




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 					
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Stickers:  					
7-17 HCP (occ. light)			Lead	In Partner's Suit						
Responses: 1 level new suit F1		Suit	3 rd from even, low from odd	lead top from Xxx if supported						
DBL RAISE preemptive		NT	2 nd /4 th best, Top from 3 small	Same						
Ruben advances over 1M and 2m overcalls		Subseq	Shift 0/2	Shift 0/2	CATEGORY: NATURAL Last Update: 27/6/2023					
2NT usually mixed raise 4+cds, jump cue LR+ 4+ cds		Other: 0/2 lead NT, 0/1 lead suit, may lead low from 6 cards in NT			NCBO: Hong Kong, China EVENTS: Team / Pairs					
(1♣) 2♠= NAT; (1♠) 1♦= both M		Suit: A for ATT, K for Count; NT: A for Count or UB, K for ATT			PLAYERS: CHEUNG Wai Lam –CHAN Lok Hin Enoch					
1NT OVERCALLS (2nd / 4thLive; Responses; Reopening)		LEADS			SYSTEM SUMMARY					
2nd: 15-18 HCP, BAL; 4 th 12-15 HCP, BAL:		Lead	Vs. Suit	Vs. NT						
Responses: (1m) 1NT SYSTEM ON, (1M) 1NT: 2C forces 2D		Ace	Ax(+), AKx(+), AKQ(+)	Ax(+), AKx(+), AKQ(+), Unblk	GENERAL APPROACH AND STYLE					
then 2oM to play, 2M INV, 4oM&0-1M, 2N INV 4oM&2+M		King	AKx(+), Kx, KQ(+)	Kx, KQ(+), AKx(+)	2/1 GF, 5 card Majors, Transfer Responses, gazilli					
3M GF 4oM&0-1M, 3N GF 4oM&2+M. 2oM-1: INV+ 5+oM;		Queen	Qx, QJ(+)	Qx, QJ(+), AQJ(+)	Variable NT 10-13 HCP when NV 1 st /2 nd seat, else 14-16 HCP					
2M-1: D or D+C INV+; 2S: C INV+, 2N: INV no 4oM, 3m: to play		Jack	Jx, JT(+), JT(+), KJT(+)	Jx, JT(+)	1C = club or balance opening, 1D = unbalance diamond opening					
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Tx, T9(+), AT9(+), KT9(+)	Tx, T9(+), AJT(+), KJT(+)	2C opening, 4-4+ weak both major or 17+ 44(41)					
1-suit: 2,3,4,5 Level Pre-emptive		9	9x	9x(x), 98(+), AT9(+), KT9(+), QT9(+)	Multi 2D opening, 5+Major pree or strong hand; 2M = 4M 4+m pree					
2-suit: 2NT: 2 Lowest Unbid suit, (1m) P (1M) 2NT: 5-5+minors		Hi-x	Xx, xxX, xxXx, xxxX, xxXxx	Xx, Xxx, xXxx+	4m = natural pree when 1 st 2 nd 3 rd seat, namyats when 4 th					
Balancing seat jump 2NT: 19-21 BAL		Lo-x	Hx, HxX, HxXx, HxxxX, HxXxxx	HxxX(+), HxxxxX+ if 5cd shown	4N = 6-5+m pree when 1 st 2 nd 3 rd seat, specific ace asking when 4 th					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE					
(1C) 2C=C, 1D=Majors; (1D) 2D=Majors			Partner's Lead	Declarer's Lead			Discarding			
(1M) 2M: 5+oM&5+m, then 2NT asks, 3C pass or correct		Suit	1	Low = ENCOUR	Low = EVEN	Low = ENCOUR	1	3NT Opening = 7-4M		
(1m) 3m: 5+S5+om; (1M) 3M: stopper ask			2	Low = EVEN	S/P			2	Transfer over 1N (2X)	
			3	S/P				3	Unusual vs Unusual: X = strength; cue low = GF in 4 th suit;	
