


| 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; Colored Stickers:</b><br>HONG KONG, CHINA                                                  | <b>CATEGORY:</b> Green<br><b>NCBO:</b> HONG KONG, CHINA <b>EVENTS:</b> All<br><b>PLAYERS:</b> Peter Yeung/ Roger Ling (Revised November 2021) |
| 8-15 HCP                                                                             |                                                                         | <b>Lead</b>                                                  | <b>In Partner's Suit</b>       |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| Resonses:                                                                            | <b>Suit</b>                                                             | 3 <sup>rd</sup> and 5 <sup>th</sup> ;MUD                     | 3/5 Hi from xxx+ after support |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| Same level NT = 8-11 HCP, jump to 2NT : 12-14HCP                                     | <b>NT</b>                                                               | 3 <sup>rd</sup> and 5th                                      | 3/5Hi from xxx+ after support  |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| Same level new suit : constructive, Jump shift : Non-forcing                         | <b>Subseq</b>                                                           | As Above                                                     | As Above                       | <b>SYSTEM SUMMARY</b>                                                                                                                                                                                                                                                    |                                                                                                               |                                                                                                                                               |
| Jump raise= pre-emptive, cue bid = limit raise or better,10+ HCP                     | <b>Other:</b>                                                           | Vs NT, Lead of King or Queen ask for unblock or count        |                                | <b>GENERAL APPROACH AND STYLE</b>                                                                                                                                                                                                                                        |                                                                                                               |                                                                                                                                               |
| Jump to 3D after 1 level major overcall = 7-9 4 card support                         |                                                                         | Vs high level, Lead of Ace ask for attitude, K ask for count |                                | <b>1♠/♦ = 3+ 2/1Game Forcing</b><br><b>5-card majors 1NT=Semi-forcing 1M-3m= Reverse Bergen</b><br><b>2♣ = strong</b><br><b>2♦ = NV:single suit M, 4-9 HCP, 5+card, Vul: Both Majors6-10HCP</b><br><b>2♥/♠ = single suit ♥/♠, 8-11 HCP, 6+card, can have second suit</b> |                                                                                                               |                                                                                                                                               |
| <b>1NT OVERCALLS (2nd / 4<sup>th</sup>Live; Responses; Reopening)</b>                | <b>LEADS</b>                                                            |                                                              |                                | <b>1NT Opening: 15 – 17 HCP balance, but 5M/6m or singleton allowed</b>                                                                                                                                                                                                  |                                                                                                               |                                                                                                                                               |
| 2 <sup>nd</sup> /4 <sup>th</sup> :15-18, Balancing 1NT=12-15 Response as 1NT opening | <b>Lead</b>                                                             | <b>Vs. Suit</b>                                              | <b>Vs. NT</b>                  | <b>2 OVER 1 Response: GF</b>                                                                                                                                                                                                                                             |                                                                                                               |                                                                                                                                               |
| 1NT-(overcall)-2NT(Leb)-(P)-3C-(P)-3suit=inv;if bypass 2 level                       | <b>Ace</b>                                                              | AK(+), Ax(+)                                                 | AK(+)                          | <b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>                                                                                                                                                                                                                             |                                                                                                               |                                                                                                                                               |
| 1NT-(overcall)--2 level suit NF , 3 level GF                                         | <b>King</b>                                                             | KQ(+), AK(+);esp 5 level                                     | AKJT(+);KQ(+); KQT9(+)         | 2♣                                                                                                                                                                                                                                                                       | Artificial 22+/17+ 9 tricks; Resp Controls upto 2NT                                                           |                                                                                                                                               |
| Cue opp = stayman w/o stopper Leb, then cue=stayman w stopper                        | <b>Queen</b>                                                            | QJ(+), Qx                                                    | QJ(+), AQJxx                   | 2♦                                                                                                                                                                                                                                                                       | NV:single suit M, 4-9 HCP, 5+card, V: Both majors 6-10HCP                                                     |                                                                                                                                               |
