

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			<div>NCBO Logo &amp; Coloured Sticker:</div> <div><div></div><div></div><div></div></div>	
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	CATEGORY: GREEN	
	Other: 0/1, A asks for ATT, K asks for CT				NCBO: Hong Kong, China	
					EVENTS: ALL (Updated 20250627)	
					PLAYERS: Selina TSE, Belle YEUNG	
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+		Ax, AK(+), AKJ+	5-cards+ M, 2/1 Game Forcing, Convenient minors, Strong 1NT	
Passed hand: Unusual, (5-4+)	King	Kx, KQ(+)		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(+)		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	
	NT	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	
VS. NT (vs. Strong / Weak; Reopening; PH)		2 CT: Low = Even	Suit Preference	CT: Low = Even	Unusual vs Unusual	
X = 4M and longer m, 2♣ = Both majors, 2♦ = Either major,	3 Suit Preference	ATT: Low = Encrg	Suit Preference	Positive Free Bid		
2♥ = ♥ + m, 2♠ = ♠ + m, 2N = One minor	Signals: UDCA, Low = Encourage/Even, High = Discourage/Odd				2-way Checkback after 1m-1M-1NT	
3X = Pre-emptive	Standard Smith Echo				(2♣ = Puppet to 2♦ then invite, 2♦ = FG)	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)					2♦ = weak both majors	
vs weak 2/3: X = t/o, Unusual vs Unusual					2♥ / 2♠ = weak ♥ / ♠	
vs Gambling 3NT: X = Penalty, 4♣ = t/o, 4♦ = Both M	Doubles				Fast Arrival at game level applies	
Vs high-level: cue/m = Majors, cue/M = oM + minor	TAKEOUT DOUBLES (Style; Responses; Reopening)					
4NT = 2 suiters	11+ HCP, [over m] promise 4-3 in Majors; [over M] promises 3 in oM					
	Or 16+ any distribution					
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	

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 5+♣4Y 1♣-2♣-?: 2♥/2♠ = 4+♣4♥/♠, 2NT=BAL		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 4+♦4Y 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♠ = 6+S NF; 2NT = Jacoby 2NT 3♣/♦ = Strong/ Weak Bergen Raise; 3♥/4♥ = PRE 3♠ = SPL; 3NT = 13-15, 4333; 4♣/♦ = SPL	After 1M – 2M, New suit = Help suit game try, 3M= blocking; 1M – 2M – 3NT = 5+M BAL, 18-19; 1♥ - 1NT – 2NT = Any GF; 1♥ - 1♠ - 2NT = Any GF; 1♥ - 1♠ - 2♦/♥ - 2♠ = any GF; 1♠ – 1NT – 2NT = 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♣/♦ = Strong/ Weak Bergen Raise; 3♥ = SPL 3♠/4♠ = PRE; 3NT = 13-15, 4333; 4♣/♦ = SPL			
1NT				14+ – 17 HCP may have 5M/5422	2♣ = Stayman; 2♦/♥ = Jacoby Transfer; 2♠ = Minor stayman or weak 5-5m or weak ♦ or m GF; 2NT = 4441GF or weak ♣; 3♣/♦ = 6+ invite; 3♥/3♠ = 55+M inv/FG; 4♣ = Gerber; 4♦/♥ = Transfer to ♥/♠; 4NT = inv. to slam	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♦ - 2♠/2NT/3m = super accept, doubleton S/ 4333/doubleton m 1NT - 2♥ - 2NT/3m/3H = super accept, 4333/ doubleton m/H 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;			DOP1/ROP1
2♦	√	4		5 – 10 HCP, any 5+4+ both M PRE	2NT = Ask; 3♣/3♦ = NF; 3M = <b>PRE/mild invite</b>	2♥-2NT-?: 3♣ = Any min; 3♦/♥ = 5♥/♠ - 4♠/♥ max; 3♠/3NT = 5-5M max, SPL in C/D; 4♣ = 5-5M max, BAL; 4♦/♥ = 6♥/♠ - 4♠/♥		
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 = 6+m; 4♣ = 5-5M; 4♦/♥ = Transfer to ♥/♠; 4♠ = 5-5 m; 4NT = inv. to 6NT			
3♣/♦		6		PRE	New suit = 5+ cards, GF	<b>HIGH LEVEL BIDDING / CUE-BIDDING</b>		
3♥/♠		6		PRE	New suit = 5+ cards, GF	RKC (14-03-2-2), DOP1		
3NT	√			Gambling	4/5♣ = p/c; 4♦ = ask stiffness; 4♥/4♠ = to play	Quantitative 4NT		
4♣/♦		7		PRE		Grand Slam Forcing		
4♥/♠		7		PRE				