

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<h1 style="margin: 0;">WBF Convention Card</h1>	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Aggressive in general			Lead	In Partner's Suit		
1 level 7-17 HCP, normally 5+ cards, 2 level 10-18 HCP 5+ cards		Suit	3rd / 5th, 0/1	3rd / 5th, 0/1		
Response: Jump raise = PRE, Jump new suit = fit raise		NT	4 <sup>th</sup> ; Top/ 2 <sup>nd</sup> from weakness	3rd / 5th, 0/1		
Response: Ruben Advance		Subseq	ATT	ATT		
		Others: Top from xxxx for bid-and-raised partner's suit			Category:	Natural – Green <span style="float: right;">Last Update: 2023.06.21</span>
		Leading trump (including partner's suit): S/P			NCBO:	Hong Kong, China
					Event:	All
					Players:	Ng Suk Man (Charmain) – Lydia Fung
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2 <sup>nd</sup> /4 <sup>th</sup> live = 14-18; system as over 1NT opening		Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Reopening = vs 1m = 11-15/ 1M = 14-17; system as over 1NT opening		Ace	AKx (+); Ax (+)	AKx (+)		1♣ = 2+, may have 4♦; 1♦ = 5+ except 4441; 5-card major; Strong 2♣
		King	AK; KQ(x+)	KQ(x+); KQJ(x+); AKJ10(x+)		Transfer Responses; 2♦ = Weak both majors; Weak 2M; 2NT = 19-21
JUMP OVERCALLS (Style; Responses; Unusual NT)		Queen	QJ(x+)	QJ(x+); KQ109(x+)		Balanced minimum opening = 11 HCP
1-Suit: RPE; system as over corresponding opening		Jack	J10(x+); KJ10(x+)	J10(x+); KJ10(x+)		
Reopening = 6-card+ good hand		10	109(x+); H109(x+)	109(x+); H109(x+)		
2-Suit: 2NT = 2 lowest suits, flexible range		9	9x	9x		1NT Opening: 14-16
Reopening 2N= 20-21; system as over 2NT opening		Hi-x	Sx; HxSx; HxSxxx	xSx		2 OVER 1 Responses = FG
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Direct = MICHAELS CUE (flexible range):			Partner's Lead	Declarer's Lead	Discarding	Reverse Bergen Raise
(1m)-2m = ♥+♠; New suit = NF; 2NT = strong enquiry		Suit: 1 <sup>st</sup>	ATT	SP	O/E	Lebensohl
(1M)-2M = oM+m; New suit = NF; 2NT = strong enquiry; 3♣ = P/C		2 <sup>nd</sup>	CT	S/P	CT	Transfer Responses
Jump CUE = stopper ask:		3 <sup>rd</sup>	SP			Defenses against 2♦ opening [27] [28]
Lowest new suit = no stopper; CUE = FG; New suit = F1; 4M/5m = NF		NT: 1 <sup>st</sup>	ATT	SP	O/E	HELLO [29]
VS. NT (vs. Strong / Weak; Reopening; PH)		2 <sup>nd</sup>	CT (K/Q & 3cd + seen)	CT		
X = Penalty (opener's minimum 13 or below)/ 5m+4M; 2♣ = ♥+♠, at least 5-4		3 <sup>rd</sup>				
2♦ = PRE in a major; 2M = NF; 2NT = PRE in a minor; 3m = NF [31]		Signals (including Trumps): UDCA, Odd Even Discard				
PH: X = ♣+ major; 2♣ = ♣+♦						
2♦ = ♦+ major; 2M = M+m; 2NT = ♣+♦						
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES				
DBL=T/O thru 4♥; LEB after T/O on Weak 2		TAKEOUT DOUBLES (Style; Responses; Reopening)				
3-level CUE = stopper ask; 4-level CUE = ♥+♠; (2M)-4m = oM+m		Aggressive and may be light with classic shape or at reopening position				
2NT = 14-18; system as over 2NT opening; 3NT = NF						
(4m)-4NT = NAT; (4♥)-4NT = ♣+♦; (4♠)-4NT = 2 suits						
VS ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
Vs. strong 1m: NAT, treatment as natural opening		1♠-(X)-XX = ♦; 1♥-(X)-XX = ♥; 1♣-(1♦)-X = ♥; 1m-(1♥)-X = ♠			FG situation: standard approach	
Vs. strong 2m: NAT		NEG DBL thru 4♥			Under obvious sacrifice: standard approach	
		RESP DBL thru 3♠				
