


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS (Style; Responses; ½ level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Stickers: CATEGORY: BLUE NCBO: CHINA MACAU EVENTS: All Events PLAYERS: Li, Jin & Ding, Yucheng	
8-15 HCP 5+ card			Lead	In Partner's Suit		
Responses: Cue Bid = F1		Suit	3 rd /5 th	same		
		NT	4 th highest	same		
		Subseq	As Above, ATT	As Above, ATT		
		Other: Unusual honor lead asks for unblock or count				
		Lead directing DBL: no suit to 3NT = Asks shorter M				
1NT OVERCALLS (2nd / 4th; Responses)		LEADS			SYSTEM SUMMARY	
2 nd : 15-18 HCP, BAL; 4 th : 12-14 HCP, BAL.		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Responses: System ON		Ace	AKx(+), Ax(+)	AKQx(+), AKJTx(+), Ax(+)		
		King	AK, KQx(+)	KQx(+), , KQTx(+)		
		Queen	Qx, QJx(+)	QJx(+), KQT9x(+)		
		Jack	Jx, JTx(+)	JTx(+), Jx		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	HJTx(+), Tx, T9x(+)	HJTx(+), Tx, T9x(+)	INT Opening: 13-15 HCP	
1 suit: weak 6+ card		9	HT9x(+), 9x	HT9x(+), 9x		
2 suits: 2NT = 55 minor		Hi-x	HxSx, Sx, xxSx	Sx, HxxSx, xSxSx, Sxx		
		Lo-x	HxS, HxxxS, xxS	HxS, HxxS, Sxx		
Reopen: 2NT = 18-20 HCP Balance; Suit = 12-15 HCP 6+ card		SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Michael Cue Bid		1	HI/LO=2	Same	Same	1 2D = Artificial GF or Balanced 25-27
Direct Jump Cue at 3 level = NT probe		Suit 2	Hi=ENCG			2 3NT = Gambling, Solid 7+ card minor, 10-15 HCP
		3	S/P			3 Michael Cue Bid
		1	Hi=ENCG	Same	Same	4 RKCB 1403
VS. NT (vs. Strong / Weak; Reopening; PH)		NT 2	HI/LO=2			5 DOPI
Vs weak NT, X = Optional		3	S/P			6 4 th Suit = FG
Vs strong NT, X = Penalty		Signals (including Trumps):				
2C = both major, 2D = 6+ card H/S		HI/LO Trump = 3 cards				
2H/S = 5 card H/S & 4+ card minor, 2NT = both minor		DOUBLES				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)				
2/3 level, X = Takeout		11-15 HCP with support in other 3 suits or 16+				
2NT = 16-18 HCP, 3NT = To play		RESP's min NT = 6-10 must have 1+ stopper				
4 level: X = Optional, 4NT = 2 suits takeout						
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
Vs 1C: X = both major		Negative X up to 4D				
1NT = both minor		Responsive X up to 3S				
1H/S = natural, response 2NT = strong raise		Maximal overcall X up to 3H				
OVER OPPONENTS' TAKEOUT DOUBLE		Support X up to 2H			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
New Suit = NF		Competitive X up to 3S				
Raise = Pre-emptive		Lightner X				
Redouble = 10+ looking for penalty					PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C	√	0	4D	16+ HCP	1D = 0-7 HCP	1H/S/2C/D = 5+ card NF	MODIFICATION IN COMP
				Any distribution		2H/S/3C/D = 19-22, 6+ card NF	1C – X: Pass = 0-4 HCP
						3H/S = 9 playing tricks NF	XX = 5-7 HC
						1NT = 16-19, 2NT = 22-24, 3NT = to play	Others = original meaning
					1H/S/2C/D = 8+ HCP 5+ card	Raise = Trump Asking <Note 1>	1C – Suit intervention
					1NT = 8 -13 or 16+ Balanced	2C = Asking <Note 2>, 2D/H/S/NT = Support Asking <Note 3>	New Suit = 8+ HCP, 5+ card
					2S = 14-15 Balanced	2NT = Asking <Note 4>, 3C/D/H/S = Support Asking <Note 5>	1NT = 8-13 HCP
					2H/2NT/3C/3D = 8+ HCP 4441 Suit Bid Below Singleton	2S/3C/3D/3H = Asking <Note 6>	X = 5+ HCP
					3H/S = 4-7 HCP 7+ card		
1D		1	4D	11-15 HCP	1H/S = 7+ HCP 4+ card	2C = at least 5/4 in minors	Negative Free Bids at
				1+ card		2NT = 3 card H/S & 6+ card D max	1/2 level vs intervention
						Checkback Stayman <Note 7>	
					1NT = 7-10 HCP, 2NT = 11-12 HCP 3NT = to play		
					2C/D = 4+ card 10+ HCP		
					2H = 4 card H & 5 card S weak		
					2S = 4 card H & 5 card S invite		
					3C = 5 card C & 4 card D 10-12 HCP		
1H/S		5	4D	11-15 HCP	1NT = Semi F	1H – 1S -2NT = 6+ card H and 3 card spade max	Negative Free Bids at
				5+ card	2C/D = 10+ HCP 4+ card F to 2NT	1H – 1S - 1NT – 2C = Checkback stayman <Note 7>	1/2 level vs intervention
					2H/S = 6-10 HCP 3 card support		1H/S - X - 1NT = single raise
					3C = 7-10 HCP 4 card support		2NT = limit raise
					3D = 10-12 HCP 4 card support		Drury and Fit Jump by
					3H/S = 0-6 HCP 4 card support		Passed Hand
					2NT = 13+ HCP Balance GF		
					3NT = 13-15 HCP 4 card support		
					Splinter		
1NT		N/A	4D	13-15 HCP Balanced	2C = NF Stayman, 2D = F Stayman <Note 8>	After 2C, 3C/D rebid by responder = 9-10 HCP 5+ card	1NT – X <Note 9>
					2H/S = Natural NF		Modified Lebensohl
					2NT = Puppet to 3C		Vs Intervention X = negative
					3C/D = 6+ card Inv.		
