

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			 NCBO Logo & Coloured Sticker: 	
Overall, 8-15, usu. 5+c, Occ. 4+c at 1-Level, sound when VUL						
Resp: Jump raise = PRE; Jump shift = Mixed Raise except Bergen		<b>Suit</b>	2 <sup>nd</sup> (MUD from Sxx+) or 4 <sup>th</sup> best with honor (A,K,Q, J)		<b>CATEGORY: GREEN</b>	
Cue – limited raise or better; Jump Cue = ask stop for 3N Fg to 4m		<b>NT</b>	2 <sup>nd</sup> (MUD from Sxx+) or 4 <sup>th</sup> best with H (A,K,Q)			
Response over opp's t/o X or overall – 1/3 level F1; 2-L NF		<b>Subseq</b>	Attitude; Low = Enc; usu. AT before CT; CT before SP		<b>NCBO: Hong Kong</b>	
		<b>Other:</b> Vs 5+ level suit contract, K = ask for CT			<b>EVENTS: ALL</b>	
		NT :AK from long suit = asks for unblock			<b>PLAYERS: Dora Lee – Emma Cheung UPDATE: 3 May 2013</b>	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
2 <sup>nd</sup> seat: usually 15-18, BAL Resp: system ON only (1x)1N(P)		<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
4 <sup>th</sup> seat, usually 15-18, BAL (1x)P(P)1NT – system ON		<b>Ace</b>	AK+ (AT/CT), Ax (2nd SP)	AK+ (AT), Ax	5c M, 5533, 2/1 GF for unpassed hand except 1♦-2♣	
Responses after interference: same as 1NT being interfered		<b>King</b>	KQ (AT), AK–stiff, Kx	KQTx+(CT)(ATT), AKJX	Forcing 1NT after 1M for unpassed hand	
		<b>Queen</b>	QJ+, AKQx+, Qx	QJTx+/KQT9+/AQJ9+/AKQx+	Strong 2♣, Multi 2♦ = weak 2H/S or strong 2N, 20-21	
		<b>Jack</b>	JT+, Jx, KJ10+	J10+, AJ10+, KJ10+, Jx	1♦-2♣ forcing to 3m; <b>reverse Bergen 3♦/♠</b>	
<b>JUMP OVERCALLS (Style; Responses; Reopen)</b>		<b>10</b>	109+, H109, H109+	H109+, 109	<b>WJS = ≤ 7; XYZ: 2♣ relay to 2♦; 2♦ FG;</b>	
<b>1-Suitor:</b> weak, 5+ cards suit, -ve free bid up to 2♠		<b>9</b>	9x, 98x(+)	H9x, 9xx, J9++, 109++, 987x	1x (P) 1M (2N) : nmf checkback	
<b>2-Suitors:</b> unusual 2NT for 2 lower unbid suits		<b>Hi-x</b>	Sx, xSx, xSxx	Sx, xSxx	<b>1NT Opening:</b> usually 15-17 (may 5-card Major, or 5422, or 6xm)	
(1x)-X = t/o-(1y)-3z = PRE; (4♠) 4NT = t/o X		<b>Lo-x</b>	HxS, HxxS+	HxS, HxxS+	1 <sup>st</sup> / 2 <sup>nd</sup> CTL cuebid up the line	
<b>Reopen:</b> opening hand or better		<b>SIGNALS IN ORDER OF PRIORITY - UDCA</b>				
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>Michaels Cuebid</b>		<b>Suit</b>	1 AT; low = enc	CT: hi = odd	AT; lower = enc	2♣ = 22+ HCP, or 44 = ≥ 4 quick tricks & ≤ 4 losers
jump cue-bid (western cuebid) = ask stopper for 3NT			2 Ct : low = even	Hi-low = odd	CT; Hi = odd	2♦ = multi: Weak 2♥ or weak 2♠ or 20-21, BH
			3 SP; Hi = high suit	SP: hi = high suit	SP: Hi = High suit	2♥ = weak 2♥ + m, 6 – 10; 2♠ = weak 2♠ + m, 6-10
		<b>NT</b>	1 ATT	Pd to Duck: CT	ATT	Fast arrival = no slam interest; 3NT = Gambling with no side A.K
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>			2 CT(K/Q & 3cd+ seen)		CT	1H: 1N: 2♠ = rev : Resp = Natural
<b>Reverse Capp</b> in direct & pass-out seat			3 SP : hi = high suit	SP : hi = high suit	SP : hi = high suit	Negative free bids at 2-level NF; 1/3 level F1
