DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE						
8-17 HCP (occ. light)		Lead		In	Partner's Suit	None I d	
Responses: New suit forcing; CUE = LR+;	Suit	4 <sup>th</sup> best		4 <sup>th</sup> best		NCBO Logo & Coloured Sticker:	
PRE DBL RAISE	NT	4 <sup>th</sup> best		4 <sup>th</sup> best		Coloured Sticker:	
	Subseq Standard			Standard		CATEGORY: Green	
	Other: 0	ther: 0/1 Lead			NCBO: Hong Kong, China EVENTS: APBF Congress 2024		
						PLAYERS: Eric Wang – Ethan Yao	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2 <sup>nd</sup> seat: 15-18 HCP; 4 <sup>th</sup> seat: 15-18 HCP	Lead	Vs. Suit Vs. NT		Vs. NT	STSTEIN SUININART		
Full system on	Ace AKx(x), Ax AKx(x)			GENERAL APPROACH AND STYLE			
	King	KQx(x), Kx	K	(Qx(x), Al	C, AKJTx(x)	2/1 Game Forcing	
	Queen	QJx(x), Qx	Q	QJx(x), AC	QJx(x)	Five-card major	
	Jack	JTx(x), Jx	J	JTx(x), HJTx(x)		Disciplined preempts and overcalls	
JUMP OVERCALLS (Style; Responses; Reopen)	10	(H)T9x(x)	(H	(H)T9x(x)		Strong Notrump openings	
1-Suit: Preemptive	9	9x		9x			
2-Suit: N/A	Hi-x	Xx, xXxx	x)	Xxx			
	Lo-x xXx, HxX xXx, HxX			1NT Opening: 15-17 HCP, Bal/Semi-bal hand. Can hv 5-card major			
	SIGNALS IN ORDER OF PRIORITY					2 OVER 1 Response: Absolute GF	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead Declarer's Lead Discarding		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
N/A	1	Attitude Co		nt	Attitude	1. Weak 2♦/♥/♠	
	Suit 2	Count				2. Positive Free Bid	
	3	Suit-Preference					
VS. NT (vs. Strong / Weak; Reopening; PH)	1	Attitude	Cour	nt	Attitude		
Suit = Natural	NT 2	Count					
NT = Minors	3	Suit-Preference					
	Upside D	Down Count and Attitu	ude				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOU	TAKEOUT DOUBLES (Style; Responses; Reopening)					
Until 4♥: X=T/O	Emphasi	Emphasize majors, minor unclear					
NT=15-18 Balanced hand	Resp	Response: New suit non-forcing; CUE = GF, any shape			ny shape	_	
	Most doubles below game level take-out						
VS. ARTIFICIAL STRONG OPENINGS		ive reopening				SPECIAL FORCING PASS SEQUENCES	
Natural	SPECIA	L, ARTIFICIAL AND	COMPETITI	VE DOU	BLES/REDOUBLES	After Game-Forcing Sequences	
	Negative DBL thru 3♥  Against bid and raise below 4-level: DBL=T/O oriented						
				T/O orien	ted		
					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		GF → INV	
					1NT = 6-10 HCP, NF; 2NT = ivt to 3NT			
					2♦/♥/♠ = 5+ cards, GF			
1 ♦		3	4♦	12-21 HCP, no 5cM	2		GF → INV	
				3 cards only when 4432	1NT = 6-10 HCP, NF; 2NT = ivt to 3NT	Natural Development		
					2 <b>∀</b> /• = 5+ cards, GF			
1♥		5	4♦	12-21 HCP	1NT = NF; 2NT = INV		GF → INV	
					1M-2m = 4+, GF; 2M = Constructive Raise;			
1♠		5	4♦	12-21 HCP	3♣ = 6-8, BERG; 3♦ = 9-11 BERG; 3M = BLOCK		GF → INV	
1NT				15-17 HCP	2♣ = STAY; 2♦/2♥ = TRF; 2♠/3♣ = Minor transfers			
					4♦/♥ = TEXAS			
				No 5cM, can have 6cm	2NT = inv; 4NT = Quan; 4 ◆ / ▼ = Texas			
2♣				22+ HCP BAL	2♦ = waiting; others = 8+ HCP, NAT			
				Or 8.5+ tricks				
					New suit forcing			
2♦/♥/♠		6		Weak 2	2NT = Invite			
					Raise = Blocking			
2NT				20-21 HCP	3 <b>.</b> = STAY; 3 • /3 • = TSF			
		_		Balance/Semi-balance				
3X		7		PRE	New suit forcing			
3NT		-		To Play				
4X		7		PRE			2122112	
						HIGH LEVEL BIDDING		
-						RKC (14, 30)		