




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card			
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Coloured Sticker:			
1 level = 8+ HCP (occasionally light), 5+ (occasionally 4) cards			Lead	In Partner's Suit				
2 level = 10+ HCP, 5+ cards	Suit	3 <sup>rd</sup> or 5 <sup>th</sup>		3 <sup>rd</sup> or 5 <sup>th</sup>				
Responses: 1/3 Level New Suit = F1, Cue = LR+;	NT	4 <sup>th</sup> w/ H, 2 <sup>nd</sup> w/o H, TOP		4 <sup>th</sup> w/ H, 2 <sup>nd</sup> w/o H, TOP				
	Subseq	4 <sup>th</sup> , Standard		4 <sup>th</sup> , Standard				
	Other: 0/1, A asks for ATT, K asks for CT				CATEGORY: GREEN			
					NCBO: Hong Kong, China		EVENTS: ALL (Updated 20250615)	
					PLAYERS: Chung Yu Kai, Fan Ling Wen			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY			
2 <sup>nd</sup> : 15-18 HCP, Balanced;		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE			
Responses: System on	Ace	Ax, AK(+), AKJ+, AK		Ax, AK(+), AKJ+	5-cards+ M, 2/1 Game Forcing, Convenient minors, Strong 1NT			
Passed hand: Unusual, (5-4+)	King	Kx, KQ(+), AK(+)		KQ(+)	Forcing 1NT after 1M, open the higher ranking suit for 5-5 or 6-6			
4 <sup>th</sup> : 12-15 HCP, Balanced;	Queen	QJ+, Qx		QJ+, AQT9(+)	Strong 2♣			
Responses: System on	Jack	Jx, JT+, HJT(+)		JT+, HJT(+)	Major Oriented, First X usually takeout			
JUMP OVERCALLS (Style; Responses; Reopen)		10	Tx, T9x+, HT9(+)					
1-suit: Pre-emptive	9	9x		9x				
2-suit: 2NT: 2 lowest unbid	Hi-x	Sx, xxS, xxSx, xxxxS(+)		Sxx, xSxx, xxxSx(+)	1NT Opening: 15-17, 5M/6m/5422 possible			
	Lo-x	HxS, HxxxS(+)		HxxS(+)	2 OVER 1 Response: Always FG by an un-pass hand			
	SIGNALS IN ORDER OF PRIORITY							
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Suit	Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2-level cue: Michaels	1		ATT: Low = Encrg	CT: Low = Even	ATT: Low = Encrg	3NT = Gambling		
Jump cue-bid: ask stopper	2		CT: Low = Even	Suit Preference	CT: Low = Even	Vs Multi 2♦: 2♥/♠ = Natural; X = 13-15, balanced		
	3		Suit Preference	ATT: Low = Encrg	Suit Preference	Vs Flannery 2♦: X = ♦ suit; 2♥ = t/o in ♥; others = natural		
	1		ATT: Low = Encrg	CT: Low = Even	ATT: Low = Encrg	Vs 2♥ = both majors; X = balanced t/o; others = natural		
	2		CT: Low = Even	Suit Preference	CT: Low = Even	Unusual vs Unusual		
VS. NT (vs. Strong / Weak; Reopening; PH)		NT	3	Suit Preference	ATT: Low = Encrg	Suit Preference	Positive Free Bid	
X = Same strength+, 2♣ = Both majors, 2♦ = Either major,	Signals: UDCA, Low = Encourage/Even, High = Discourage/Odd, smith				2-way Checkback after 1m-1M-1NT			
2♥ = ♥ + m, 2♠ = ♠ + m, 2N = One minor	echo, standard remaining count				(2♣ = Puppet to 2♦ then invite, 2♦ = FG)			
3X = Pre-emptive					2♦ = weak both majors			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)						2♥ / 2♠ = weak ♥ / ♠		
vs weak 2/3: X = t/o, Unusual vs Unusual					Fast Arrival at game level applies			
vs Gambling 3NT: X = Penalty, 4♣ = t/o, 4♦ = Both M								
Vs high-level: cue/m = Majors, cue/M = oM + minor								
4NT = 2 suiters								
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				SPECIAL FORCING PASS SEQUENCES		
Natural at 1 level except for 1NT	Negative Double: 4♥							
Suction: X = Stolen Bid	Supportive Double							
♣ = ♦/♥+♠; ♦ = ♥/♠+♣; ♥ = ♠/♣+♦; ♠ = ♣/♦+♥	Maximal Double							
NT = ♣+♥/ ♦+♠ (5/ 4-4+ at 1 level)	Against bid and raise below 3-level: Double = t/o oriented				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
	Stolen Bid Double							
