



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				WBF Convention Card 	
OVERCALLS (Style; Responses; 1/2 level;		OPENING LEADS STYLE				<div>NCBO Logo & Colored Stickers:</div> <div></div>	
Simple overcall: 8 – 16; 5+ cards (occ 4 cards at 1-level)		Lead		In Partner's Suit			
Michaels; CAPP; unusual NT (2 lower)	Suit	4 th best; MUD		=			
	NT	4 th best		= top of nothing			
After opp overcall : X=TO ; NT=play ; Cue = limit raise+ Jump raise : PRE	Subseq					CATEGORY:	
	Other:				NCBO:		EVENTS:
	Opening lead in NT: A asking for attitude; K or Q: unblock				PLAYERS:		Wong, Wing Kong – Liao, York
1NT OVERCALLS (2nd / 4 th Live; Responses;		LEADS				SYSTEM SUMMARY	
2 nd Position: 15-18	Lead	Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE	
4 th Position: 11-15	Ace	AKx+, Ax+		AKJT+		Natural 5 card major; convenient minor, forcing 1NT	
Response: System ON; except for Transfer into opp's suit, which = take-out.	King	AK, top of sequence		KQx+, AKx		1NT Opening: 15-17	
	Queen	Top of sequence / doubleton		top of sequence		2 OVER 1 Response: GF	
	Jack	Top of sequence / doubleton		Top of / internal sequence; 0 or 2.		WJS	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109+; 10x		109+; 10x		Principle of Fast Arrival.	
Jump overcall: variable according to own vulnerability.	9	9xx		9xx			
	Hi-x	Sx		Sx, Sxx ; xSxx+			
	Lo-x	XxS, xxxS+		XxxxS+ ; xxS+			
		SIGNALS IN ORDER OF PRIORITY					
DIRECT and JUMP CUE BIDS (Style; Responses;		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
CUE: Michaels	Suit	1 Attitude			1	Strong 2C: 8.5+ tricks	
		2 Count				2D: weak 2M	
		3 Suit preference				Inverted minors, forcing to 2N or 3m.	
VS. NT (vs. Strong / Weak; Reopening; PH)	NT	1 Attitude				Bergen as first resp to M opening (incl pass hand), but not with interf'ce.	
X = penalty, with strength equals high end.		2 Count				4 th suit forcing to game except 1L.	
Overcall: CAPP (2N = 2 m's)		3 Suit preference				2	Negative free bid at 2L.
2N resp to CAPP = strong, will show own suit later.	Signals (including Trumps):				3	Lebensohl: 3 cases:	
	Standard carding.					1N-2X-2N (= weak single suiter)	
						Wk2 – X – P - 2N;	
						2N after a reverse.	
					4.	1m-2m-4m=RKCB	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				5	Cue bid: 2 nd or 1 st (above G level) round control	
TO Double up to 3S, or weak 4 level bid.	TAKEOUT DOUBLES (Style; Responses; Reopening)				6	New suit after simple raise : help suit, invitational	
NT : 16-19, to play.	TO double up to 4H						
	Double followed by suit: STR hand (16+) with good suit.						
VS. ARTIFICIAL STRONG OPENINGS							
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES				SPECIAL FORCING PASS SEQUENCES		
	Negative Dbl thru 3S						
	Responsive Dbl thru 3H						
	Supportive Dbl or Rdbl: thru 2H with 3 card support						
OVER OPPONENTS' TAKEOUT DOUBLE	Max Dbl = 1X – 1Y (Y=X+1) – 3X – X (= max support for Y)				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
XX = 10+ & deny support; 1/3 L new suit = F1; 2L = NF							
Jordon: 1m/M – X – 2NT = limit raise or better.							
Jump raise = PRE.					PSYCHICS: Rare		

