




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Coloured Sticker:		
8-17 HCP (occ. light)			Lead	In Partner's Suit			
Responses: New suit forcing; CUE = LR+;		Suit	4 th best	4 th best			
PRE DBL RAISE		NT	4 th best	4 th best			
		Subseq	Standard	Standard			
		Other: 0/1 Lead			CATEGORY: Green		
					NCBO: Hong Kong, China EVENTS: APBF Congress 2024		
					PLAYERS: Cindy Cai – Oscar Deng		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2 nd seat: 15-18 HCP; 4 th seat: 15-18 HCP		Lead	Vs. Suit		GENERAL APPROACH AND STYLE		
Full system on		Ace	AKx(x), Ax		2/1 Game Forcing		
		King	KQx(x), Kx		Five-card major		
		Queen	QJx(x), Qx		Disciplined preempts and overcalls		
		Jack	JTx(x), Jx		Strong Notrump openings		
JUMP OVERCALLS (Style; Responses; Reopen)		10	(H)T9x(x)				
1-Suit: Preemptive		9	9x				
2-Suit: N/A		Hi-x	Xx, xXxx		1NT Opening: 15-17 HCP, Bal/Semi-bal hand. Can hv 5-card major		
		Lo-x	xXx, HxX		2 OVER 1 Response: Absolute GF		
		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Suit	Partner's Lead	Declarer's Lead	Discarding	1. Weak 2♦/♥/♠	
N/A			1 Attitude	Count	Attitude	2. Positive Free Bid	
			2 Count			3. Forth Suit Game Force	
		3	Suit-Preference			4. Two-way Check Back	
VS. NT (vs. Strong / Weak; Reopening; PH)		NT	1 Attitude	Count	Attitude		
Suit = Natural			2 Count				
NT = Minors			3 Suit-Preference				
		High = Encourage/Even					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)					
Until 4♥: X=T/O		Emphasize majors, minor unclear					
NT=15-18 Balanced hand		Response: New suit non-forcing; CUE = GF, any shape					
		Most doubles below game level take-out					
VS. ARTIFICIAL STRONG OPENINGS		Aggressive reopening			SPECIAL FORCING PASS SEQUENCES		
Natural		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			After Game-Forcing Sequences		
		Negative DBL thru 3♥					
		Against bid and raise below 4-level: DBL=T/O oriented					
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKEOUT DOUBLE					In unclear situation, we may not pass		
1-level New suit = Forcing 1 Round, 2-level New Suit = NF							
XX = Strength Jump = PRE DBL raise = PRE							
					PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♦	12-21 HCP, no 5cM	2♣ = F1; 3♣ = Blocking 1NT = 6-10 HCP, NF; 2NT = ivt to 3NT	Two-way Check Back New minor/suit Forcing	GF → INV
1♦		3	4♦	12-21 HCP, no 5cM	2♦ = F1; 3♦ = Block 3 cards only when 4432		GF → INV
1♥		5	4♦	12-21 HCP	1NT = F1; 2NT = 4+ Support, GF 1M-2m = 4+, GF; 2M = Constructive Raise; 3♣ = 6-8, BERG; 3♦ = 9-11 BERG; 3M = BLOCK	Smolen	GF → INV
1♠		5	4♦	12-21 HCP			GF → INV
1NT				15-17 HCP	2♣ = STAY; 2♦/2♥ = TRF; 2♠/3♣ = Minor transfers 3♦ = 5-5M, GF; 3♥/♠ = (31)(54)+; 4♦/♥ = TEXAS		
				No 5cM, can have 6cm	2NT = inv; 4NT = Quan; 4♦/♥ = Texas		
2♣				22+ BAL OR 8.5+ Tricks	2♦ = waiting; others = 8+ NAT		
2♦/♥/♠		6		Weak 2	New suit forcing 2NT = Ogust Raise = Blocking	After Ogust: 3♣ = Bad point bad suit; 3♦ = Bad point good suit 3♥ = Good point bad suit; 3♠ = Good point good suit	
2NT				20-21 HCP	3♣ = STAY; 3♦/3♥ = TSF		
				Balance/Semi-balance			
3X		7		PRE	New suit forcing		
3NT				To Play			
4X		7		PRE			
						HIGH LEVEL BIDDING	
						RKC (14, 30)	