



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Coloured Sticker:  CATEGORY: Green NCBO: 陈萬義 & 陈雪玲 EVENTS: v0122 PLAYERS: Paul & Selene (SINGAPORE) BBO: wanyi100 & eurydise	
8-15 HCP (occ. light), Lead directing in nature			Lead	In Partner's Suit		
RESP: New suit=F1; Cue-bid= Limit Raise+;		Suit	3 rd or 5 th best	3 rd or 5 th best		
Jump cue-bid=Ask stopper;		NT	2 nd or 4 th best	Low promise honour		
3 level as Fit Jump; 2NT as Mixed Raise		Subseq	Count	Suit Pref		
		Other: 2 nd top from length w/o H				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY GENERAL APPROACH AND STYLE 2/1, 5-card Major, Prepared Club, Variable NT, Criss-cross minor RKCB 1430 Exclusion RKCB, Minor RKC LEB (Fast Arrival Denies Stop)1.NT Int 2.Reverse 3.Over Weak 4SF, Jacoby 2NT over 1 Major opening, 2way-Rev Drury XYZ over 1 minor opening and 1H-1S-1NT, Reverse Bergen 1NT Opening: 15-18 HCP in vul & 4 th seat; 10-13 in Fav-Vul 1/2/3 Flexible at points range and suit length 2 OVER 1 Response: GF	
15-18 HCP, BAL, usually promise 1 stop in opp. suit		Lead	Vs. Suit	Vs. NT		
RESP: SYS ON when double or 2c bid, system off for other bids		Ace	AKx(+), A(+)	Ask for unblock		
		King	KQ, KQ(+), AK	promise KQ10 at least		
		Queen	Promise QJ or doubleton	Sequence or unblock		
		Jack	Zero or 1	Zero or 1		
JUMP OVERCALLS (Style; Responses; Reopen)		10	Zero or 1	Zero or 1		
1-Suit: PREM		9	Top of nothing, J98x	9x, 9xx, J98x		
2-Suit: Michaels and Unusual 2NT, either weak or strong		Hi-x	Doubleton or even count	Sxxx, Sxx, Sx		
		Lo-x	HxxxS(+), HxS, xSxx(+)	HxxS(+), HxS, xSxx(+)		
Reopen:		SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Michaels, unusual 2NT=2 lower unbid suit		Suit	1 Even = Encrg	Even=Encrg	Even = Encrg	1 2♦ = multi (weak one Major / Any 4-4-1 strong 17-24 HCP)
Response: preference=NF, jump=INV, cue=semi-FG			2 Odd =Discrg+S/P	Odd=Discrg+S/P	Odd =Discrg+S/P	2 2♥ = flannery 11-15 5/6♥+4♠ [3 rd seat nv 7 – 14]
			3 Standard count	Standard count		3 2♠=weak ♠ + minor, at least 5-4
		NT	1 Even = Encrg		Even = Encrg	4 GAMBLING 3NT, 7+ solid minor with max 1 side suit stopper
VS. NT (vs. Strong / Weak; Reopening; PH)			2 Odd =Discrg+S/P		Odd =Discrg+S/P	5 4♠/4♦ = 4♥/4♠ 7+ card good major [4-5 loser]
VS. Weak NT [13-15] – Multi-landy, with X as penalty [+1pt abv]			3 Standard count			6 Capp1MX transfer bids (over opening and overcalls)
VS. Str NT [14-16] – Multi-landy with X as 5m4M or values		Signals (including Trumps): Reverse Roman, smith echo in NT			7 Criss-Cross minor raise.	
2♠=Both Majors (2♦ ask longer major) , 2♦= One Major		Doubles				8 Fav Vul 1/2/3 Weak 1NT may include any off-shape hands and any suit 10-13HCP [pass does not deny any 10-12 bal hand]
2♥=♥+m, 2♠=♠+m, 2NT=both minors						
Balancing Seat: DON'T over strong NT, Multi-landy vs weak NT						9 Transfer responses after 1♠
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)				
WK 2: DBL=T/O		10+ HCP, thru 3♠				
WK 3: DBL=T/O		RESP: only cue-bid forcing, jumps shows 8+HCP				
WK 4: DBL= values						
VS. ARTIFICIAL STRONG OPENINGS					SPECIAL FORCING PASS SEQUENCES	
Over ART 1♠: DBL= both Majors. 2NT = both minors		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			After enemy's double of our bid, Pass is the weakest bid, or it no control in that suit. Any other bids shows more than min.	
1♦/♥/1♠=Natural, 1NT=♣ or 2suits, 2♠ =♦ or 2 suit, 2♦=♥,2♥=♠		Double shows the artificial suit bid				
2♠=6+♠ better hand, Jump = weak		Redouble shows general strength & normally shortness in P's Suit				
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKEOUT DOUBLE					After opener 1NT – DBL(non-pen)/2C, SYS on	
1-level F, Jump bids NF						
1M(X): transfer responses XX=10+pts,1NT=♣,					3 level – Inv, 2NT transfer to 3c,	
					PSYCHICS: Rare /3 rd seat light opening	