OVER OPPONENTS' TAKEOUT DOUBLES		MAX DBL only available at 3♣ for ♦ fit, 3♦ for ♥ fit, 3♥ for ♠ fit			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1♠-(X)-XX = ♦; 1♥-(X)-XX = ♥; system as if no double		No SUPP DBL nor SUPP REDBL, they all show strength				
1M-(X) - (XX) = 10+; system as if no double		Lead directing DBL and Lightner DBL				
Ruben advance after 1M – (X)					Psychics: extremely rare	

OPENING BID DESCRIPTIONS							
Open	Art	Min	ND	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣		2	4♥	10-21, may have 4♦ may have 5-card suit with 6♣+	1♠ = ♥ [1]; 1♥ = ♠ [2]; 1♣ = 6+, no 4M [3]; 1NT = FG, 5♦+ and 4M+ [4] 2♣ = NF, ♣+♦; 2♦/♥ = WK 6♥/♠+; 2♠ = INV, 5♣+ 2NT = 10-11; 3♣ = PRE; 3♦/M = WK 6♦/M +; 3NT = NF 4♣ = PRE; 4♦ = both m; 4M/5m = NF	XYZ Convention [32]; New Major Game Force Fourth Suit Game Force 1X 1Y-2NT Advances	
1♦		4	4♥	10-21, 5-card+ except 4441 may have 5-card major with 6♦+	1♥ = ♥ [5]-[8]; 1♠ = ♠; 1NT = NF; 2♣ = FG, 4♣+; 2♦/♥ = WK 6♥/♠+ 2♠ = INV+, 4♦+ [9]; 2NT = 10-11; 3♣ = INV, 6♣+; 3♦ = PRE 3M = WK 6M+; 3NT = NF; 4♣ = both m; 4M/5m = NF	XYZ Convention [32]; New Major Game Force Fourth Suit Game Force; Gazilli [16] 1X 1Y-2NT Advances	
1♥		5	4♦	10-21, 5-card+ 4-card in 3 <sup>rd</sup> and 4 <sup>th</sup> seat possible may have 5♠ with 6♥+	1♠ = ♠ [10]; Forcing 1NT [11]; 2m = FG, 4m+; 2♥ = Constructive 2♠ = 8-10 6♣+, deny 3♥; Mod. Jacoby [12]; Rev. Bergan Raise [13] 3♥ = PRE; 3♠ = weak 6♣+; SWISS 3NT; 4m = PRE	XYZ CONVENTION; GAME FORCING 2♠ Fourth Suit Game Force; Gazilli [16] 1X 1Y-2NT Advances	SEMI-FORCING 1NT TWO-WAY REV. DRURY [15] 2NT = 6-10, ♣+♦
1♠		5	4♥	10-21, 5-card+ 4-card in 3 <sup>rd</sup> and 4 <sup>th</sup> seat possible	FORCING 1NT [14]; 2m = FG, 4m+; 2♥ = FG, 5♥+; 2♠ = Constructive Modified Jacoby; Reverse Bergan Raise 3♥ = INV, 6♥+, short in ♠; 3♠ = PRE; SWISS 3NT; 4m = PRE; 4♥ = NF	Fourth Suit Game Force; Gazilli	SEMI-FORCING 1NT TWO-WAY REVERSE DRURY 2NT = 6-10, ♣+♦
1NT				14-16 may have 5M, 6m or 5m+4M seldom with singleton	STAYMAN [18]; JACOBY [19]; 2♠ = range ask/ ♣ [20]; 2NT = ♦; 3♣ = NF, ♣+♦; 3♦ = FG, ♣+♦ 3♥/♠ = 13+, 31(45)/13(45); 3NT = NF; 4♣ = ♥+♠ any 6-4 TEXAS; 4♠/4NT = QUANT with ♠/♣; 5m = NF	SMOLEN Escape after 1N- (X) [17]	
2♣	Y			ART, STR, 22+ if BAL	2♦ = 5-7; 2♥ = 8-9; 2♠ = 0-4; 2NT = 10+ (count AKQ only) [21] 3X = Good 6-card+ suit, little side value;	Jump bid by opener = self-sufficient trump	
2♦	Y			♥+♠, at least 5-4 [22] 4 <sup>th</sup> seat = 10-12, 6♦+	2M/3♣/3M = NF; 2NT = relay; 3♦ = FG, NAT; 4m = relay 2M = NF; 2NT = INV, NAT; 3♣/3M = FG, NAT; 3♦ = courtesy		
2♥		5		NAT, PRE [23]	2♠ = NF; 2NT = puppet to 3♣; 3♣ = puppet to 3♦; 3♦ = FG, NAT 3♥/4♥ = PRE; 3♠/4m = lead directing; 3NT/4♥/5m = NF		
2♠		5		NAT, PRE [24]	2NT = puppet to 3♣; 3♣ = puppet to 3♦; 3♦ = puppet to 3♥ 3♥/4m = lead directing; 3♠/4♠ = PRE; 3NT/4♥/5m = NF		
2NT				19-21 [25]	STAY; Transfer; 3♠ = minors or ♦; 3NT = NF; 4♣ = FG, 6♣+ TEXAS; 4♠/4NT = QUANT with ♠/♣; 5m = NF	SMOLEN	
3X		6		NAT, PRE [26]	3-level new suit = FG, NAT; 3NT/4M = NF 3♣-4♦/3♦-4♣/3M-4♣ = PMRKCB 4-level new suit = CUE		
3NT	Y			7-card+ solid minor	4♣ = p/c; 4♦ = strong relay Then 4♥/4♠/4N = ♥/♠/om short; 5m= no short		
4X		6		NAT, PRE	4M over 4m = NF; New suit = CUE		
4NT	Y			PRE in ♣+♦	5m = NF; 5♥/♠ = RKCB in ♣/♦; 5NT = pick a slam		
HIGH LEVEL BIDDING							
Cue-bid style: 1 <sup>st</sup> /2nd, last train;							
Concept of fast arrival; Forcing Pass; Pass and pull; Non-Serious 3NT; RKCB-1430; ORKCB; PMRKCB; PMB; SPL;							