




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 																													
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Sticker:  	CATEGORY: Green NCBO: Hong Kong, China UPDATE: 31 Aug 2024 PLAYERS: HONG KONG Nancy Neumann Emma Cheung																												
8-17 HCPs (Occ. Light); 5+ cards (Occ. 4 cards at 1-level)		<table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>3rd /5th, 0 / 1</td> <td>3rd /5th, 0 / 1</td> </tr> <tr> <td>NT</td> <td>2nd/4th, 0 / 1.TON</td> <td>2nd/4th, 0 / 1,TON</td> </tr> <tr> <td>Subseq</td> <td>CT / ATT</td> <td>CT / ATT</td> </tr> </tbody> </table>						Lead	In Partner's Suit	Suit	3rd /5th, 0 / 1	3rd /5th, 0 / 1	NT	2 nd /4 th , 0 / 1.TON	2 nd /4 th , 0 / 1,TON	Subseq	CT / ATT	CT / ATT																
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RESPONSES:		Other: Vs high level contract (4♠X+), lead K for Count; A for ATT , VsNT(Ext. Gambling 3NT):Lead A/Q ask for Unblock or Count,			SYSTEM SUMMARY																													
Same Level NT = 9-11 HCPs, Jump to 2NT = 12-14 HCPs;																																		
1-level / 2-level new suit = Constructive; Jump new suit at 3 = GF;					GENERAL APPROACH AND STYLE																													
Jump Raise = Preemptive; Cue-bid = Limit Raise or better;																																		
Jump cue: 7-9, 4 card support, Fit Show Jump only in competition					OPENING: Prepare Club (5542), Five-card Major, Artificial 2♣, Walsh 2♦ = ♥+♠, 2♥/♠ = weak Minor: Inverted Minor Raise, Preemptive Jump Raise Major: Forcing 1NT, Jacoby 2NT, Reverse Bergen/Drury Support X and XX; Fit Show Jump, Leaping Michael RKCB, Minorwood, Lebensohl, Puppet Stayman over 2NT 1NT Opening: 14-17HCP, 4 way Transfers, Smolen, Texas transfer 2 OVER 1 Response: Game Forcing																													
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS																																
Direct = 15-18, normally Bal; System On;		<table border="1"> <thead> <tr> <th>Lead</th> <th>VS Suit</th> <th>VS NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AK(+), A(+)</td> <td>AK(+), A(+)</td> </tr> <tr> <td>King</td> <td>KQ(+), KQ(10/9)x</td> <td>AKJx(+), KQ(x), Kx</td> </tr> <tr> <td>Queen</td> <td>QJ(+), Qx</td> <td>KQ109(+), AQJ(+), QJ(+), Qx</td> </tr> <tr> <td>Jack</td> <td>HJ10(+), J10(+), Jx</td> <td>HJ10(+), J10(+), Jx</td> </tr> <tr> <td>10</td> <td>H109(+), 109(+), 10x</td> <td>H109(+), 10x</td> </tr> <tr> <td>9</td> <td>9x</td> <td>9xx, 9x</td> </tr> </tbody> </table>					Lead	VS Suit	VS NT	Ace	AK(+), A(+)	AK(+), A(+)	King	KQ(+), KQ(10/9)x	AKJx(+), KQ(x), Kx	Queen	QJ(+), Qx	KQ109(+), AQJ(+), QJ(+), Qx	Jack	HJ10(+), J10(+), Jx	HJ10(+), J10(+), Jx	10	H109(+), 109(+), 10x	H109(+), 10x	9	9x	9xx, 9x							
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JUMP OVERCALLS (Style; Responses; Reopen)																																		
Jump Overcall = PRE; 4 th seat = intermediate																																		
2NT = 2 lowest un-bid usually 10-15																																		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY																																
Direct cue-bid = Michaels, usually 7-11 or 16+HCP		<table border="1"> <thead> <tr> <th></th> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td rowspan="3">Suit</td> <td>1</td> <td>Low = ENCG</td> <td>Low = EVEN</td> <td>Low = ENCG</td> </tr> <tr> <td>2</td> <td>Low = EVEN</td> <td>S/P</td> <td>Low = EVEN</td> </tr> <tr> <td>3</td> <td>S/P</td> <td></td> <td></td> </tr> <tr> <td rowspan="3">NT</td> <td>1</td> <td>Low = ENCG</td> <td>Low = EVEN</td> <td>Low = ENCG</td> </tr> <tr> <td>2</td> <td>Low = EVEN</td> <td>S/P</td> <td>S/P</td> </tr> <tr> <td>3</td> <td>S/P</td> <td></td> <td></td> </tr> </tbody> </table>						Partner's Lead	Declarer's Lead	Discarding	Suit	1	Low = ENCG	Low = EVEN	Low = ENCG	2	Low = EVEN	S/P	Low = EVEN	3	S/P			NT	1	Low = ENCG	Low = EVEN	Low = ENCG	2	Low = EVEN	S/P	S/P	3	S/P