VS. NT (vs. Strong / Weak; Reopening; PH)		NT	1	Low = ENCOUR	Low = EVEN	Low = ENCOUR		cue high = LR+ others compete		
STR NT or passed hand: X: 6+m or 5-4+M or STR 6+M; 2m: 5m4M			2	Low = EVEN	S/P			4	One-way drury	
2M: NAT; 2N: both m/6-5+M; 3any: PRE WK NT: X: STR; 2C: 5-4+M			3	S/P				5	Transfer Check-back	
2D: 6+M or STR 5+M5+m; 2H: 5H4+m; 2S: 5S4+m;		Signals (including Trumps): Trumps S/P, High-lo may suggest ruff					6	Dbl of multi-2D = 13-15 BAL or 18+		
2NT: 6+m4S; 3C: 6+C4H; 3D: 6+D4H; 3M: PRE		Standard smith-echo vs NT					7	Minor-suit Gazilli after 1D-1M		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES					8	HELLO convention after opp overcalls 1NT		
WK 2/3 : DBL= T/O ; 2-suiter : Unusual vs Unusual ; 2NT = strong NT ;		TAKEOUT DOUBLES (Style; Responses; Reopening)					9	Relay bids in 2/1 sequences		
(2M/3M) 4m=m+oM, (3m) 4D=Majors, (3m) 4C=om+M		Emphasize Major(s); minors unclear; Aggressive reopening esp 1 & 2 level					10	Lightner doubles 5-level or above		
(3M) 4M=5-5+minors slam try; (3M) 4NT=5-5+minors no slam interest		(1Y) X (P) 2Y: F1 until suit agreement					11	Meckwell defense to STR 1/2NT		
Vs Gambling 3N : X=STR ; 4C=T/O in C; 4D=T/O in D, 4M=NAT		2NT Lebensohl response to (2suit) X								
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES								
X = 3suiter, other = modified suction ♣=♣ / ♦+♥; ♠=♠/♥+♠ ;		NEG DBL: thru 4♥; SUPP DBL: thru 3♠; Snapdragon DBL: thru 2♠								
♥=♥/♠+♣; ♠=♠/♣+♦; NT=♣+♥/♦+♠		GAME TRY DBL; Against bid and raise: DBL = T/O oriented; Action DBL								
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
New Suit Force at 1-level, RDBL = 10+ HCP (or 4+♥ when 1♦);										
Transfers over 1m (X), Ruben advances over 1M (X)								Psychics: rare		
2♠/3♥ is mixed raise, 2NT is LR+ 4+cd										

Open	Art	Min	ND	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	10-22 HCP, may have 4♦ may have 5-card suit with 6♣+ 3 rd light	1♦/♥=4+♥/♠, 1♠=no 4M; 1N=FG, 5♦+; 2♣=NF, ♥+♠ 2♦/♥=WK or GF 6♥/♠+; 2♠=GF, 5♣+ 2NT=WK or GF both m; 3X=WJS; 3NT=inv 6NT with 44m 4♣/♦=transfer ♥/♠; 4M/5m=NF; 4N=both m	TRANSFER CHECK BACK, REBID 1NT=STR ARTIFICIAL 2♦	1N=7-10,5♦+; 2♠=7-10,5♣+ 3♦/♥/♠=7-9,6+♦/♥/♠3♣+ 3N=♣ good PRE
1♦		4	4♥	10-22 HCP, 5-cards+ except 4441 may have 5-card major with 6♦+ 3 rd light	1♥=♥; 1♠=♠; 1NT=NF; 2♣=any GF; 2♦/♥=WK or GF 6♥/♠+ 2♠=INV, 4♦+; 2NT=BAL inv; 3♣=INV, 6♣+; 3♦=PRE 3M=SPL; 4♣/♦=transfer ♥/♠; 4M/5m=NF; 4N=both m	NEW MAJOR GAME FORCE FOURTH SUIT GAME FORCE ; GAZZILLI 1♦-1M-2NT=5♦3+M	2♣=7-10,5♣+
