




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: NATURAL Last Updated: 04 - 03 - 2023 NCBO: Hong Kong, China EVENTS: U31 / Mixed Team PLAYERS: Sam Tsz-Chuen TSENG / Niko Pui-Yi MAN
8-17 HCP (occ. light)		Lead	In Partner's Suit			
Can be 4 card at 1 level	Suit	4 th best, MUD	3 rd or 5 th best			
Responses: New suit forcing; CUE = LR+ [33];	NT	4 th best, TON	3 rd or 5 th best			
PRE DBL RAISE	Subseq	Standard Remaining Count	Standard Remaining Count			
Reopening: Aggressive	Attitude lead after showing support					
	A for ATT; K for CT lead in 5+ suit contract and returning trick(s)					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2 nd seat: 15-18 HCP; 4 th seat: 11-15 HCP	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE	
For 1NT/2NT over 1M/2M opening:	Ace	AKx(x), Ax	AKx(x)		2 over 1 Game Force	
2/3♠ = ♦ suit; 2/3♦ = ♥ suit; 2/3♥ = ♠ suit; Other system on	King	KQx(x), Kx, AK	KQx(x), AK		5522 Opening [1], Five-card major, Strong NT	
If transfer to opponent suit = Staymen; Accept transfer = No major	Queen	QJx(x), Qx	QJx(x), AQJx(x)		Opening may be light at 3 rd seat	
	Jack	JTx(x), Jx	JTx(x), HJT(x)		Wild preempt at non-vulnerable	
JUMP OVERCALLS (Style; Responses; Reopen)	10	(H)T9x(x)	(H)T9x(x)		1NT Opening: Good 14 - bad 17 HCP, Bal/Semi-bal hand, can have 6m	
1-Suit: NV: Preemptive	9	9x			2 OVER 1 Response: Absolute Game Force	
V: Intermediate at 2 level (9-12 HCP); Preemptive at 3+ level	Hi-x	Xx, xXxx	Xxxx, Xxx		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2-Suit: 2NT: Lowest Unbid 2 suits	Lo-x	xXx, HxX	HxX		1. Transfer response after 1♣ opening [2]	
Any strength [37]	SIGNALS IN ORDER OF PRIORITY			2. Inverted Minor after 1♣ [3]		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	3. 1♦ - 1NT/2♣ = artificial GF relay [4]	
2-level CUE= Michaels [37]	Suit	1 Attitude	Count	Attitude	4. XYZ Convention [13]	
1m-2m=♥+♠		2 Count	Attitude	Suit Preference	5. Gazilli [14]	
1M-2M=unbid major + either minor		3 Suit Preference			6. Weak 2♥/♠ [21]	
VS. NT (vs. Strong / Weak; Reopening; PH)	NT	1 Attitude	Count	Attitude	7. 2♦ opening = both majors PRE when vul	
Non-passed Hand: [29]		2 Count	Attitude	Suit Preference	8. 3NT = Both Majors PRE [25]	
2♠= One or both majors; >12 HCP		3 Suit Preference			9. HELLO Convention [31]	
2♦ = Both majors, Weak	Carding: UDCA, standard suit preferences				10. Transfer response after 1M - (2oM) and Michaels Cuebid [32]	
2♥ = NAT, weak	Smith Echo:				11. Negative Free Bids at 2 level [33]	
2♠ = NAT, weak	Low for Encourage for open leader; High for Encourage for partner				12. LEBENSOHL [35]	
2NT = One minor, constructive	Standard Remaining Count				13. Kokish Defense against Multi 2♦ opening [36]	
3♠/♦ = PRE X = PEN	X=any 1-suiter [30]				14. SANDWICH for passed hand [37]	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			15. Unusual versus unusual after U2NT [39]		
Below 4♠: X=T/O; 4♠ or above: X=PEN	Emphasize majors, minor unclear					
Jumps = Leaping Michaels [38]; CUE = Ask Stop	Response: New suit non-forcing; CUE = LR+, any shape					
2NT=15-18 Balanced hand; 3NT=To Play	Aggressive Reopenings					
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
Strong artificial 1♠ openings are treated as natural in defense	NEG DBL thru 3♠			1M-(X)-XX: Forcing till 2M		