X = penalty, 2♣ = Both Ms, 2♦ = Either M; 2N = ♣ + ♦		<b>Signals:</b> Reverse, Low = welcome / even / low suit			Cuebid after opp's overcall = limited+ raise / any GF hand	
2♥ = ♥+minor, 2♠ = ♠+minor		Discourage AT at Trick 1 = obvious shift unless unusual discard			Michaels Cuebid, Unusual 2NT, Unusual Vs Michaels (Q lower = 4 <sup>th</sup> suit)	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		Vs NT: <b>Reverse Smith Echo</b> for Partner's 1 <sup>st</sup> led suit			1M in 3rd or 4 <sup>th</sup> seat -(P)- 2♣ = Reverse Drury, 2♦ = natural	
(weak 2): cue=ask stopper for 3N try, F to 4m,		<b>Doubles</b>			1N: 4♣ = Gerber 1430 2 2 GF+	
(weak 4) 4NT / cue = 2-suiters takeout					<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>	
(weak 2) 4♣/4♦ = <b>leaping Michael</b> , invite 4♠/4♥/5m		Takeout Double: (4♥)			Good-Bad 2NT after opponent's M fit. or preempted at 2 level	
(up to 4♥) X = take out X; (4♥)-4N = minors						
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>	
Vs Strong (1♣ = 16+): Mathe		<b>Negative Double:</b> (4♥); Supportive X & XX up to (2♠)			After 2/1 respond by an un-pass hand	
<b>Mathe:</b> (1♣) X = ♠ + ♥; 1N/2N = ♣ + ♦; others = natural overcall		<b>Responsive Double:</b> (4♥); 1y -(X)-XX = 10+ & normally no fit				
		<b>Game Try / Maximal Double</b> 1♠-(2♥)-2♠-(3♥) X				
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		1♠-(2♥)-2♠-(3♥)-3♠ = COMP			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
XX = 10+, F to 2NT, new suit at 2-level = NF; 3-L F1		Lead-directing <b>Rosenkrantz XX</b> = (1x)-1y-(X= -ve X)-XX=with y Ax or Kx			Only direct 4/5NT raise: quantitative, most cases: RKC	
<b>1m/M (X) 2NT! = 10+, natural;</b> 1m/M (X) 3 / 4 m/M = PRE / to play		<b>Balance of Power X</b> = Do something intelligent Pd, we have 23s HCP			Vs overcall, 1NT = 8 -10, <b>not promise stopper</b>	
<b>1M (X) 3♣/3♦! = Reverse Bergen ON when jump</b>		<b>Snapdragon X</b> : (1x)-1y-(1/2z)-X = long 4 <sup>th</sup> suit & can tolerate 2y				
					<b>PSYCHICS:</b> Seldom	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		3	4♥	11-21 HCP, Rule of 20 Rule of 20 + 2 quick tricks when RED	1♦ = 2+c, 1NT= 8-10 HCP, 2♦ =Weak 2♣/3♣ = inverted, 2NT (invite) = 10-12 HCP 2♥/2♠ = jyy WJS, 3NT (nf) = 13-15 HCP	xyz, 4 <sup>th</sup> suit GF, opener's jump 2NT = 18-19 hcp (nmf ON) After 1♣-1♥, 2♠ = rev, 3♦/3♠ = Spl, 4m = 4xM support & 6xm After opener's reverse, 2NT! = w stopper; Rebid = weak	Inverted minor, WJS still on opener jump shift = FG lvm off on interference
1♦		3	4♥	11-21 HCP	2♦/3♦ = inverted, 1NT = 6-10 HCP 2♥/2♠ = WJS, 3♣ = 9-11, 6 times, INV	same as 1♣ ♦-2♦ ... 4♦=minorwood; 1♦-1M-xyz/fsf ... 4♦= minorwood	2♣ =Maximum pass WJS still on
