



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS (Style; Responses; ½ level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Stickers: 	Version 2023.06.23
1 level = 8+ HCP (occasionally light), 5+ (or good 4) cards			Lead	In Partner's Suit		
2 level = 10+ HCP, 5+ cards		Suit	3 rd or 5 th , 0/1	3 rd or 5 th		
Response:		NT	4th, 0/1, MUD	4 th		
New suit F1 over RHS pass		Subseq	Remainder CT / ATT	Remainder CT / ATT	CATEGORY: NATURAL (GREEN)	
Cue bid = invite+ask stopper/ Ask 4M		Other: from AK+ ,A for ATT, K for CT in suit;			NCBO: HONG KONG, CHINA EVENTS: ALL	
Jump cue bid = mixed raise / SPL		At 5+ level, K from AK(+) ask for count, A is cashing			PLAYERS: Poon Yin Ki , Aron Hui	
1NT OVERCALLS (2nd / 4thLive; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2 nd :15-18, 4 th : 12-15		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Reopening: 12-15		Ace	AK+, Ax	AK(+)	5-card majors & Convenient minors	
Responses: Same as 1NT opening		King	AK+, KQ(+), Kx	AKJT(+), KQ(+), AKQx	Variable NT (NV 1 st and 2 nd weak, others strong)	
JUMP OVERCALLS (Style; Responses; Unusual NT)		Queen	QJ(+), Qx, AKQ(+)	QJ(+), KQT9(+), AKQ(+)	Inverted Minor GF	
1-suit: 2lv NV/VUL = Weak/Opening Hand; 3lv = PRE		Jack	KJ10(+), J10(+), Jx	AJ10(+), KJ10(+), J10(+)	Variable 2lv opening	
Response: 2NT= ogust NV / BAL inv VUL		10	K109(+), Q109(+), 109x	H109(+), 109(+)		
2-suit: 2NT = UNUSUAL , 5-5+, Opening Hand		9	9(+)	9(+)		
Response: Cue bid = invite +, new suit = F1		Hi-x	Sx, Sxx(optional)	Sx(+), xSxx		
		Lo-x	3 rd or 5 th	HxS, 4 th	1NT Opening: 5M, 6m, (54)22, singleton honor possible	
		SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response: GF	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Direct cue : MICHAELS : wide range NV/ Opening + VUL		1	Lo=ENCRG	Lo=EVEN	Lo=ENCRG	1 1NT = 10+ - 13 / 11 -13 1 st or 2 nd NV
Jump cue : Ask stopper, usually with a 7+ solid suit		Suit 2	Lo=EVEN	S/P	Lo=EVEN	2 1NT = 14-16 3 rd or 4 th NV / VUL
		3	S/P			3 2♣ = 22+ or 8.5 winning tricks
		1	Lo=ENCRG	Lo=EVEN	Lo=ENCRG	4 2♦ = weak both majors (4-4+) NV
VS. NT (vs. Strong / Weak; Reopening; PH)		NT 2	Lo=EVEN	S/P	S/P	5 2♦ = weak ♥/♠ (6+) VUL
VS 14+ BAL: X= 5+m,4M ; VS weak NT: X= non min of opener +		3	S/P		Lo=EVEN	6 2♥ = 5+ ♥ NV , weak both majors (5-4+) VUL
2♣ = ♥+♠, similar as weak both M opening		Signals (including Trumps):				7 2♣ = 5+ ♠ NV , 5+ ♠ 4+♠/♦ VUL
