor	1NT = 6-10 HCP, bal; Inverted minor raises; 2♣=GF; 2♥/2♠ = weak Jump shift, 6+cards; 2NT= bal invite; 3♣ = ♦ invite; 3♦/♥/♠ = preempt	1x-1y-1z-2NT= 4y and 5+♣ NF Same as 1♣	7-10 HCP, 6 cards in bid M, 4 cards in the other M
1♥/♠		5	4♥	11-21 HCP	1NT=5-12 HCP, forcing; 2NT=Jacoby; 3M= preempt 3♣= 10-14 HCP, 4+ support; 3♦=7-9 HCP, 4+ support; Jump other M = mini SPL; Double jump shift = SPL 13+	1M-2M: New suit = help suit try, 2NT = ask shortness 1M-2NT: 3 level new suit = shortness, 4 level new suit = 5+5+	Reversed Drury (2M weak) ; 2♣/♦ - 3/4 card max pass
1NT				15-17 HCP (May have 5+M, 6+m, or singleton honor)	2♣=STAY; responder rebids at 2 level NF 2♦/2♥/2♠/2NT=TRF, R2NT(2♠)/3♣(2NT) fit & inv 3NT; 3♦=ask 5 card M; 3♥/♠=short in other M, GF; 3♣= 4414/05(41/50), GF; 4♦/♥=TRF; 4NT=Quantitative	Over intervention, X at 2 level is T/O, suit is NF, Lebl, suit at 3 level is F1, cue-bid asks for full stopper, cue-bid after Lebensohl 2NT asks for half-stopper Red suit transfers are 'ON' over intervention	
2♣	Yes			22+ HCP BAL or 9+ playing tricks	2♦ = NEU; 2♥/♠ = 5+ 2 honors ; 3♣/3♦ = 6+ 1 honor 2NT = semi solid suit; 3NT = solid suit	2♣-2♦-2NT = 22-23 BAL, responses same as 2NT opening; 2♣-2♦-2♥-2♠-2NT = 24+ BAL,; Second negative 3♣ applies after open's suit bid	
2♦	Yes	0/5		Weak 6♥ or ♠ (4 th position good 6+♦, 14-16)	2NT = asking 4♣ = ask to transfer M, 4♦ = ask to bid M 4♥/♠ = responder suit, to play	After 2♦-2NT; 3♣=max unbal, 3♦=min♥, 3♥=min♠, 3♠=max bal After 2♦-DBL ; Pass=NAT♦suit, RDBL=ask to bid M, Same over interference:	
2♥		5		Weak 5+4+ in either M (4 th position good 6+♥, 14-16)	2NT = ask to bid 3♣, INV 3♣ = GF	3♦ = same length INV; 3♥ = ♥ INV; 3♠ = ♠ INV 3♦ = min; 3♥ = longer ♥, max; 3♠ = longer ♠, max; 3NT = max 5+5+	
2♠		5		Weak 5♠ and a 4+minor (4 th position good 6+♠, 14-16)	2NT = relay. 3♣ = pass or correct	3♣ = min 4+♣, 3♦ = min 4+♦, 3♥ = max 4+♠, 3♠ = max 4+♦,	
2NT				20-21 HCP bal, 5cM/6cm ok	3♣ = STAY; 3♦/3♥ = TRF; 3♠ = Minor suit STAYMAN; 4♣ = GERBER; 4♦/♥ = TRF;		
HIGH LEVEL BIDDING							
3♣/♦		6		6+♣/♦ PRE	3M = F1	4NT = T/O, usually 2-suiter	GERBER;
3♥/♠		6		6+♥/♠ PRE	3M/4m = GF	DBL: against 4♥/♠ = T/O; against 4NT or above = strength	LIGHTNER DBL;
3NT	Yes			7+ card semi/solid minor	4♣/♦ = P/C; 4♥/♠ = NATURAL;	RKCB (1430); D0P1 at 5-level;	
4♣	Yes			NAMYATS 7+♥, good hand	New suit = cue-bid;	DEPO at 6-level; 5NT for lowest King;	
4♦	Yes			NAMYATS 7+♠, good hand	New suit = cue-bid;		
4♥/♠		7		7+♥/♠ PRE	New Suit = Cue-bid;	5NT GSF	
4NT	Yes			Specific Ace Asking	5♣ = no ace; 5♦/♥/♠/NT = ♦/♥/♠/♣ Ace	Jump to 5 non related suit is exclusion RKCB	

