


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WBF Convention Card	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>	<b>OPENING LEADS STYLE</b>					
Aggressive in general, 4-card only when good suit quality;		<b>Lead</b>	<b>In Partner's Suit</b>			
Cue-bid: F1 OR INV+ with 3+ SUPP; Jump cue-bid = 6-9, 4+ SUPP;	<b>Suit</b>	3rd(Even)/Lowest(Odd), 0/1	3rd(Even)/Lowest(Odd), 0/1			
New-suit: Non-jump = Constructive; Jump = GF;	<b>NT</b>	TON, 4th, 0/1	3rd(Even)/Lowest(Odd), 0/1			
Simple raise = Courtesy; Jump Raise = PRE; 1NT = NF;	<b>Subseq</b>	Remaining CT / ATT	Remaining CT / ATT			
Similar style in reopening seat;	<b>Other:</b> vs 5/6, K = ask for CT, A = cashing				<b>CATEGORY: RED</b>	
	Top from small cards for raised partner's suit				<b>NCBO:</b> Hong Kong, China	
					<b>EVENTS:</b> Any	
					<b>PLAYERS:</b> Eric Moo, Vinci Wan	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	<b>LEADS</b>				<b>SYSTEM SUMMARY</b>	
At 2 <sup>nd</sup> seat: usually 15 -18	<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>		<b>GENERAL APPROACH AND STYLE</b>	
At 4 <sup>th</sup> seat, over 1m, usually 15-18, For 1M, usually 12-15	<b>Ace</b>	AKx(+), AQ(+), Ax	AK(+), AQ(+), Ax		5-cards+ M, 2/1 Game Forcing	
Responses over 1M (with 5 card): 2♣ = 5+♦, 2M-1 = Stayman	<b>King</b>	KQ(+), KQJ(+), AK, Kx	KQ(+), KQJ(+), AKJT(+), Kx		Semi-Forcing 1NT after 1M	
Others responses are same as 1NT opening	<b>Queen</b>	QJ(+), Qx	QJ(+), KQT9(+), AQJ(+), Qx		1♣ = 10+ HCP, 2+cards OR Any 22+HCP OR Any 8.5+tricks	
	<b>Jack</b>	KJT(+), JT(+), Jx	AJT(+), KJT(+), JT(+), Jx		2♣ = 4-9 HCP, 5-4+ Majors	
<b>JUMP OVERCALLS (Style; Responses)</b>	<b>10</b>	KT9(+), QT9(+), T9(+), Tx	AT9(+), KT9(+), QT9(+), T9(+), Tx		2♦ = 10-13 HCP, 5-5+ Majors	
<b>1-Suit: PRE</b> May be 5 cards and wide range	<b>9</b>	9x	9x, 9xx, 9xxx		<b>1NT Opening:</b> NV 1 <sup>st</sup> or 2 <sup>nd</sup> seat 10-13, allow singleton	
Responses: System as over corresponding opening;	<b>Hi-x</b>	Sx, xxSxxx, HxSxxx	Sx, Sxx, Sxxx		Else 12-14, allow singleton	
<b>2-Suit:</b> unusual 2NT for 2 lower unbid	<b>Lo-x</b>	xxS, xxxS, HxS, HxxxS	HxxS(+), HxS, xxxSx(+)		<b>2 OVER 1 Response:</b> Always GF by an un-pass hand	
	<b>SIGNALS IN ORDER OF PRIORITY</b>				Style : Aggressive	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
2m cue bid show both majors, 2M cue bid show Top and Bottom	<b>Suit</b>	1	ATT	SP	ATT	1♣ = 10+ HCP, 2+cards OR Any 22+HCP OR Any 8.5+tricks
jump cue-bid = ask stopper		2	SP	CT	SP	Transfer responses on 1♣ opening
		3	CT			1NT = 10-13 (NV 1 <sup>st</sup> or 2 <sup>nd</sup> seat) / 12-14 HCP, allow singleton
<b>VS. NT (vs. Strong / Weak; Reopening)</b>	<b>NT</b>	1	ATT	SP	ATT	2♣ = 4-9 HCP, 5-4+ Majors