Suction after strong artificial 2♣ openings;	NO SUPP DBL			After penalty oriented X or XX		
X/♠ = ♦ / (♥+♠); ♦ = ♥ / (♠+♣); ♥ = ♠ / (♠+♦); ♠ = ♣ / (♦+♥)	Maximal and Game try DBLs					
NT = ♠+♦/♥+♣	Responsive DBLs					
OVER OPPONENTS' TAKEOUT DOUBLE	Against bid and raise below 4♥: DBL=T/O oriented			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
New suit = NF, Jump = PRE, XX = Strength [34]				In unclear situation, we may not pass		
DBL raise = PRE; 1M-(X)-2NT = LR+, Support; 3m = INV				PSYCHICS: Random, Seldom;		
1♠ - (X) - XX = Transfer to ♦, else system on				May open/overcall off-shaped 1NT; Tactical bids after preempts		

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	11-21 HCP 1) ♣ suit, unbalanced hand	Inverted minor: 2♣ = GF; 3♣ = PRE [3] 1♦/♥ = 4+ ♥/♠; 1♠ = no major; 1NT = INV	1♣ - 1X - 2♦ = Gazilli 1♣ - 1X - 2NT = 18 - 19 Bal	Inverted minor off 1♣ - 2M = Maximum hand
				2) Any 11-14 or 18-19HCP bal	2♦/♥ = 6+ ♥/♠; 2♠ = minors, GF; 3♦/♥/♠ = PRE	1♣ - 1X - 3♣ - 14 - 16 HCP	
1♦		4	4♥	11-21 HCP ♦ suit, unbalanced hand	1♥/1♠ = NAT; 1NT = Transfer to 2♣ 2♣ = GF relay; 2♦ = Bal INV; 2♥/♠ = WJS [5]	1♦ - 1M - 2M = 3+ cards [6]; then 2NT = 4 card INV 1♦ - 1M - 1NT = Gazilli	1♦ - 2♣ = Constructive
					2NT = Jacoby; 3♣ = INV; 3♦ = PRE [3]; 3M = SPL	1♦ - 1M - 2NT = 4441 GF	
1♥		5	4♦	11-21 HCP [7]	1NT = F1 [8]; 2NT=4+ SUPP [9]; 2♠ = 5+♠ and 3♥ [10]; 3NT=Good PRE in ♥ 3♣/3♦ = INV; 3♠/4♠/♦ = Splinter 2/1 = GF [15]; 4♠ = T/P	1♥ - 2♥ - 2NT = General game try 1♥ - 1♠ - 2♠ = 3+ cards; then 2NT = 4 card INV XYZ, Gazilli [14]	2-way Reverse Drury [12] XYZ on [13]
1♠		5	4♥	11-21 HCP	1NT=Forcing; 2NT=4+ SUPP; 3♣/♦/♥ = INV, 3NT=Good PRE in ♠ or ♥ Splinter 4♣/♦ = Splinter, 2/1 = F1, 4+ suit (5+ for 2♥)	1♠ - 2♠ - 2NT = General Invite 1♠ - 2♠ - 3♣/3♦/3♥ = Slam Try XYZ, Gazilli	2-way Reverse Drury 1♠-2♥ = NF XYZ on
1NT				(14) 15-17 HCP No 5cM, can have 6cm	2♣ = STAY [16]; 2♦ = TRF or ♦ slam try [17] 2♥ = TRF; 2♠ = MSS or weak ♦ or weak both minors 2NT = weak ♣ or GF ♣; 3♣/3♦ = INV 3♥/3♠ = 5-5+M, INV/GF; 4♣ = STAY; 4♦/4♥ = TRF	Escape system after 1NT - (X) [19] Smolen [18]	
2♣	YES			Strong Hand 1) 22+ Balanced 2) 8.5+ Playing Tricks	2♦ = 5-7 HCP; 2♥ = 8-9 HCP; 2♠ = 0-4 HCP 2NT = 10+ HCP; 3 suit = 2-3 Top Honours; 3NT = Any 6+ solid suit [20]		
2♦	YES			5+ ♦, PRE (NV) 5-4+ Majors, 6-10 HCP (V)	2M = NF; 2NT = Enquire [21] 2M = To Play; 2NT = Enquire; 3m = GF		New suit NF
2♥/♠				5+ suit, PRE	2NT = Enquire; Raise = PRE		
2NT				20-21 HCP Bal/Semi-bal	3♣ = ROMEX [22]; 3♦/♥ = TRF [23]; 3♠ = MSS [24] 3NT = Relay to 4♣; 4♣ = Ms; 4♦/♥ = TRF		
3 suit		6		PRE	New suit F1 (NF after 3♣ when NV vs Vul)		New suit NF
3NT	YES			6-5+ Majors, PRE	4♣ = S/T; 4♦ = Pick M; 4M = T/P; 4NT = RKC [25]		
4m		6		PRE			
4M		6		To Play	4NT = RKCB	HIGH LEVEL BIDDING	
4NT	YES			65+ minors, PRE	5-7m = To Play 5♥ = Ask for major first round control; 5NT = GSF	RKC (14, 03), 5NT ask lowest King [26] Q ask - no Q: return to trump -- with Q: bid lowest King, or 5NT	SSA after RKCB [28] 5M invite mostly based on trump quality Splinters exclude singleton A or K
5♣/♦		7		To Play			
5/6M	YES			Grand Slam Force	6M = 1 Top Honor; 7M = 2 Top Honors	D0P1 for interference [27] 5NT Grand Slam Force; 6♣ response = A or K	Last train cuebids