



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBF Convention Card 	
OVERCALLS (Style; Responses; 1/2 level;		OPENING LEADS STYLE		<div> <div>NCBO Logo & Colored Stickers:</div> <div>  </div> </div>	
Simple overcall: 8 – 17; 5+ cards (occ 4 cards at 1-level)		Lead	In Partner's Suit		
Michaels; CAPP; unusual NT (2 lower)	Suit	4 th best; 0 or 2	=		
Advancer :	NT	4 th best; 0 or 2	=		
Cue Bid = limit raise or better.	Subseq			CATEGORY:	
Jump raise : PRE	Other: J denies any higher card.			NCBO: EVENTS:	
	Opening lead in NT: A asking for attitude; K or Q: unblock			PLAYERS: PeterYum ,Wong Wing Kong, Louis Shen and Seneca Kwan	
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.	Strong Jump Shift (SJS) only at 2L M.	
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		
2-Suit: 2N showing 2 lower ranking suits (opp suit must be 3+).	Hi-x	Sx	Sx, Sxx ; xSxx+		
	Lo-x	XxS, xxxxS+	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		O/E	1 Strong 2C: 8.5+ tricks
		2 Count			2D: Flannery, 11-15 pts
		3 Suit preference			Inverted minors, forcing to 2N or 3m.
VS. NT (vs. Strong / Weak; Reopening; PH)	NT	1 Attitude		O/E	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 at 1L.
Overall: CAPP (2N = 2 m's)		3 Suit preference			
2N resp to CAPP = strong, will show own suit later.	Signals (including Trumps):			2	Lebensohl: 3 cases:
	Standard carding.				1N-2X-2N (= weak single suiter)
					Wk2 – X – P - 2N;
					2N after a reverse.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			3	4C = Gerber if last bid is NT.
TO Double up to 3S, or weak 4 level bid.	TAKEOUT DOUBLES (Style; Responses; Reopening)			6	Cue bid: 2 nd or 1 st (above G level) round control
NT : 16-19, to play.	TO double up to 4H			7	New suit after simple raise : help suit, invitational
				8	Vs 1D (0-1), 2D & all overcalls are natural.
	Double followed by suit: STR hand (16+) with good suit.				
VS. ARTIFICIAL STRONG OPENINGS					
Vs big C : x = 2M; 1N = 2m ; else natural.	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
	Negative Dbl thru 3S				
OVER OPPONENTS' TAKEOUT DOUBLE	Responsive Dbl thru 3H			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
XX = 10+ & deny support; 1/3 L new suit = F1; 2L = NF	Supportive Dbl or Rdbl: thru 2H with 3 card support				
Jordon: 1m/M – X – 2NT = limit raise or better.	Max Dbl = extra but no convenient bid				
Jump raise = PRE.				PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C	X	3	3S	Rule of 20: HCP+ 2 longest suits	2C=11+; 1N=8-10; 2N=11-13; 3N=13-16. Strong jump shift.	Over 1m – 2m, 2N : stopper in both M, 2H/S : stopper in H/S.	
1D	x	4*	3S	Rule of 20 ; * except 4432	Same as 1C	Same as 1C.	
1H		5	3S	Rule of 20	1S: 4+; 1N: F1; Jacoby 2N (12+, no singleton);; Bergen; 2S+ = splinter (12+). 3N=15-17	Rebid covers all. After J 2N: bid singleton or simple rebid with good hand (slow arrival). 1M-2m-2M=min, 5+ (cover all); 2N = 18-19. 3N=15-17. Over opponents' Michaels: x=F1; Cue=FG;	
1S		5	3S	Rule of 20	1N: F1; Jacoby 2N; Bergen; 3H & above: splinter. 3N=15-17.	Same as 1H	2 way r Drury : 2C : 3 card limit raise ; 2D : 4 card limit raise.
1 NT				15 – 17, may have 5xM (must have 3x other M)	2C: STAY, maybe for NT inv. Smolen at 3L. Jacoby TRF, 4 way: 2S=m Stay 3C/D : 6+ suit w/l 2 top Honors, inv to 3N. 3H/S: 55M weak/strong(GF) Texas (4D/H): mild slam interest 4C Gerber 4N Quantitative Superfit in M.	After opp overcall: system ON if no bidding room was lost. 1. X: the hand is ours. / most likely 4 card in other M. 2. 2L: non forcing. 3. 2N; Lebensol: weak one suiter or strong hand with stopper if followed by 3N (i.e. 1N-2x-2N-P-3C-P-3N) 4. 3L: at least 5+ suit, forcing 5. 3N: no major, no stopper, good minors. If partner has no stopper either, then he goes to his minor. 6. P: 6-, no good one suiter. partner to decide.	
2C	x			22+ or 9M/10m tricks; "Game –1"	2D : 0-1 ctrls, etc. (over interference: X=0-1, P=2, etc.)		
2D	x			Flannery 11-15; 4-5 only.	2H/S = Play; 2N asking.	3/4m = 3/4 card m; 3H/S = 4522 min/max.	
2H	X			7- 11, 6+ HCP, no other M or void.	2N: Ogust		
2S	x			7- 11, 6+ HCP, no other M or void.	2N: Ogust		
2 NT				20 – 21	Same as 1N up 1 level, 3 way transfer.		
3C				PRE (rule of 234, <2 def tricks)	New suit forcing		
3D				PRE	New suit forcing		
3H				PRE	New suit forcing		
3S				PRE	New suit forcing		
3 NT		7+m		Gambling, no outside K.	4C/D = pass or correct		
Competitive							
Raise				Simple			
Jump raise				preemptive			
X				Take out			
NT				To play			
cuebid				Limit raise or better			
						Roman Key Card Blackwood: 1430/2/2.	Next 5L: asking for Q & outside K.
						Gerber: 0/4, 1, 2, 3.	
						Over interference: DEPO	