OPENING	TICK IF ARTIFICIA	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♠		2		11-21HCP	1♦/♥=♥/♠ ; 1♠=5-8 hcp or any GF; 1NT= 8-10hcp 2♠=♠ 8-11 ; 2♦=♠ FG; 3♠=♠ 4-7hcp 2♥ = 4-7 55Major 2♠=WJS; 2NT = inv 11-13	XYZ on except when 1NT rebid shows 14-17 XYZ on after 1C-1S-1NT [14-17]	
1♦		4		11-21HCP	1-level=4+cd, 1NT=6-10 HCP 2♠=5+cd, 10+HCP; 2♦=♦ 8-11; 3♠=♦GF;3♦=♦ 4-7 2♥ = 4-7 55M 2♠=WJS;		
1♥		5		11-21HCP	1♠=5+♠; 1NT=6-12HCP, F1 2♠=2+♠, 2♦=5+♦ 11+HCP, GF; 2♥=3+♥, 8-10 2NT=Jacoby, 3♥=weak, 3♠=10-11♥,2♠=weak♠	Jacoby Response; Reverse Bergen raises 3NT 13-15: Points concentrated in side suits, 4♥ Weak hand After j2NT: 3 level=shortage / 4 level = 5+ suit.	1NT=NF, 2-way reverse drury 2♠=3supp/ 2♦=4supp 9-11
1♠		5		11-21HCP	1NT=6-12HCP, F1; 2♠=2+♠, 2♦/♥=5+♦/♥ GF; 2♠=3+cd, 8-10, 2NT=Jacoby, 3♠=weak	Same treatment as ♥ After 1M-2M: Kokish Game Tries	1NT=NF, 2-way reverse drury
1NT		N/A		15-18 BAL / 10-13 fav-vul Any balanced incl off-shape hands[if singleton, 1 card any suit is moved to	2♠= GF relay 2♦=inv; 2♥/♠= weak suit 2NT= weak♠; 3♠= puppet stayman -to describe hand when necessary]	Lebensohl after interference After 2♠: 2♦=no 5card major, 2♥=♥or♠, 3♠=5c♠,3♦=6c♦, 3♥/♠/NT=5c♦; After 2♠:2♥:2♠:2N=♠,3lvl=♥	Balancing 1NT [12-16] Balancer+3hcp, responder - After 1NT:2♦,2L=1314,3L=1516
2♠	✓	0		23+HCP any hand or 8.5+ playing tricks	2♦= waiting; 2♥ = negative (less than 2Q) 2♠/2NT/3♠/3♦=10+HCP, 6+suit 1loser	Kokish relay through 2♥&2♠ 2NT=2324 2H2NT=2526 3NT=2728 2H3NT=2930	
2♦	✓	0		Multi (weak M or strong [Any 4441 17-24HCP]	2♥/♠= P/C 3♥/♠= P/C 4♥/♠= to play 2NT = ASK	Over 2NT: 3♠=Max in ♥, 3♦=Max in ♠ Over 4441: 1Ask=HCP,2Ask=controls,3Ask=Q	
2♥	✓	5		Flannery 5/6♥+4♠ 11-15hcp	2NT=ASK 3♠/♦= to play	3♠=min; 3♦/♥=5431.5440; 3♠=5422; 3N=4600; 4♥47	
2♠	✓	5		5-11 HCP 5+♠ and 4+m	2NT=ASK 3♠= POC, 3♦= to play	Over 2NT: 3♠= min♠&♠; 3♦= min♦&♠;3♥/♠= max ♠/♦ &♠ New suit by 2NT bidder =FG	
2NT		N/A		20-22	Puppet: 3♠ stayman - 3♦= 4card Major 3♦/♥=TRF, 3♠=confit, 4♠/4♦=RKC 4♦	Confit: 20-22 = 5 controls 23-24=6 controls ; 25-26=7controls	
3♠		6		5-11 HCP	New suit = F1		
3♦		6		5-11 HCP	New suit = F!		
3♥		6		5-11 HCP	New suit = F1		
3♠		6		5-11 HCP	New suit = F1		
3NT	✓			Gambling with at most 1	4/5♠=P/C; 4♥/♠=To Play, 4♦=FG &ASK	HIGH LEVEL BIDDING	
4♠	✓	7		Better ♥	4NT = RKC		
4♦	✓	7		Better ♠	4NT = RKC	RKCB 1430 5NT=even with void; 6X=Odd with X void	
4♥/♠		7		To play		4NT then answer+2*bid= Ask for Side Suit King	
4NT	✓			Ace Asking		Vs Intervention :	
5♠		6		To play		DOPI/ROPI & Steps at 5-L Below Trump Suit;	
5♦		6		To play			
5♥/♠		7		Pre-emptive		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
5♠		7		Pre-emptive		Frivolous 3NT	