	Partner's Lead	Declarer's Lead	Discarding																															
Suit	1	Low = ENCG	Low = EVEN	Low = ENCG																														
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NT	1	Low = ENCG	Low = EVEN	Low = ENCG																														
	2	Low = EVEN	S/P	S/P																														
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Jump cue-bid = stopper ask																																		
VS. NT (vs. Strong / Weak; Reopening; PH)																																		
Multi-Landy (Both seats)																																		
X = Strength (15+); 2♣ = Both majors																																		
2♦ = Any one Major (2♥/♠ = P/C, 2N = relay)																																		
2♥/♠ = 5-card+ and a 4+cards minor; 2N = Both minors																																		
3X = PRE when vs STR (14+) NT, Constructive otherwise;																																		
Bal Seat : 2♣ = Both majors 44+; 2♦/2♥/2♠ nat 5+		Signals / Discard (VS Suit and NT): REV CT & ATT																																
		SP when following trumps																																
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Remaining Count: Standard																																
T/O up to 4♥, Direct cue-bids = ask for stopper (up to 3♠)																																		
2N = 15-18, 3N = To play, Jumps = Good hand or leaping Michael		Doubles																																
Vs High-level Preempts, Cue-bid = Strong T/O, 4N = Two suits																																		
VS. ARTIFICIAL STRONG OPENINGS		TAKEOUT DOUBLES (Style; Responses; Reopening)			LEBENSOHL																													
Vs STR 1♣: DBL = Majors, NT = minors, others = NAT:		Generally up to 4♥			After (both direct and balanced) T/O Double against weak 2 opening																													
Vs STR 2♣: DBL = Majors, NT = minors, others = NAT:		Emphasize Majors, Resp: Cue F1, Aggressive Reopening			After opener reverse																													
		SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES			After interference of 1N opening																													
		Negative DBL up to 4♥			SPECIAL FORCING PASS SEQUENCES																													
OVER OPPONENTS' TAKEOUT DOUBLE		Game Try DBL up to 3♥			1x-(DBL)-RDBL: Forcing pass to 2 Level opening Suit																													
1M opening: XX = 10+, deny support, 1N = 10+ with 3M		Responsive DBL up to 3♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE																													
2N = 10+ with 4+M		Lead Directing DBL: Unusual Lead Vs NT/Slams			XYZ after 1NT Rebid : 1X-1Y-1NT- 2♣/2♦ = Invitation/FG																													
New suit: 1-level = F1, 2-level = NF, 3-level = preemptive					1X-1Y-1NT – 2NT PUP 3♣																													
Support: 2-level = NF, 3-level+ = Preemptive					Check back STAY over 1x-1y-2N																													
1N (x) : Bid = DONT, XX = Any single suit 5+, Pass = suggest to play					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♥	12-21	WALSH [3], 1♦/♥/♠, =4+, 1NT = 6-10, no 4M 2♣ = 11+[6], 4♣+, 2♦/♥/♠ = WJS, 2N = Invite 3/4/5♣ = Preemptive, 3♦ = 6+good ♦ INV, 3♥/♠=splinter, 3N/4♥/♠ = To play	1♣ – 1X – 1N= 2-way checkback [2] Inverted Minor Raise (2N/3♣ = NF, 2♦ = Any GF) New suit = Features 1♣-2♣-4x is EKCB	System On, New Suit= NF