1♥		5	4♥	10-22 HCP 3 rd light and maybe 4+	1♠=F1 or weak♠; 1NT=5+♠; 2♣=♣ or BAL GF; 2♦=5+♦GF 2♥=8-10; 2♠=ModifiedJacoby; 2NT/3♣=good/bad Bergen 3♦=16-18 any SPL; 3♥/4♦=♥PRE; 4♥/♠=to play 3♠/3NT/4♣=12-15 or 19+ SPL in ♠/♣/♦	1M-2M-2M+1=2way shortness GT or 16+BAL 1M-2M-3x=2 nd suit GT; 1M-2M-3NT=6M BAL GAZZILLI 1♥-1NT-2♦/♥-2♠=Any GF; 1M-2M+2-2M+3=ask short	2♣=8-11 3card support New Suit=5+ max 1NT=Semi-F 2NT=7-11 4+support
1♠		5	4♥	10-22 HCP 3 rd light and maybe 4+	1NT=F; 2♣=♣ or BAL GF, 2♦/♥=5+♦/♥ GF, 2♠=8-10 2NT=Jacoby; 3♣/♦=good/bad Bergen; 3♥=16-18any SPL 3♠=PRE; 3NT/4♣/♦=12-15 or 19+ SPL in ♥/♣/♦	Same as 1♥	Same as 1♥
1NT				14-16 HCP BAL, 10-13 HCP when 1 st /2 nd seat NV can have 5-card M can have 6-card m	2♣=STAY; 2♦/♥=TRF; 2♠=range asking; 2NT=minor asking; 3♣=puppet stayman; 3♦/♥=0-1♠/♥, 3-4♥/♠, GF; 3♠=5-5+m, GF; 4♣/♦=TRF; 4♥/♠=to play	1NT-(x)-pass: to play 1NT-(x)-XX: 5+♣/5+♦/4-4+M if X is STR 1NT-(x)-XX: STR if X is conventional Other Bid is system on if X is conventional	
2♣	YES			a) 4-4+M, PRE b) 17+, 44(41)	2♦=asking, 2♥/♠=preference; 2NT=puppet to 3♣; 3♣/♦=6+♣/♦, INV; 3♥/♠=PRE; 3NT=To play 4♣=ask for transfer; 4♦=bid your major; 4♥/♠=To play	After 2♣-2♦-2♥-2NT: 3♣=any min, 3♦=5♥4♠, nonmin, 3♥=6♥4♠, nonmin, 3♠=4414, nonmin, 3N=4441, nonmin After 2♣-2♦-2♠-2NT: 3♣=any min, 3♦=4♥5♠, nonmin, 3♥=5♥5♠, nonmin, 3♠=4♥6♠, nonmin, 3N=5♥6♠, nonmin	9-12HCP, 6-4+ M
2♦	YES			a) PRE, NV: 5M4m/6M; V: 6M b) any GF c) 23+ BAL	2♥/♠=p/c; 2N=inv+; 3♣/♦=nat NF; 3♥/♠=33+/44+M 3N=long m; 4♣=trans M; 4♦=55+M; 4♥=♥; 4♠=♠	NV after 2NT: 3♣=♥min or 5♥max; 3♦=♠min; 3♥=♠max; 3♠=6♥max. V after 2NT: 3♣=♥min; 3♦=♠min; 3♥=♠min; 3♠=♠max	Any GF or 6+M
2♥		4		PRE, NV: 4♥4+m; V: 4♥6+m	2♠=NF; 2NT=inv+; 3/4♣=p/c; 3♦=♥inv+; 3♥=pre; 3♠=♠GF	After 2NT: 3♣=♣min; 3♦=♦min; 3♥=♣min; 3♠=♦max	9-12HCP, 4♥6+m
2♠		4		PRE, NV: 4♠4+m; V: 4♠6+m	2NT=inv+; 3/4♣=p/c; 3♦=♥F1; 3♥=♠inv+; 3♠=pre		9-12HCP, 4♠6+m
2NT				20-22 BAL can have 5cM/6cm	3♣=romex; 3♦/♥=TRF; 3♠=mSS; 3N=5♥3♠ 4♣=5-5 M; 4♦/♥=TRF; 4♠=QUAN+; 4NT=5-5+m		
3♣		5		PRE	4♦=weak RKC		9-12HCP, 7♣
3♦		5		PRE	4♣=weak RKC		9-12HCP, 7♦
3♥		5		PRE	4♠=weak RKC	HIGH LEVEL BIDDING	
3♠		5		PRE	4♣=weak RKC	1 st /2 nd round cuebid up to 4 level	RKCB (1430)
3NT	YES			7-4M	4♣=ask for transfer; 4♦/NT=weak RKC in ♥/♠; 4♥/♠=to play	Raise to 5M ask opponent suit control	+1 ASK trump Q/ ASK nearest K
4♣/♦		6		PRE when 1 st /2 nd /3 rd seat 8-8.5tricks ♥/♠ when 4 th seat	4M=To play +1 slam slam interest	After (4M) 4NT usually suggest two place to play Weak RKCB (0/1/1.5/2/2.5)	+2 ASK nearest K/ ASK 3 rd 5NT ASK lowest K/ ASK 3 rd
4♥/♠		6		PRE	New suit=cue-bid	6cards RKCB (14/30/25/2+1Q/2+2Q)	Exclusive RKCB (03 14)
4NT	YES			Minors 6-5+	5♥/♠=weak RKC in ♣/♦; 5NT: pick		DEPO when strong response forces slam
5♣/♦		7		PRE	New suit=cue-bid		