1♥		5	4♥	11-21 HCP 1♥- (X)- rev Bergen ON 1♥-(P)-2♥-(P)-2♠ = SSGT 1♥-(P)-2♥(P)-3♣/♦ = HSGT 1♥:-2♥=8-10 TPs if no intervention, else COMP	1♠ = natural 1NT = F1 for unpassed hand 2♠/2♦ = 4-card+, FG; 2NT = Jacoby, 14+ 3♠/3♦ = REV Berg, 3♥/4♥ = PRE < 7 3♠/4♠/4♦ = jjyy = SPL raise, 11+, FG (1♥-)P-(Bergen)-X= t/o / suit	After 1♥-1NT, 2m = 3c+, 2NT = 18-19; invite game 1♥- 2N! = 14+, 4c support : 3x = s/v; 3♥ = 14+; 4♣/♦ = 5c♣/♦ with 2 / 3 Top honors; 4♥ = no SI REV Bergen on after 1♥ (X) 3♣/♦ = REV Bergen 1♥-(X)-XX = 10+; 1M (X) 2x = NF; 1♥- (X)-3♥ = PRE	1NT semi-forcing , Bergen off 2♠! Rev Drury; 2♦ = natural Fit raises 1M (X) reverse Bergen ON
1♠		5	4♥	11-21 HCP Rule of 15 in 4 <sup>th</sup> seat 1♠:-2♠- 2N = SSGT 1♠-2♠-3♣/♦/♥=HSGT	1NT = F1, 2♣/2♦ = 4-card+, FG, 2♥ = 5-card+ ♥ 2NT = Jacoby, 3♠/3♦ = Rev Berg, 3♠/4♠ = PRE 3♥/4♣/♦ != SPL raise, 11+ , FG 4♥ = PRE / to play w no SI	After 1♠-2m, 2M = catchall, 3NT = 15-17 3m = extra / shape 1♥/♠: 2♥/♠ : 3♥/♠ (nf) = 3NT/4♥/♠ Game Try Others=Similar to ♥	Forcing 1NT on , Bergen off 2♠! Rev Drury; 2♦ = natural Fit raises
1NT				Usually 15-17 HCP 1N-2♠-2♥-3♠=direct splinter Smolen TFR GF at 3-level.	Smolen, 2♦/2♥ Jxf; 4N invite 6N or minor slam 2♠ = minor Stm / ♦, 2NT= 3-suiter /♣, 3♠/3♦ = INV 3♥/3♠ = 13(54)/31(54) GF, Texas Txf	1N- 2♠- 2A- 3♣ = ♣ slam try-3♦/♥/♠ =agree ♣ CUE; 3N = no SI 1N-4♦- 4♥- 4♠/5♠/♦ = exclusion RKC143022Q 1N :2♠- 2x-3♦ = ♦ slam try ; 4♦! = mWood 143022Q	1N (X = PEN) XX = SOS=TFR 2♣ 1NT (X = PEN ) Stayman & TFR on Stolen bid; TFR on up to 3♥
2♣	√	0		Strong 22+ HCP, or 44 rule	2♦ = 0-1 CTL/waiting; 2♥/♠/N = 5+c suit& 2+ CTL DOP1 on intervention	3♠/3♦/3♥ = 0-3hcp (2 <sup>nd</sup> negative) for 2M/3♠/3♦	
2♦	√	6		Multi weak M: 6-10, 6c 20-21 BH, system ON	2♥/2♠/3♥/3♠ = p/c 2NT= relay, 4♦ = pick a M, 4♥/4♠ = to play Puppet Stayman for 2NT (20-21 & 22+)	2♦! - 2N! (f1)- 3♣/♦ = min ♥/♠; 3♥/♠! = max ♥/♠, 9-10, Txf 2♦! -(2♥/♠)-2N! = system ON for minor 2♦!- 2♠-3♠! = max, ♥ game try; 3♦! = u declare 3♥	2♦: 2N: 3♣/♦ = min ♥/♠ 2♦: 2N: 3♥/♠ = max ♠/♥, TFR
2♥/♠		6		6-10 HCP, 2♥/♠ + m 55 or better, occ. 54	3♥/♠ = PRE, 4N! = RKC	2♥ : 2N! = ask m 2♥ (2♠) 2N! = ask minor = system ON	
2NT	√			♣ + ♦, 55+ ♣/♦ AKQxxxx + side A/K	3♣/♦ = preference: 3♥/♠ = Major Game try	2N- 3♣/♦- 3♦/♥/♠! = Gambling 3NT hand w side ♦/♥/♠ A/K	
3♣/♦		6+		PRE	3♦/♥/♠ = F1; 3N = to play	<b>HIGH LEVEL BIDDING / CUE-BIDDING</b>	
3♥/♠		7		PRE		RKC (14-30-2-2Q), DOP1, Gerber (14 30 2 2 GF+)	Cue-Bidding
3NT	√			Gambling	4/ 5/ 6/7♣ = p/c, 4♦ = ask stiffness, 4♥/4♠ = to play	After RKC, step bid = ask Trump Q	1) Cuebid A/K/shortness – 1 <sup>st</sup> /2 <sup>nd</sup> CTL
4♣/♦		8		PRE		5NT asks lowest K;	2) Pd's suit = A/ K (Q in 2nd round)
4♥/♠		8		PRE		Exclusion BW 14 30 22 Q after set Trump	1N- 4N (inv)- 5♣/♦ = minor slam try up the line
4N	√			Ask specific Ace, 12 tricks	5♣ = 0; 5♦/♥/♠/N = ♦/♥/♠/♣ Ace	After reply to RKC; 6 other suit = ask 3 <sup>rd</sup> round CTL of suit (e.g. Q or xx doubleton) for GS try	
5♥/♠				11 tricks, ask Trump A/K SI = slam interest	P = 0 trump A/K; 6♥/♠ = Trump A/K; 7 = both SF = slam force	1♠-2♣-...-4♠=minorwood 1430; 1♠-1M-xyz/fsf-. 4♠= minorwood : 4N/5♣ = stop bid 1♦-2♦ -... 4♦=minorwood; 1♦-1M-xyz/fsf ... 4♦= minorwood 1430	
						Free bid of 4♠/4♦! minorwood (bypassing 3NT) = RKC14 30 ; kickback RKC when no bidding space	