2♦ = 6+♥/♠, similar as VUL 2♦ opening		UDCA, Suit Preference(S/P)				8 Gambling 3NT
2♥/♠ = 5+♥/♠ , 4+m, similar as 2♣ opening		Smith Echo(High=ENCRG), Trump Echo(High=ruff)				9 4 th suit GF except 1♦-1♥-1♠-2♣ and 1♥-1♠-2♦-3♣
Passed hand: Modified DON'T		DOUBLES				10 1m-1M-2M maybe 3 card
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)				11 4NT = PRE 6-6 ♣+♦
VS weak 2♥/♠: X = T/O, Cue = Ask stopper, 4m = 5+m 5+OM		Emphasize major(s); minors unclear				
VS multi 2♦: X=13-15(16) BAL or good 16+ any, 4m = 5+m 5+♥/♠		NEGATIVE X Thru 4♥				
Vs weak both M: X= 13-15(16) BAL or good 16+ any, 2♥/♠ = both m		RESPONSIVE X Thru 4♦				
Vs 3X; X=T/O, 4m = 5+m 5+♥/♠		Aggressive reopening X				
Vs 3NT: X= PEN, 4♣= Both M, 4♦=6+M, 4M = 5+M, 5+m		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SUPP DBL / RDBL thru 2♥ (2♠ or higher promise extras)				1m-(X)-XX=F2NT;
Vs Strong 1♣/♦ Opening and response: SUCTION		MAX DBL / Game try X				1M-(X)-XX=F2M;
Vs Strong 2♣/♦ Opening and response: SUCTION		Snapdragon X				
OVER OPPONENTS' TAKEOUT DOUBLE		LIGHTNER DBL				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
New suit at 1 level: F1, XX shows 10+, X=T/O afterwards						All unnecessary jump are SPL
1m-(DBL): 2M= PRE, 2NT= Jordan; 3m = PRE						Principle of Fast Arrival
1M-(DBL): transfer; 2NT= Jordan; 3M = PRE; 3m= fit jump						
						PSYCHICS: Rare (weak 1NT occasionally off shape)

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♦	11-21HCP	1♦=3+♦ (4M possible); 1NT=8-10 2♣= inverted minor GF (4M possible) 2♦= 5+♦ GF (4♣ possible); 2♥=5♥4♠ NF 2♠= 5+♠ inv; 2NT = inv; 3♦= ♦ inv; 3♠/♥/♠= PRE	1m-1M-1NT/1♦-♥-♠ → 2♣/♦= inv/GF check back 1m-1M-1NT-3X = inv; except 1m-1♠-1NT-3♥= 5-5 GF 1m-1M-1NT-2NT-3♠-3♦/3NT: 6+♠/♦-4M, 9+ -11 (1 st 2 nd NV) 1m-2♣-2♦= 5m-4M or 44(41); 1m-2♠-2M=4m-4M	Inverted minor NF Fit jump Shift 2♣ invite check back ON
1♦		3	4♦	11-21HCP, 3-card only if 4432	1NT=6-10; 2♣= 4+♣ GF (4M possible) 2♦= inverted minor GF (4M possible); 2♥=5♥5♠ NF 2♠= 5+♠ inv; 2NT=INV; 3♠= ♣ inv; 3♦/♥/♠= PRE	1♦-2♦-2M =4+m 4M; 1♠/♦-2♠/♦-3♠= 5♠-4♦ / 4♠-5♦ 1m-2m-2NT: BAL, not deny 4M, then 3♦/♥ = TRF 1m-1M-2M-2NT: ask shape and strength	System On for PH response
1♥/♠		5	4♦	11-21HCP 5+ cards	F1NT; 2M = 8-10; 1♥-2♠= 6+♠ NF; 2♣=5+♠/BAL GF 2/1= 5+ GF; 2NT=Jacoby; 3♠/♦=Reverse Bergen; 1M-3OM = SPL; 1M-3NT/4♠=♣/♦ SPL 4♦=Good PRE; 1♠-4♥ = To play	1M-2M-2M+1= 2 way shortness GT or 16+ BAL 1M-2M-3X= 2 nd suit GT; 1M-2M-3NT= 6M BAL 1♥-1♠-2NT= Any GF; 1♥-1NT-2♠ Any GF 1M-3♠-3M+1/4X = BAL ST ASK/SPL	1NT = semi F 2♣=reverse Drury 2NT=4M inv Fit jump shift