|                                                                                      | <b>Jack</b>                                                             | JT(+); Jx                                                    | JT(+); Jx                      | 2♥                                                                                                                                                                                                                                                                       | single suit ♥, 8-11 HCP, 6+card,                                                                              |                                                                                                                                               |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>                                 | <b>10</b>                                                               | HJT(+),T9(+), Tx                                             | HJTX,T9(+),                    | 2♠                                                                                                                                                                                                                                                                       | single suit ♠, 8-11 HCP, 6+card,                                                                              |                                                                                                                                               |
| <b>1-Suit:</b> Non-Vul: Weak preempt (6-11 HCP);                                     | <b>9</b>                                                                | HT9(+);9x; 9xx                                               | Ht9(=)9x; 9xx                  | 2♥                                                                                                                                                                                                                                                                       |                                                                                                               |                                                                                                                                               |
| Vul: Intermediate (11-14 HCP);                                                       | <b>Hi-x</b>                                                             | Sx ;                                                         | Sx; xxxx                       | 2♠                                                                                                                                                                                                                                                                       |                                                                                                               |                                                                                                                                               |
| <b>2-Suit:</b> 2NT: 2 lowest un-bid suits, 7-12 or 16+                               | <b>Lo-x</b>                                                             | HxS; HxSx; HxxxS(+)                                          | HxS(+), HxxxS(+)               | 3♣                                                                                                                                                                                                                                                                       |                                                                                                               |                                                                                                                                               |
|                                                                                      | <b>SIGNALS IN ORDER OF PRIORITY</b>                                     |                                                              |                                | 3♦                                                                                                                                                                                                                                                                       |                                                                                                               |                                                                                                                                               |
| <b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>                           |                                                                         | <b>Partner's Lead</b>                                        | <b>Declarer's Lead</b>         | <b>Discarding</b>                                                                                                                                                                                                                                                        | <b>3N</b> AKQJXX/AKQXXXX, at most 1side K                                                                     |                                                                                                                                               |
| Cue = Michaels 8-12 HCP or 16+                                                       | <b>Suit</b>                                                             | 1 L = Encourage                                              | L-H = Even                     | L = Encourage                                                                                                                                                                                                                                                            |                                                                                                               |                                                                                                                                               |
| Jump cue = ask stopper                                                               |                                                                         | 2 L-H = Even                                                 | Suit preference                | L-H = Even                                                                                                                                                                                                                                                               |                                                                                                               |                                                                                                                                               |
|                                                                                      |                                                                         | 3 Suit preference                                            |                                | Suit preference                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
|                                                                                      | <b>NT</b>                                                               | 1 L = Encourage                                              | L-H = Even                     | L = Encourage                                                                                                                                                                                                                                                            |                                                                                                               |                                                                                                                                               |
| <b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>                                     |                                                                         | 2 L-H = Even                                                 | Suit preference                | L-H = Even                                                                                                                                                                                                                                                               |                                                                                                               |                                                                                                                                               |
