



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card		
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			<div>NCBO Logo &amp; Colored Stickers:</div> <div></div> <div>Feb-2024</div>		
1-level: usually 5+, 8+HCP; 2-level: 5+ cards; 10+HCP;			<b>Lead</b>	<b>In Partner's Suit</b>			
RESP: 1/1 → 3/1 → 3/2=F1; 2/1 → 2/2 : NF → NT : NAT		<b>Suit</b>	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>			
CUE : F1 → Double jump : SPL		<b>NT</b>	4 <sup>th</sup>	4 <sup>th</sup>			
		<b>Subseq</b>	Same as above	Same as above			
		<b>Other:</b> 0/1			<b>CATEGORY:</b> NATURAL		
		Vs NT, K ask unblock Q, Q ask unblock J			<b>NCBO:</b> Hong Kong, China <b>EVENTS:</b> Mixed		
					<b>PLAYERS:</b> Gui Sheng Yue – Wang Wenfei		
<b>1NT OVERCALLS (2<sup>nd</sup> / 4<sup>th</sup>Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>		
1NT : 15-18 HCP ;		<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>		
Bal 1NT : 11-15HCP; → 2NT : 19-21 ;		<b>Ace</b>	AK(+), Ax (+)	AK(+),	Natural 5-card M;		
X and then bid NT : 16-18 → X and then jump bid NT : 22-24		<b>King</b>	KQ(+), AK (+)	AKJ10(+),KQ(+)	Multi 2 ♦		
		<b>Queen</b>	QJ(+), Qx	QJ(+), KQ109(+), AQJx(+)	Convenient Minor		
		<b>Jack</b>	HJ10(+), J10(+), Jx	J10(+), Jx	Inverted Minor		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		<b>10</b>	H109 (+), 109 (+); 10x	HJ10x (+),109 (+)			
1-suit: Pre-emptive, RESP: New suit F1, 2NT: ask		<b>9</b>	9x;	H109x, 9xx; 9x	<b>1NT Opening:</b> 15-17 HCP, can have 5 cards M or 6 cards		
2-suit: 2NT:2 Lowest Unbid,		<b>Hi-x</b>	Sx; xxS; xxSx; xxxS	Sx; Sxx; xSxS; xSxSx (+)	<b>minor, may have singleton</b>		
Bal. : intermediate, 13-15 HCP, 6+ good suit		<b>Lo-x</b>	HxS; HxSx; HxxxS (+);	HxS; HxxS(+)	<b>2 OVER 1 Response:</b> Game Force except rebid		
		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>		
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>		
2-level CUE: Michael, cue minor = both major, cue major = other major		<b>Suit</b>	1 ATT, STD	Count, STD	ATT, STD	1	2♣ : ART, STR
+ 1 minor, either weak or strong			2 Count, STD	S/P	Count, STD	2	2♦ : 1 major, weak
RESP: 2NT =ask, others nat.			3 S/P		S/P	3	2♥ : ♥ + minor
Jump cue bid: ask stopper to play 3NT		<b>NT</b>	1 ATT, Upside down	Smith(STD)	Low = E	4	2♠ : ♠ + minor
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>			2 Count, STD			5	3NT : 1 solid minor suit, at most 1 side K
VS 1NT: X = PEN, 2♣ = both major, 2♦ = 1 major, 2♥/♠ = ♥/♠ + m			3 S/P				
Pass hand: X = 5m + 4M		<b>Signals (including Trumps):</b>			6	4 <sup>th</sup> seat opening : 2♦/♥/♠ = NAT, 11-13 HCP, 6+ good suit	
		Smith Echo					
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		<b>DOUBLES</b>					