X = Penalty, 2♣ = Both majors, 2♦ = Either major, preemptive		2		CT		2♦ = 10-13 HCP, 5-5+ Majors
2♥ = ♥, 2♠ = ♠, 2N = one minor, 3X = Preemptive		3				3NT = 7+M, 8+tricks
<b>Passed hand: DONT</b>	<b>Signals:</b> UDCA, Obvious Shift				4NT = 8+m, 9+tricks	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>					Michaels Cuebid over 1m opening	
vs weak 2: cue=ask stopper, 4m = leaping michaels					Cuebid over 1M opening = Top & bottom	
vs high-level: 4NT = takeout, cue = 2-suiter takeout					Unusual 2NT	
	<b>Doubles</b>				Sandwich 1NT for Passed Hand	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				Lebensohl	
Vs Strong 1♣/1♦: Treated as NAT 1♣/1♦ opening;	Takeout Double: 4♠; Style : Aggressive, can be 8 HCP only at NV				Modified Rubensohl	
Vs Strong 2♣: X = majors, NT = minors, others = natural	If no wasted HCP in the short suit				Ruben Advance	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				Fit Raise in Competition	
1♣-(X)-XX = ♦; 1♦-(X)-XX = ♥; 1♥-(X)-XX = ♠	Negative Double thru 4♥, beyond shows general strength;				<b>SPECIAL FORCING PASS SEQUENCES</b>	
1♠-(X)-XX = T/O with 8+HCP	Negative Double strongly suggests 4-card in other M, but not promised				After game-forcing sequences	
1♦ = ♥, 1♥ = ♠, 1♠ = T/O with 8+HCP, 1NT = ♣ suit	Responsive Double thru 3♠, beyond shows general strength;					
New suit at 2 level = Ruben Advance	NO SUPP DBL NOR SUPP RE-DBL;				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
2♣-(X)-Pass = 5+♣, 2♠-(X)-XX = Pick a M, 2♠-(X)-2♦ = 5+♦, NF	MAX DBL available at 3♣ for ♦, 3♦ for ♥, 3♥ for ♠;					
2♦-(X)-Pass = 5+♦, 2♦-(X)-XX = Penalty	1♣-(1♦)-X = ♥; 1m-(1♥)-X = ♠					
2M-(X)-XX = Escape with 2 suiter, 2M-(X)-2NT = INV+ with M fit	1♣-(X)-XX = ♦; 1♦-(X)-XX = ♥; 1♥-(X)-XX = ♠					
2M-(X)-3m = NF, 2♥-(X)-2♠ = NF, 2♠-(X)-3♥ = NF	1♠-(X)-XX = T/O with 8+HCP				<b>PSYCHICS:</b> Seldom	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣	√	0	4♥	11+ HCP or by Rule of 19 5-4m open longer May have a 5-card suit with 6+♣	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 0-5 HCP or INV+ w/o 4M 2♣ = INV+, 2NT = 5♥5♦ or 5♠5♥, INV 2♦ = GF, 2♥ = 6+♠ WJS, 2♠ = 7-9 HCP, 4+♣ 3♦ = INV, 3♥/3♠ = Preemptive	XYZ 1♣-1♦-1♥ = Artificial GF, 22+HCP or 8.5+tricks 1♣-1♥-1♠ = Artificial GF, 22+HCP or 8.5+tricks	
1♦		4	4♥	11-21 HCP or by Rule of 19 5-4m open longer May have a 5-card suit with 6+♦	2♦ = INV+, 2♠ = 6-9 HCP, 4+♦ 2♥ = 6+♠ WJS, 3♣ = INV, 3♥/3♠ = Fit jump	XYZ	2♣ = Maximum pass
1♥		5	4♦	10-21 HCP or by Rule of 19 May have 5-card ♠ with 6+♥	1NT = Semi-forcing, 2♠ = Any void splinter 2♣ = 2+ cards, GF, 2♦ = 5 card+, GF, 2♥ = Courtesy Modified Jacoby 2NT, Bergan Raise 3♥ = Preemptive, 3♠ = Any singleton splinter 3NT = Fit jump in ♠, 4♣/4♦ = Fit jump	After 1♥-1NT, 2♣ = Gazilli, 2♦ = 3 cards+, 2NT = 18+, 6+♥ Jump new suit = 55+ 14-16 After 1♥-2♥, 2♠ = Asking, 2N = 4+♠, slam try; 3 new suit = 55+ slam try After 1♥-2♣, 2♦ = catchall, 2♥ = 4+♦, 2N = 14-17	2♣ = max, 3♥ 2♦ = max, 4+♥ 2♠/3♣/3♦ = Mini-splinter