| Vs strong NT X = 11+/w 6card minor suit or 5+ m,4 major                              |                                                                         | 3 Suit preference                                            |                                | Suit preference                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| 2♣ = 2 majors (responder bids 2♦ to show no preference)                              | <b>Signals (including Trumps):UDCA</b>                                  |                                                              |                                |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| 2♦ = =5+♥/♠, opening strength,                                                       | Smith Echo                                                              |                                                              |                                |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| 2♥/♠ = 5+♥/♠ with minor , Res minor bid = P/C, OM to play 2N=ask                     |                                                                         |                                                              |                                |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| 2NT = both minors                                                                    |                                                                         |                                                              |                                |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| 3X = pre-emp vs strong NT but constructive vs weak NT;7 card 9-11                    |                                                                         |                                                              |                                |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| <b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>                              | <b>DOUBLES</b>                                                          |                                                              |                                |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| TO double to 4♦ others = Optional                                                    | <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>                    |                                                              |                                |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| Lebansohl vs weak 2H/S but is weak NT vs multi-2D natural respon                     | 1x-(1y)-X=8+ negative 1D-(P)-1S-(2H)-X=3cardS; 2S=4cardS                |                                                              |                                |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| Leaping Michaels, jump 4M=5+card + 5oM                                               |                                                                         |                                                              |                                |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| 4NT = 2 suits                                                                        | (1M)-X promise 4OM same for negative x after major overcall if mini     |                                                              |                                |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| <b>VS. ARTIFICIAL STRONG OPENINGS</b>                                                | (1D)-2C-(2D)-X:TO major                                                 |                                                              |                                |                                                                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| Vs strong 1♣, X = majors, 1NT = minors                                               | <b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES</b>          |                                                              |                                | <b>SPECIAL COMPETITIVE SEQUENCES</b>                                                                                                                                                                                                                                     |                                                                                                               |                                                                                                                                               |
| 1 level = Nat; 2 level = Pre                                                         | (1M)-X-(2M)-X = TO w/o 4card other major                                |                                                              |                                | Vs weak NT;(1N)-X(=15+)-(P)-2♣(3+)/2♦(4+)/2♥(4+)/♠(5+) To play                                                                                                                                                                                                           |                                                                                                               |                                                                                                                                               |
| Same after 1♣-1♦                                                                     | Negative double upto 4H,Game try double, responsive double upto 3S,     |                                                              |                                | Usually 0-4HCP                                                                                                                                                                                                                                                           |                                                                                                               |                                                                                                                                               |
|                                                                                      | Support double upto 2S except 1NT overcall                              |                                                              |                                | Unusual vs unusual ; scrambling 2NT                                                                                                                                                                                                                                      |                                                                                                               |                                                                                                                                               |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>                                                | 1NT-(X)-2♠/2NT/3♣/ 3♦/3♥/3♠ = system on                                 |                                                              |                                | <b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>                                                                                                                                                                                                                          |                                                                                                               |                                                                                                                                               |