OVER OPPONENTS' TAKEOUT DOUBLE		Lightner Double						
New Suit Force at 1-level	Low level X are usually t/o oriented							
XX = 10+ HCP, forcing to 2NT					PSYCHICS: Rare			
1M - (X) - 2NT: Jordan								

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		3	3♠	11-21 HCP May open with 10 HCP 6 card good suit	1♦ = 3+♦; 1M = 4+M; 1NT = 8-10 2♣ = 4+, GF; 2♦ = 5+♦ + 4+♠ 13+ <b>OR</b> 6+♦ 16+; 3♣ = 4-7 5+♣; 3♦ = Inv, 6+♦, 2M = Weak jump in M; 2NT=INV; 3♥/♠=SPL	2-way checkback, 4sGF, opener jump 2NT = 18-19 1♣ - 1Y - 2NT - 3♣ (check) - 3♦ (both or none) 1♣ - 1X - 1Y = unbalanced 1♣-2♣-?: 2♥/2♠ = 5+♣ 4♥/♠, 2NT=BAL, 3♣=5+♣ 4♦	System On
1♦		3	3♠	11-21 HCP May open with 10 HCP 6 card good suit	1M = 4+M; 1NT = 6-10 2♦ = 4+, GF; 2♣ = 4+♣, FG; 3♦ = 4-7 5+♦; 2NT = inv 2♥/♠ = Weak jump in M; 3♣ = 6+ INV; 3♥/3♠ = SPL	2-way checkback after 1m-1M-1NT 1♦ - 1Y - 2NT - 3♣ (check) - 3♦ (both or none) 1♦ - 1X - 1Y = unbalanced 1♦ - 1♠ - 2♦ - 2♥ = any GF	System On
1♥		5	3♠	11 – 21 HCP	1♠ = natural; 1NT = F1 2♣ = 2+ cards, FG; 2♦ = 5 card+, FG; 2♥ = 6-10 2♠ = weak jump shift; 2NT = Jacoby 2NT 3♣/♦ = Weak/ Strong Bergen Raise; 3♥/4♥ = PRE 3♠ = SPL; 3NT = 13-15, 4333; 4♣/♦ = SPL	After 1M – 2M, New suit = Help suit game try, 3M= blocking, 3NT = 5+M BAL, 18-19; 1M - 1NT - 2NT = Any GF; 1♥ - 1♠ - 2NT = Any GF; 1♥ - 1♠ - 2♥ - 2♠ = any GF	1NT = Semi-Forcing 2NT = BAL inv 2-way Reverse Drury 1M – 3m = FJS, 7-9 HCP
1♠		5	3♥	11 – 21 HCP	1NT = F1; 2♣ = 2+ cards, FG; 2♦/♥ = 5 card+, FG 2♠ = 6-10; 2NT = Jacoby 2NT 3♣/♦ = Weak/ Strong Bergen Raise; 3♥ = SPL 3♠/4♠ = PRE; 3NT = 13-15, 4333; 4♣/♦ = SPL		
1NT				14+ – 17 HCP may have 5M/5422/6m	2♣ = Stayman with smolen; 2♦/♥ = Jacoby Transfer; 2♠ = Minor stayman or weak 5-5m or weak ♦ or m GF; 2NT = (14)44 GF or weak ♣; 3♣ = puppet stayman; 3♦ = 5-5m FG; 3♥/3♠ = 55+M inv/FG; 4♣ = Gerber; 4♦/♥ = Transfer to ♥/♠; 4NT = inv. to slam	1NT - 2♣ - 2♦ - 2♥/♠; 5♥ 4♠ NF/4♥ 5♠ NF; 1NT - 2♣ - 2♥ - 2♠; 4♥ 5♠ inv Being doubled, XX = single m or both M 2♣ = ♣ + any, 2♦ = ♦ + M, 2♥/♠ = NF After XX, 2♣ = catch all, 2♦ = 3+♣ & equal length in M (cannot be 4333) New suit after transfer = GF After 4NT, responder bid any NT = to play (4NT bidder can go 6NT if total 33 HCP), 5X = accept invite, lowest 4+ card suit	1NT - 2♦/♥ - 2NT = super accept, 16-17 HCP 1NT - 2♦/♥ - 3♥/♠ = super accept, 15-16 HCP System on for PH responder
2♣	√	0		Strong hand (19+, 8.5+ playing tricks <b>OR</b> 22+ HCP)	2♦ = 0-1 ctrl; 2♥/2♠ = 2/3+ ctrl; 2NT = Transfer ♦, 6+, other suits no honour, suit at most 2 honours; 3♣ = 6+♣ 3♦/♥ = Transfer ♥/♠, 6+, other suits no honour, suit requires 2 or more honours;		D0P1/R0P1
2♦	√	4		5 – 10 HCP, any 5+4+ both M PRE (NV)	2NT = Ask; 3♣/3♦ = NF; 3M = PRE/mild invite	2♥-2NT-?: 3♣ = any min; 3♦/♥ = 5♥/♠ 4♠/♥max; 3♠ = 5-5M max, SPL in ♣/♦; 3NT = 6♥ 4♠; 4♣ = 6♠ 4♥; 4♦/♥ = 6♥/♠ 5♠/♥	
		5		5 – 10 HCP, any 5+♥ 5+♠ PRE (VUL)			
2♥		6		5 – 10 HCP, 6+ ♥ PRE	2NT = Ask; Ogust	3♣ = weak HCP, weak suit; 3♦ = weak HCP, good suit 3♥ = good HCP, weak suit; 3♠ = good HCP, good suit 3NT = solid suit	
2♠		6		5 – 10 HCP, 6+♠ PRE			
2NT				19+ - 21 HCP	3♣ = Puppet stayman; 3♦/3♥ = Transfer; 3♠ = Minor Stayman; 3NT = to play; 4♣ = 5-5M; 4♦/♥ = Transfer to ♥/♠; 4♠ = 5-5 m; 4NT = inv. to 6NT		
3♣/♦		6		PRE	New suit = 5+ cards, GF	HIGH LEVEL BIDDING / CUE-BIDDING	
3♥/♠		6		PRE	New suit = 5+ cards, GF	RKC (14-03-2-2), D0P1	
3NT	√			Gambling	4/5♣ = p/c; 4♦ = ask stiffness; 4♥/4♠ = to play	Quantitative 4NT	
4♣/♦		7		PRE		Grand Slam Forcing	
4♥/♠		7		PRE			