1NT				14-16 BAL 10+ -13 BAL 1 st 2 nd NV vs VUL 11 -13 BAL 1 st 2 nd NV Singleton possible	2♠=STAYMAN w SMOLEN; 2♦/♥=TRF 2♣=MINOR STAYMAN (5-5m weak possible) 2NT/3♣= TRF ♠/♦; 3♦= 04(54)/1444/13(54) 3♥= 40(54)/4144/31(54); 3♠= 5-5m GF 4♠/♦= TRF♥/♠; 4♥/♠ to play; 4NT=Quan w BARON	1NT-2♣-2♦-2♥/♠= 4-4+M NF/ 5♠ inv 1NT-2♦/♥-2♥/♠-2♠/NT= Any GF; 1NT-2♦/♥-2♥/♠-3X = inv 1NT-(X)-XX/Pass = 5+m/ASK for XX, others= system on 1NT-(2X)-X=HCP if 2X is artificial, X= T/O afterwards 1NT-(2X)-2NT/3Y/4m = LEBENSOHL/Transfer/6+M	
2♣	✓	0		22+ strong hand or GF	2♦/♥/♠ = 0-2/3/4+ Ctrl; 3X = HHxxxx or A/Kxxxxxx, no side A/K 4X = A/Kxxxxxx, no side A/K	2♣-2♦-2NT: 22-23 BAL; 2♣-2♦-2♥-2♠-2NT: 24+ BAL 2♣-2♦-2♠-3♣=2 nd neg; 2♣-2♦-3M= 5+♦-4M 2♣-2♥/♠-3♥/♠-3NT = F1, TRF afterwards	
2♦	✓	6		6+♥/♠ VUL	2NT= ASK; 2M/3M= P/C; 3m = F1 4♠/♦= TRF or bid M; 4M = to play	2NT: 3♣=non-min, 3♦ ASK; 3♥/♥= 6+♥/♠ min 2NT: 3♠/3NT=6+♥/♠ MAX; 4♦/♥= 6+♥/♠ min w shape	
2♦	✓	0		4+♥ 4+♠ NV 4-4 only if 44(41)	2NT= ASK; 3♣= NF ,3♦= F1/NF	2NT: 3♣=any-min, 3♦ ASK; 3♥/♥= 5♥/♠ 4♠/♥ max	
2♥	✓	4		4+♥ 4+♠ VUL (promise 9card)	3M = PRE / Mild inv	2NT: 3♠/3NT/4♠= 5-5M max; 4♦/♥= 6+♥/♠ 4♠/♥	
2♥		5		5+♥ NV	2NT = ASK, new suit = F1	2NT: 3♠/♦=5+M 4+♠/♦; 3M= 6+M min; 3♥/♥ = 6+♥/♠ max	
2♠		5		5+♠ NV			
2♠	✓	5		5+♠, 4+♠/♦ VUL	2NT= Ask; 3♣= P/C ; 3♦= 6+♥; 3♥= 3+♠ inv 3♠= PRE; 4♠= P/C; 4♥/♠ = to play	2NT: 3♠/♦=5+♠ 4+♠/♦ min; 3♥=5+♠ 4+♠ max; 3♠=5+♠ 4+♦ max 4♠/♦=5+♠ 6+♠/♦	
2NT				19+ -21 BAL Singleton A/K/Q possible	3♠= ROMEX Stayman; 3♦/♥=TRF 3♠=MINOR STAYMAN; 3NT= 6+m GF; 4♠= 5-5M 4♦/♥= TRF; 4♠= 5-5m; 4NT= Quan w BARON	2NT-3♦/♥-3M/3M+1/4X/4M= 2+M/3M/4+max/4+min 2NT-3♠-3NT-4m/4NT=minor SMOLEN/ SPL 5-5m/ 22(54) 2NT-3NT-4♠-4♦/4M/4NT/5♠= 6+♠ ST/6+♦ ST/ 8+♠/8+♦	
3♠/♦		6		PRE	New suit = F1, 4Om= weak RKCB	HIGH LEVEL BIDDING	
3♥/♠		6		PRE	New suit = F1, 4♠=weak RKCB	RKCB 1430,5NT/6X=Even/Odd KC+ useful void	4NT = 2suitsers T/O or ST
3NT	✓			7+solid m, at most 1 side K	4/5/6♠=P/C; 4♦=relay ; 4M= to play	+1 Ask trump Q/Ask nearest K	DOP1 against 5m; DEPO against 5M+
4♠/♦		7		PRE	4♦5/♠= ST; 4♥/♠ = to play	+2 Ask nearest K	Exclusive RKCB 0314
4♥/♠		7		PRE	New suit =Ask 1 st /2 nd round control	5NT Ask lowest K/ General Grand ST	Weak RKCB (0/1/1.5/2/2.5)
4NT	✓			PRE, 6-6 ♠+♦	5-7 ♠+♦= to play; 6-7♥/♠/NT = to play; 5♥/♠ = ask void		