| New suit semi-forcing at 1-level, 2 level = NF 1M-(X)-2N= Jordan                     | 1NT-(X)-XX=puppet to 2♣ for single suit takeout, jump to 3 level invite |                                                              |                                | LEBENSOHL: 1) after opener reverse                                                                                                                                                                                                                                       |                                                                                                               |                                                                                                                                               |
| 2/3 level raise = Pre-emptive after double, 2NT = asking after 2D/H/S                | 1NT-(X)-2C/D/H = suit + one higher suit, pass =5+ to play               |                                                              |                                | 2) After (both direct and balancing) T/O double vs weak 2 openings                                                                                                                                                                                                       |                                                                                                               |                                                                                                                                               |
| Openings over intervention .But 1H (x) 1S is forcing and S may not be a suit         | Double of opponents' transfer bid = overcall strength in the suit       |                                                              |                                | 3) After 2 level interference of 1NT opening and overcall                                                                                                                                                                                                                |                                                                                                               |                                                                                                                                               |
|                                                                                      | A cue bid of opponents' transferred suit = T/O double                   |                                                              |                                | <b>PSYCHICS:</b> Rare                                                                                                                                                                                                                                                    |                                                                                                               |                                                                                                                                               |

| OPENING                   | TICKET<br>ARTIFICIA | MIN. NO.<br>OF CARDS | NEG. DBL<br>THRU | DESCRIPTION                                                   | RESPONSES                                                                                                                                                                                                       | SUBSEQUENT AUCTION                                                                                                                                                                                                   | PASSED HAND BIDDING                                                                                                        |
|---------------------------|---------------------|----------------------|------------------|---------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|
| 1♣                        |                     | 3                    | 3♠               | 11-21 HCP, better minor                                       | 1NT=7-10 no M; 2NT=11-12 no M<br>2♣=4+support 10+ Fto 2N/3♣; 3♣=Pre-emptive, 5+♣;<br>2♦=6-9, club support; 2♥/♠= 6+card, 6-9 HCP;<br>3D/♥/♠= preempt                                                            | 1♣-1M-1NT-2♠/♦ = any invite/GF; Jump new suit = 5-5GF<br>1♣-2♣-2♥/♠ = stopper, 14+/4=suit, opener bid 2N/3♣=min<br>1♣-1M-2NT(18-19)-3♣=asking, 1♣-1NT-2NT(18-19)-3C = relay GF<br>Opp overcall 1NT= Hello convention | Single raise, 6-9HCP after<br>Intervention, 2NT invite                                                                     |
| 1♦                        |                     | 3                    | 3♠               | 11-21 better minor                                            | 2♦=4+card,10+, opener 2N/3♦=min NF, 3♦=Pre-emptive<br>2♣=GF;; 3♣=6-9 with D support<br>3♥/♠= preempt                                                                                                            | 1D-1x-1y-2♦ = 2sign-off, 1m-1M-1NT= 2 way checkback<br>1♦-1NT-2NT(18-19)-3C= relay,GF; 1♦-1♥-1♠(4card)/1N(less than 4♠)<br>opp X, 2N=invite, 3♠/♦=preempt                                                            |                                                                                                                            |
| 1♥                        |                     | 5                    | 3♠               | 11-21 5+♥                                                     | 1NT=5-11 semi-F; 2♥=6-9,3card♥; 2NT=Jacoby 4+♥<br>3♣=9-12,3/4card♥;3♦ask;3♥=10-12,3card sup 3NT=9-11<br>4card sup. 3♥=4card sup 0-5;3NT = 13-15 with 3♥ (any4333)<br>3♠/4♠/♦=singleton 4+♥,3D =6-9 H support    | 1♥-1♠-1NT-2♠/♦ = any invite/GF; Jump new suit = 5-5GF<br>1♥/♠-1NT-2NT(18-19)- 3C=relay GF<br>1♥-2NT= ask singleton, 3♥=13-15 6card, no sin,,3NT = serious 3NT,16+<br>4♥=weak, no singleton ,4 level =suit 5-5        | 2C/D = reverse drury, 3/4 card<br>Jump to 3c/3D Bergen<br>2NT = invite to 3NT, after x, 1S is<br>S values, forcing 1 round |
| 1♠                        |                     | 5                    | 3♥               | 11-21 5+♠                                                     | 1NT=5-11 semi-F; 2♠=6-9,3card♠; 2NT=Jacoby 4+♠<br>3♥/4♥/♠=singleton 4+♠ 1♠-4♥= to play,7-10; reverse bergen<br>3♠/4♠(7-9)=To play; 3NT=13-15 3♠ (any4333),                                                      | After 2 over 1, rebid major = 6 card; 2NT =minimum11-13HCP,<br>Reverse is better than minimum, jump in major=semi-solid, slam interest                                                                               | Same as above, after x, 2H =<br>Good raise to 2S with H values                                                             |
| 1NT                       |                     | N/A                  | 3♠               | 15-17 HCP balanced<br>(May have 5+M, 6+m,<br>or singleton)    | 2♣=Stayman; 2♥/♥/S/2NT/= 4-wayTransfer ,Jump4NT=Quan<br>3C/♦=5-5 minors;weak/GF 3♥/♠=short + 5/4m, oM partial stop<br>4♣=Gerber,4D/H= transfer<br>4♦/♥=transfer then 4N=RKCB, 4S 6+ controls, invite bidsuit    | 1N-2♣-2♦- 2♥=4♥++4♠ NF ; 2♠=5♠+4♥ 3♥/♠= Smolen<br>Super accept by bidding doubleton                                                                                                                                  |                                                                                                                            |
| 2♣                        | Yes                 | 0                    | 4♥               | 22+ HCP BAL or any strong hand<br>or 17+HCP 9+ playing tricks | 2D/H/S/NT = 0-1/2/3/4+ controls<br>3 level = 6 card+ with 2 top honours and nothing else<br>3NT solid suit                                                                                                      | After 2♣-2♦- 2H-2S Kokish<br>2♣-2♦-2NT=22-24 system on<br>After 2S+ overcall, x=0-1 cont,pass=2 controls, others NAT 3+cont,<br>Responder 3C to 2S and 3D to 3C 2 <sup>nd</sup> negative ,4NT= good raise 9+HCP      |                                                                                                                            |