Supplementary Notes

After 1NT: 2♣, 2♦:2♥,-> 2♠=4+♣ 2N=4+♦ 3♣=44Major 3♦/♥/♠/NT=2425/4225/ 2452/4252

.2NT →3♣=4+♦, 3♦/♥/♠/NT=2434/3424/ 4234/4324

3♦ → 3♥/♠/NT=2344/3244/ 2254

After 1NT: 2♣, 2♦:3♥=5card ♠,3♠=5card ♥

After 1NT: 2♣, 2♦:2NT:3♣=♣Qx-,3♦=♦ Qx-, 3♥=♥ Qx-,3♠=♠ Qx-. -:or worse

After 1NT: 2♣, 2♥:2♠, 2NT=6card ♣ or 2245, 3♣=5card ♥,3♦=6card ♥,3♥/♠/NT=2524/2542/ 4522

After 1NT: 2♣, 2♠: 2NT, 3♣=5card ♠,3♦=6card ♠,3♥/♠/NT=5224/5242/ 5422, thereafter 4♦=p.t.

After 1NT: 2♣, 3♣=5card♣,3♦=6card ♦,3♥/♠/NT=2353/3253/3352, thereafter 4♦=p.t.

After 1NT: 2♣, 3♠:3♦,3♥/♠/NT=2335/3235/3325, thereafter 4♦=p.t.

After 1NT: 2♣, 2NT, 3♣:3♦ = 3334, 3♥/♠/NT=3343/3433/4333

After 1NT: 2NT = sign off in ♣

After 1NT: 3♣, 3♦:4♦=both ♠ & ♥

After 1NT: 3♣, 3♥= 5♥, 3♠= 5♠, 3NT = no major

After 1NT: 2♦, 3♣=max with at least one 4-card major, 3♦= no 4card major [then 3♥=5+♠/3♠=5+♥]

After 1NT: 2♦, 3♦=max with no 4/5card major, [then 3♥=5+♠/3♠=5+♥], 3♥= max with 5♥, 3♠= max with 5♠

After 1NT: 4♣=♥sign off,4♦=♠signoff,4♥=♥sign off,4♠=♠signoff,

After 1NT: 3♦=♦ sign off

After 1NT: 3♥=5+4+minors singleton ♥, 3♠=5+4+minors singleton♠

After 1♣:1♥, 1NT: 2♥=5+♠4+♥ 8-10

After 1♣:1♥, 1NT: 2♣, 2♦:2♥=5+♠4+♥ 11-12

After 1♣:1♠, 1NT = if balanced 14-17, might include 4414 14-15, due to rebid problem [and assume hand is 4423].

After 1♥/♠:1NT, 2NT = 6+♥/♠ 19+GF

After 1♥:1NT, 2♣:2♠ = weak 1 minor

After 1♥:2♥, 2♠ =Game try, 2NT=short ♠, 3♣=short♣, 3♦=short ♦,3♥=trump help

After 2♥:2NT,3♣=min: 3♦,3♥= 45xx, 3♠=4522, 3NT=4630 or 4603, 4♣=4621, 4♦=4612

:3♠,3NT= 4513, 4♣=4531, 4♦=4504, 4♥=4540

After 2♥:2NT, 3♦=4513 or 4504, 3♥= 4531 or 4540, 3♠=4522, 3NT=4630 or 4603, 4♣=4621, 4♦=4612 [all max]

:3♥,3♠=4513,3NT= 4504

:3♠, 3NT=4531, 4♣=4504

After 2♠:2NT,3♣=min♠+♣, 3♦ min♠+♦, 3♥= max♠+♣, 3♠=max♠+♦

After 2♠:3♣= poc, 3♦ = nat nf, 3♥= forcing, 3♠=nf

After 2NT: 4♣ = gerber, 4♠= both minors

After 2♦(X) Pass =5+♦

After 2♣: 2♦= at least 2Q, 2♥= less than 2Q♥, 2♠/3♣/3♦/3♥=6+suit 1 loser

After 2♣: 2♦, 2♥= kokish relay, 2♠ = kokish relay /2NT= 23-24 (semi) bal