1♠		5	4♥	10-21 HCP or by Rule of 19	2♣ = 2+GF, 2♦ = 5+ GF, 2♥ = 5+ GF 2♠ = Courtesy, Modified Jacoby 2NT, Bergan Raise 3♠ = Preemptive; 3NT = Any singleton splinter 3♥ = Any void splinter, 4♣/4♦ = Fit jump, 4♥ = to play	Similar as 1♥ 1♠ - 2♠, 2NT = Asking	Similar as 1♥
1NT				NV 1 <sup>st</sup> or 2 <sup>nd</sup> seat: 10-13 HCP Else: 12-14 HCP may have 5M, 6m may have singleton	2♣ = Stayman, Smolen, 2♦/2♥ = Jacoby Transfer, 2♠ = Bal hand INV+ or 6+m INV or 5-5m GF 2NT = ♣ NF/GF or ♦ GF, 3♣ = 5-5m NF, 3♦ = ♦ NF 3♥/3♠ = 31(54)/13(54) GF, 4♣ = 6-4M 4♦/4♥ = Texas Transfer, 4♠ = 5♦6♣, 4N = 6♦5♣	Modified Rubensohl after interruption Being doubled, XX = relay to 2♣, 2♣ = ♣+any, 2♦/♥/♠ = NF After XX and relay to 2♣, 2♦ = ♦+M, 2♥ = both M Pass = suggest to play	2♣ = Transfer ♦
2♣	√	0		4-9 HCP, 5-4+M	2♦ = Asking, 2♥/2♠ = ♥/♠ preference 2NT = 6+♣, INV+, 3♠ = 6+♦, INV+, 3♥/3♠ = Preemptive 3♦ = 4-4+ M, preemptive 4♣ = Ask for transfer, 4♦ = Pick a M	2♣-2♦-2♥/2♠-2♥/2♠/2N = Asking	4 <sup>th</sup> seat, 5-4M, 10-13 HCP
2♦	√	0		10-13 HCP, 5-5+M	2♥/2♠ = ♥/♠ preference, 2NT = INV to 3NT 3♥/3♠ = Preemptive, 3♣ = 2-2M or Fit ♥, INV+ 3♦ = Fit ♠, INV+, 4♣/4♦ = Set trump	After 2♦-3♣, 3♦ = Max, 0-1♦, 3♥ = NF, 3♠ = Max, (65)11 3NT = Max, 0-1♣ After 2♦-3♦, 3♥ = Max, (65)11, 3♠ = NF, 3NT = Max, 0-1♦ 4♣ = Max, 0-1♣	4 <sup>th</sup> seat, 5-5M, 10-13 HCP
2♥		5		4-9 HCP, 6(5)+♥	2♠ = 6+♣ INV+ or LD ♣ with ♥ fit; 2N = Modified Ogust; 3♣ = 6+♦ INV+ or LD ♦ with ♥ fit; 3♦ = 6+♠ INV+ or LD ♠ with ♥ fit, 3♥ = blocking 3♠/4m = Fit raise	After 2♥-2NT, 3♣ = Bad suit quality + no side A/K 3♦ = Bad suit quality + side A/K 3♥ = Good suit quality + no side A/K 3♠ = Good suit quality + side A/K	4 <sup>th</sup> seat, 6 cards, 10-13 HCP
2♠		5		4-9 HCP, 6(5)+♠	2N = Modified Ogust; 3♠ = blocking 3♣ = 6+♦ INV+ or LD ♦ with ♠ fit; 3♦ = 6+♥ INV+ or LD ♥ with ♠ fit; 3♥ = 6+♣ GF or LD ♣ with ♠ fit; 4m = Fit raise	Similar as 2♥	4 <sup>th</sup> seat, 6 cards, 10-13 HCP
2NT				20-21 HCP	Romex stayman, Texas, 3♦/3♥ = transfer, 3N = 0-3, 6+m 3♠ = pup 3NT, to play or SI in minor, 4♣ = 6-4 M		
3m		6		PRE	3♣-3♦ = ask 3 cards M, 3M = 6+M, F1, 4m = RKCB	<b>HIGH LEVEL BIDDING / CUE-BIDDING</b>	
3M		6		PRE	4♣ = RKCB	RKCB (14-03-25-25-Odd with void-Even with void)	Cue-Bidding
3NT	√			7+M, 8+tricks	4♣ = Slam try; 4♦ = Pick your M	EKCB (03-14-2-2)	1) Cue bid A first
4m		7		PRE		5NT RKCB (6♣ = Even, 6♦ = Odd)	2) Pd's suit = A / K (Q in 2nd round)
4M		7		To Play		D0P1	3) Self suit = A / KQ
4NT	√			8+m, 9+tricks		DEPO	