					3H/S = 6+ card GF		
2C		5	4D	11-15 HCP	2D = Relay	2H/S = 4 card H/S & 5+ card C <Note 10>	
				6+ card or 5 card + 4 card major		2NT = 6+ card C max, 3C = 6+ card C min	
						3D/H/S = 5 card D/H/S and 6 card C	
					2H/S = 7-10 HCP 5+ card		
					2NT = Natural		
					3D/H/S = Invite		
					4D = RKCB		

Note		
<1> 1C – 1H/S (8+ HCP 5+ card)		<5> 1C – 2S (14-15 Balanced)
2H/S = 6 steps trump asking bid	1 st step = 5+ card with No Top Honor (AKQ)	3C/D/H/S = 5+ card C/D/H/S and support asking
	2 nd step = 5 card with 1 Top Honor	1 st step = less than 4 controls and no support
	3 rd step = 5 card with 2 Top Honor	2 nd step = less than 4 controls with support
	4 th step = 6+ card with 1 Top Honor	3 rd step = 4 or more controls and no support
	5 th step = 6+ card with 2 Top Honor	4 th step = 4 or more controls with support
	6 th step = 5+ card with 3 Top Honor	5 th step = 4 or more controls with good support
After trump asking bid, new suit bid = control asking, 1 st step = no control		
	2 nd step = 2 nd round control	<6> 1C - 2H/2NT/3C/3D (8+ HCP 4441 Suit Bid Below Singleton)
	3 rd step = 1 st round control	2S/3C/3D/3H = Asking Range 1 st step = 8-10 HCP
		2 nd step = 11-13 HCP
		3 rd step = 14-16 HCP
		Etc.
<2> 1C – 1NT (8-13 or 16+ HCP Balanced)		
2C = Asking bid	2D = 4 card H 8-10 HCP	
	2H = 4 card S 8-10 HCP	
	2S = No 4 card Major 8-10 HCP	<7> 1D – 1H/S (7+HCP 4+ card)
	2NT = 4333, 11-13 HCP, then 3C asks	1NT – 2C = checkback
	3C = 4 card C + 4 card other suit, 11-13 HCP, then 3D asks	1NT – 2C = checkback
	3D = 4 card D + 4 card H, 11-13 HCP	2NT = puppet to 3C
	3H = 4 card H + 4 card S, 11-13 HCP	2NT = puppet to 3C
	3S = 4 card S + 4 card D, 11-13 HCP	
	3NT = 5332 with 5 card minor headed by at most J, 11-13 HCP	<8> 1NT – 2D – 2NT - 3C = Asking 3D = 3-3-4-3
	4C/D = 5332 with 5 card minor headed by at most J, 16+ HCP	3H = 2-3-4-4
		3S = 3-2-4-4
		3NT = 3-3-3-4
		1NT – 2D – 3C/D = 5 card Max
		- 3H = 2-3-4-4 Max
		- 3S = 3-2-4-4-Max
<3> 1C – 1NT (8-13 or 16+ HCP Balanced)		
2D/H/S/NT = 5+ card D/H/S/C and support asking		
	1 st step = 8-10 no support	
	2 nd step = 8-10 with support	
	3 rd step = 11-13 no support	<9> 1NT – X – XX = puppet to 2C
	4 th step = 11-13 with support	Then Psss = 5+ card C
	5 th step = 11-13 good support	2D = 5+ card D
		2H = 5+ card H
		2S = 5+ card S
<4> 1C – 2S – 2NT = Asking bid		1NT – X – 2C = 4 card C + 4 card D/H/S
	3C = 4 card C + 4 card other suit, then 3D asks	2D = 4 card D + 4 card H/S
	3D = 4 card D + 4 card H	2H = 4 card H + 4 card S
	3H = 4 card H + 4 card S	2S = unbalanced good hand
	3S = 4 card S + 4 card D	
	3NT = 4333, then 4C asks	