T/O X thru 4♦ ,		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>					
vs weak 2 : LEB on after X, jump overcall mid-str above,		Emphasize Major(s); minors unclear;					
Jump to 4♣/♦ : ♣/♦ + other major		Aggressive reopening					
<b>VS. ARTIFICIAL STRONG OPENINGS</b>							
VS STR 1♣: X= Both Major; 1NT= Both Minor; Others=Natural		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>		
1♣ (P) 1♦ (?) X= Both Major; 1NT= Both Minor;		NEG DBL: thru 4♦ ;					
		SUPP DBL or RDBL: thru 2♥					
		MAXIMAL DBL					
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		OPTION DBL;			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>		
New suit: 1 level=F1, 2-level=NF; Jump new suit : pre-emptive		LIGHTER DBL;					
1NT : good raise, 2NT : 4 cards support, inv+, double jump : SPL		RESP DBL;					
					<b>PSYCHICS:</b> Rare		

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	3♠	11-21 HCP, no 5cM 33 minor open 1♣	Walsh, 1NT=6-10 HCP, 2NT = INV 2♣ = 10+ HCP, Forcing, 3♣ = 6-9 HCP, 5+♣ 3♦/♥/♠: 7+, pre-emptive, 3NT = 12-14	1♣ - 1M - 1NT - 2♣/♦ =; 2-way checkback 1♣ - (1♦) X = both major; 1♣ - (X) ? 1 level: F1, 2 level: NF, 1NT=NAT, 2NT=weak, 3♣ = INV	
1♦		3	3♠	11-21 HCP, no 5cM 3# only if 4432	1NT=6-10 HCP, 2NT = INV; 2♦ = 10+ HCP, Forcing; 2♣ = FG; 3♣ = 6+♣ INV; 3♦/♥/♠ = NAT, pre-emptive		
1♥		5	3♠	11-21 HCP	1NT = 5 - 11 HCP, semi-F, 2NT=BAL, FG 2/1 = FG; 3♣ = 3 cards ♥ INV, 3♦ = 4+♥ INV 3♠/4♣/4♦ = SPL	1♥ - 1♠ - 1NT - 2♣/♦ = 2-way checkback	Reverse Drury
1♠		5	3♠	11-21 HCP	Same as above, 3♥/4♣/4♦ = SPL 4♥ = TO Play		Reverse Drury
1NT				15-17 HCP, can have 5 cards M or 6 cards minor, may have singleton	2♣ = STAY; 2♦/♥ = TRF; 2♠ = minor STAY; 2NT = Transfer to 3♣; 3♣/♦ = 6+♣/♦ INV 3♥ = 4144/40(45)/41(53); 3♠ = 1444;/04(54)/14(53); 4♦/♥ = TRF, 4NT = INV		
2♣	YES			STR	2♦ = waiting; 2♥/♠/3♣/♦ = 5+ cards. 2 honours; 2NT= 10+ HCP, forcing to slam	2♣ - 2♦ - 2♥ = <b>Kokish</b>	
2♦	YES			Multi: 6+ cards M, weak 4 <sup>th</sup> position: 6+♦ 11-13	3♣/♦ = Nat F1; 2NT = ask, 3H/S/4H = P/C 4♣ = ask transfer, 4♦ = ask bid the suit	2♦ - 2NT - : 3♣ = ♥ max, 3♦ = ♠ max, 3♥/♠ = min	
2♥/♠	YES	5		♥/♠ + minor, weak	2NT = Asking; 3♣/4♣/5♣ = P/C	3♣/♦ = 5♥/♠ - 4+♣/4+♦ min, 3♥/♠ = 5♠-5+♣/5+♦ max	
2NT				20-21 BAL	3♣ = Stayman; 3♦/♥ = TRF; 3♠ = MSS; 4♣ = 5-5 M		
3♣		6		PRE	New suit F1, 4♦= Slam try	HIGH LEVEL BIDDING	
3♦		6		PRE	New suit F1, 4♣=Slam try	RKCB 14/03, Blackwood 14/03	
3♥		6		PRE	New suit F1, 4♣=Slam try		
3♠		6		PRE	New suit F1, 4♣=Slam try		
3NT	YES	7		1 solid minor suit, at most 1 side K	4♣/5♣ : Pass or Correct, 4♦ : F, 4♥/♠ = To play		
4♣/♦		7		PRE	4♥/4♠= To Play		
4♥/♠		7		PRE	4NT = RKCB		
4NT	YES			1 minor, STR			