1♦		4	4♥	12-21	1♥/♠ = 4+, 1N = 6-10, no 4M, 2♣= GF, 4♣+ 2♦ = 11+[6], 4♦+, 2♥/♠ = WJS, 2N = Invite 3♣ = 6+ good ♣ INV, 3/4/5♦ = Preemptive 3♥/♠ = splinter, 3N/4♥/♠ = To play	1♦ – 1M – 1N = 2-way checkback[2] Inverted Minor Raise (2N/3♦ = NF, 2♥ = Any GF) New suit = Features 1♦-2♦-4x is EKCB	System On, New Suit = NF
1♥		5	4♦	11-21	1♠ = 4+, 1N = forcing, 2♠/♦ = GF, 2♥ = 8-10, 2♠= WJS, 2N = 13+, Jacoby [4] 3♠/♦ = 10-12/7-9 4+cards SUPP, 3♥/4♥ = PRE, 3N = 13-15, any 4333, 3♠/4♠/4♦ = SPL;	-forcing 1N: 2♣ = 2+cards, 2♦ = 4+cards 1♥ – 1♠ – 1N = 2-way checkback [2] 2/1 Game Force: 2♥ = 6♥, 2N = can be min balance Jacoby: 3-level = Shortage, 4-level = good 5+cards	2♠= REV Drury [5], 3+ 2N=NAT 3♠/♦ = 9-11 (5 ♣/♦+4♥)
1♠		5	4♥	11-21	1N =forcing, 2♠/♦/♥ = GF, 2♠ = 8-10, 2N = 13+, Jacoby [4] 3♠/♦ = 10-12/7-9 4+cards SUPP, 3♠/4♠ = PRE, 3N = 13-15, any 4333, 3♥/4♠/4♦ = SPL, 4♥ = to play	forcing 1N: 2♣ = 2+cards, 2♦ = 4+cards 2/1 Game Force: 2♠ = 6♠, 2N can be min balance Jacoby: 3-level = Shortage, 4-level = good 5+cards	2♠ = REV Drury [5], 3+ 2N=NAT 3♠/♦ = 9-11 (5 ♣/♦+4♠)
1NT		1		14-17, normally BAL 5M/6m/stiff honor OK	[1] 2♣ = Stayman, 2♦/♥/♠/NT = Transfer 3♣ = Weak both minors, 3♦ =GF, both minors 3♥/3♠ = 31(45) / 13(45), GF+ 3N = To play, 4♣ = Mod. Gerber, 4♦/♥ = Transfer, 4NT = Quantitative, 5♠/♦ = To play	Stayman does not promise Major when invitational Another Major after Stayman = Fit, slam try Smolen: GF Delayed Texas Transfer Quantitative: Baron	System On
2♣	√	0		17+, strong, artificial, or 22+, balanced hand	[8]; 2♦ = waiting 2♥/♠ = 5+cards with 2 of AKQ, 2+controls 3♣/3♦ = 6+cards with 2 of AKQ, 2+controls 2nd neg – lowest minor; 2NT = 8-10 HCP	2♣-2♦-2NT/3NT=22-23/26+ HCP Bal: 2♣-2♦-2♥-2♠-2NT=24-25 HCP. Vs Interference X=0/1 CTL 'Pass = 2 CTLs, Others = 2+ CTLs, NAT 5+cd	System On
2♦	√	0		4-9 HCP, 5/4+ ♥/♠ 4 th seat: 6♦10-13	2N = Asking[9], 2M/3M/4M = To play; New Suit Forcing	2♦-2NT: 3♣=5/4 weak, 3♦=5/5 weak, 3♥=5♥/4♠max; 3♠ = 4♥/5♠ max, 3NT =5♥/5♠max, 4♠/♦=6♥+5♠/6♠+5♥	
2♥	√	6		4-9 HCP 6♥ 4 th seat: 6♥10-13	2N = Asking[10] New Suit Forcing	3♣ (min poor suit) 3♦ (min good suit), 3♥ (max poor suit) 3♠ =(max good suit)	
2♠	√	6		4-9 HCP 6♠ 4 th seat: 6♠10-13	2N = Asking[10], New Suit Forcing	3♣ (min poor suit) 3♦ (min good suit), 3♥ (max poor suit) 3♠ =(max good suit)	
2NT		1		20-21, balanced hand 5M/6m/stiff honor OK	[7] 3♣=Puppet Stayman, 3/4♦/♥ = Trf. 3♠/NT=Hardy 4♣ = Mod. Gerber, 4N = Quantitative	2NT-3♣-3♦: 3♥/♠ = 4 card ♠/♥ 4♣ = both M, slam interest; 4♦ = both M, no slam interest	
3♣		6		4-9 HCP	NS=F; 4♦ = KC asking [11] 5♦ = Lowest K asking	HIGH LEVEL BIDDING / CUE-BIDDING/SLAM CONVENTIONS	
3♦		6		4-9 HCP	NS=F; 4♣ = KC asking [11] 5♠ = Lowest K asking	4NT=RKCB14/03	Vs Interference below Trump: Double = 0/3, Pass=1/4
3♥		6		4-9 HCP	NS =F; 4♠ = KC asking [11] 5♣ = Lowest K asking	5NT=2KC+1 useful void	+1= 2 without Trump Q, +2= 2 with Trump Q
3♠		6		4-9 HCP	NS =F; 4♣ = KC asking [11] 5♣ = Lowest K asking	NS at 6-L below Trump=1/3 KC & void in the	
3NT	√	7		Solid minor No side Ace/K; 4♥/♠ = to play 4NT=7222, 5m=S/V om	4♠ = P/C, 4♦ = Ask for S/V, 4♥/♠ = S/V in ♥/♠ 4♥/♠ = to play 4NT=7222, 5m=S/V om	Trump Suit at 6-L=1/3 KC & void in the suit	Vs Interference above trump: Double = even;
4♣/♦		7		Preemptive	4N = RKCB New Suit at 5 level=Control Asking Bid	Direct 6-level after KC response= asking	Exclusive KCB : 14 / 03 / 2 without Q / 2 with Q
4♥/♠		7		Preemptive	4N = RKCB New Suit at 5 level=Control Asking Bid	for 3 rd round control	Modified Gerber = 14 / 03 / 2 same color / 2 same rank /
4NT	√			Specific Ace Asking	5♣=no Ace, 5♦/5♥/5♠/5NT = Ace in ♦/♥/♠/♣		2 same shape