| 2♦                        | Yes                 | 0/5                  |                  | Non-vul 5+ Major 2-8HCP<br>Vul, 6-10 both majors              | 2NT = asking 5 card♥/♠/6 card♥/♠; 3♣/3♦/4♠=nat NF<br>4♣ = ask to transfer, 4♦ = ask to bid M<br>2♥/♠/3♥/♠/4♥=P/C; Vul, 2NT=asking 3C Heart longer or same;<br>3D, S longer,min;3H/S max and longer; 3NT 5-5 max | 2♦-(X)-P=4+♦ XX=support for both M 12+ 2♥/♠=P/C<br>Double is for T/O upto 4D if NV                                                                                                                                   |                                                                                                                            |
| 2♥                        |                     | 6                    |                  | 6+♥, 8-11 good playing strength                               | 2NT = ask; new suit NF; jump new suit – short                                                                                                                                                                   | Response: 3C/3D 5-5; rebid Major min 6 card; other major max 6 card;                                                                                                                                                 |                                                                                                                            |
| 2♠                        |                     | 6                    |                  | 6+♠ 8-11 good playing strength                                | As above                                                                                                                                                                                                        | 3NT = max & 2 top honours balanced<br>Double is penalty, single raise is to play                                                                                                                                     |                                                                                                                            |
| 2NT                       |                     |                      |                  | 20-21, bal,<br>Can have 5card M or 6card m,                   | 3♣= 5card Stayman, 3♦=have 4card M no 5card: 3N= no M<br>; 3♦/3♥=TRF; then 4N = Quan, Hardy convention after 3S bid<br>4♦/4♥=TRF; then 4N = RKCB, 4C = gerber, 4NT quantitative                                 |                                                                                                                                                                                                                      |                                                                                                                            |
| <b>HIGH LEVEL BIDDING</b> |                     |                      |                  |                                                               |                                                                                                                                                                                                                 |                                                                                                                                                                                                                      |                                                                                                                            |
| 3♣/♦                      |                     | 6                    |                  | 6+♣/♦ PRE                                                     | new suit forcing                                                                                                                                                                                                | RKCB 14/03;                                                                                                                                                                                                          |                                                                                                                            |
| 3♥/♠                      |                     | 6                    |                  | 6+♥/♠ PRE                                                     | 4♣=RKCB                                                                                                                                                                                                         | Jump 5 level New suit = exclusive RKCB91/4,0/3)                                                                                                                                                                      |                                                                                                                            |
| 3NT                       | Yes                 |                      |                  | 7+ card solid minor, can have one K                           | 4♣/5♣= P/C; 4♦=ask short; 4♥/♠= NATURAL;                                                                                                                                                                        | Serious 3NT, cue bid                                                                                                                                                                                                 |                                                                                                                            |
| 4m                        |                     | 7                    |                  | PRE                                                           | 4NT= RKCB: 1/4, 0/3, 2, 2,,                                                                                                                                                                                     | 5NT GSF:                                                                                                                                                                                                             |                                                                                                                            |
| 4M                        |                     | 7                    |                  | PRE                                                           | 4NT= RKCB: 1/4, 0/3, 2, 2,,                                                                                                                                                                                     | Splinter<br>Gerber 1/4,0/3                                                                                                                                                                                           |                                                                                                                            |
| 4NT                       | Yes                 |                      |                  | PRE 5/6+m, pre-emptive                                        |                                                                                                                                                                                                                 |                                                                                                                                                                                                                      |                                                                                                                            |