




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: Hong Kong, China EVENTS: WBF Youth U16 2023 PLAYERS: Manson Cai & Kelvin Mak
1-level = 8-18 pts, 5+ cards expected		Lead	In Partner's Suit			
2-level = 10-18 pts, 6+ cards or 5+ cards strong suit	Suit	3 rd	3 rd			
Resp.: Weak jump raise ; Cuebid = Limit raise or better ; New suit = NAT, constructive, NF ; Limit NT responses	NT	3 rd	3 rd			
	Subseq	Remaining count	Remaining count			
	Other:					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
15-18 pts, system-ON	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE		
	Ace	AK+ / Ax	AKQ+	Natural, 2/1 GF		
	King	KQ+ / Kx	KQJ+ / KQ10+	5-card major		
	Queen	QJ+ / Qx	QJ10+ / QJ9+ / AQJ+	Weak 1NT		
	Jack	J10+ / KJ10+ / Jx	J109+ / KJ10+ / AJ10+	Multi 2♦		
	10	109+ / 10x	109+ / Q109+ / K109+ / A109+	Weak 2-suiter 2♥/♠		
	9	9x	9x			
1-Suit: Weak jump overcall	Hi-x	Xx	xxX+ / xxX+			
2-Suit:	Lo-x	HxXx / HxX / xxX	HxXx / HxX / xxX	1NT Opening: 12-14 pts		
Reopen:	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	
(1m) – 2m = ♥ + ♠, 55+	Suit	1 Attitude	Count	S/P	Open 2♦ = 6-♥ or 6-♠, 5-10 pts	
(1M) – 2M = Other major + unknown minor, 55+		2 Count	S/P		Open 2♥ = 5-♥ and 4+ minor, 5-10 pts	
(1X) – 2NT = 2 lower unbid suits, 55+		3 S/P			Open 2♠ = 5-♠ and 4+ minor, 5-10 pts	
	NT	1 Attitude	Count	S/P		
VS. NT (vs. Strong / Weak; Reopening; PH)		2 Count	S/P			
X = 17+ pts		3 S/P				
2♣ = ♥ + ♠, 54+ / 45+	Signals (including Trumps):					
2♦/♥/♠ = NAT, 6(5)+ cards	Reversed attitude, standard count, 1 st discard Lavinthal					
2NT = ♣ + ♦, 55+						
3X = NAT preempts						
	Doubles					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)					
X = Takeout	Takeout X thru 4♠					
Other = NAT						
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
X = Majors	Negative X thru 4♦					
NT = Minors	Maximal X					
Other = NAT, preempt-oriented						
				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKEOUT DOUBLE				4 th suit GF		
1-level new suit = NAT, F ; 2-level new suit = NAT, NF, 7-10 pts ;						
Weak jump raise ; 2NT = Fit opening suit, INV or better ;						
XX = 10+ pts, usually no fit				PSYCHICS: Rare, uncontrolled		

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣/♦		3	4♦	11-21 pts 3-3 minors open 1♣ 4-4 minors usually open 1♦	1♦/♥/♠ = 6+ pts, 4+ cards, may bypass ♦ if weak ; 1♦ – 2♣ = NAT GF ; 1♦ – 3♣ = NAT, INV ; 1m – 2-level jump shift = NAT, slam try ; Inverted raises 1m – 2m = 10+ pts, F2NT or 3m ; 1m – 3m = 5-9 pts ; Double jump shift = Splinter ; Limit NT resp. 1NT/ 2NT/ 3NT = 6-10/ 11-12/ 13-15	New Minor Force after opener rebid 1NT or 2NT Vs opp.'s interference, Jump raise = weak Cuebid = Limit raise or better New suit forcing (positive free bids) Jump shift = Splinter raise	Inverted raises ON
1♥/♠		5	4♦	11-21 pts	Weak jump raise 3M/ 4M = < 6 pts, 4+M support ; Bergen 3♣/♦ = 6-9/ 10-12 pts, 4+M support 2NT = GF raise, 13+ pts, 4+M support 3-other major/ 4♣/♦ = Splinter raises, 12-15 pts ; 3NT = 13-15 pts, any 4333 with 3M ; 4-other major = NAT, to play 2/1 GF ; 1NT F1	Vs opp.'s interference, Jump raise = weak Cuebid = Limit raise or better New suit forcing (positive free bids) Jump shift = Splinter raise 1M – 1NT ; 2NT = Artificial GF, relay 3♣	1NT NF 2♣ = Drury, fit M, INV
1NT			4♦	12-14 pts, balanced 5M332, 6m322 or 5m422 possible	2♣ = Puppet Stayman ; 2♦/♥ = Transfer ; 2♠ = Relay 3♣, 6+♣ or 6+♦, weak ; 3♣/♦ = NAT, INV ; 3♥/♠ = NAT, slam try ; 4♣ = Gerber ; 4♦/♥ = Texas transfer	1NT – (X) - ?? XX = Relay 2♣, 5+♣ or 5+♦, weak Other = system-ON 1NT – (overall) – ?? X = Takeout ; 2-suit NF, 3-suit F ; 2NT = Lebensohl, relay 3♣ ; Cuebid = Stayman, GF ; Jump 4♣/♦ = Texas, 6+♥/♠ ; 4♥/♠ = NAT, to play	
2♣	✓	0	4♦	Strong and artificial 22+NT or any GF hands	2♦ = Waiting 2♥/♠/ 3♣/♦ = NAT, 8+ pts, good suit		
2♦	✓	0		5-10 pts, 6-♥ or 6-♠ maybe 5-carder NV	2♥/♠/ 3♥/♠ = P/C ; 2NT = Ask ; 4♣ = Trf to M ; 4♦ = ask opener bid his M ; 3♣/♦ = NAT, NF ; 3NT = To play ; 4♥/♠ = NAT, to play	2♦ - 2NT ; ?? 3♣/♦ = 6-♥/♠, good hand 3♥/♠ = 6-♥/♠, bad hand	
2♥/♠	✓	5		5-10 pts, 5M and 5(4)+ minor (usually 55+ when Vul)	Raises 3M/ 4M = To play, NF ; 3♣ = Play opener's minor, pass or correct 3♦ ; 3♦ = Fit M, INV+ ; 2NT = Ask, 15+ pts ; 3NT = To play	2M – 2NT ; ?? 3♣/♦ = M + ♣/♦, minimum 3♥/♠ = M + ♣/♦, maximum	
2NT			4♦	20-21 pts, balanced 5M332, 6m322, 5m422 or stiff A/K possible	3♣ = Puppet Stayman ; 3♦/♥ = Transfer ; 3♠ = Minor Stayman ; 4♣ = Gerber ; 4♦/♥ = Texas transfer	HIGH LEVEL BIDDING	
3X		7(6)		NAT preempts, 5-10 pts can be 6-card NV	Raise NF ; New suit F	RKC 1430, DEPO vs interference Cuebid = 1 st or 2 nd control, up-the-line 5NT = Pick a slam	
3NT			4♦	25-27 pts, balanced 5M332, 6m322, 5m422 or stiff A/K possible	4♣ = Stayman ; 4♦/♥ = Transfers ; 4♠ = 55+ minors 4NT = Blackwood	Exclusion Blackwood	
4X		8(7)		NAT preempts	Raise NF ; New suit F		