

DEFENSIVE AND COMPETITIVE		LEADS AND SIGNALS			WBF Convention Card			
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NBO Logo & Colored Stickers:		CATEGORY: GREEN NCBO: HONG KONG, CHINA EVENT; LADIES TEAMS Nancy Neumann & Pauline Ling May 5, 2013	
8-15 HCP (occ. light), 4+ card at 1 level		Lead		In Partner's Suit				
Respond: New Suit = F1; PRE DBL RAISE		Suit	4 th MUD	4 TH MUD				
CUE BID = LR+ ;		NT	4 th MUD	4 TH MUD				
		Subseq	4th, STND	4th, STND				
		Other: Q ask for unblock or count						
1NT OVERCALLS (2nd / 4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY			
2nd: 15-17 HCP, BAL;		Lead	Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE Prepared ♣, 5-card Majors, Strong NT 15-17 HCP throughout Transfers, 2♣ strong, 2♦ Flannery; Weak 2♥; 2♠, 2NT = 20-21 HCP Gambling 3NT = a running minor with no outside K	
Respond: SYSTEM ON. TXF to opp's suit = ask stopper		Ace	AK(+), AQ(+), A(+)		AKQ109X, AKJ109X			
4th: 15-17 HCP, BAL; System On		King	AK, KQ(+), KQ(10/9)x, Kx		AK, KQ(+), KQ(10/9)x, Kx			
		Queen	QJ(+), Qx		QJ(+), AQJx(+), Qx,			
		Jack	J10(+), J109xx, Jx		J10(+), Jx			
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	10x, 109x(+), H109(+)		10x, H109(+)			
Pre-empt		9	9x,		9x			
Jump 2NT for 2 lower unbid suits		Hi-x	Sx, xSx		Sx, xSx			
		Lo-x	HxxS(+), xSxx(+)		HxxS(+), xSxx,			
		SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response: 10+, normally 5 cards			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead		Declarer's	Discarding		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2-level CUE = Michael		Suit	1	Hi=ENCOUR	Hi=EVEN	NAT	1	2♣ = 9+ playing tricks or 22+ HCP, bal
3-level JUMP CUE = ask for stopper			2	Hi=EVEN	NAT	NAT	2	Reverse & jump shift strong
			3				3	2♥/2♠ = 6-9 HCP, 6 cards, 2NT: F1 (ask for singleton)
VS. NT (vs. Strong / Weak; Reopening; PH)		NT	1	Hi=ENCOUR	Hi=EVEN	NAT	4	Vs Precision 2♣ : X=T/O, 3♣= Strong T/O
2nd/4th: CAPPELLETTI - X : penalty oriented			2	Hi=EVEN			5	Vs Multi 2♦:X=16+ HCP; X2♥ = T/O ♥; X2♠ = T/O ♠, 2NT 16-18
2♣ : 1-suiter			3				6	Vs Flannery 2♦ : X = T/O 2NT= 16-18 HCP
2♦ : 2 Majors		Signals (including Trumps): NATURAL, TRUMP ECHO					7	Cappelletti = 8+ HCP
2♥ : ♥ + 1 minor ; 2♠ : ♠ + 1 minor							8	Michael = 8+ HCP
2NT: 2 minors							9	Lebensohl over NT interference, fast no guard
							10	Aft interference, DOPI or ROPI
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES					11	Roman Key Card Blackwood 0314,
4+ level =Optional		TAKEOUT DOUBLES (Style; Responses; Reopening)					12	Splinter; Ogust
CUE BID – strong T/O.		Emphasize Major(s);					13	Jump shift on partner's opening 6+ self sufficient suit or 17+
Others natural		Aggressive reopening					14	Support Double
							15	Exclusion Blackwood
							16	Rule of 15 & 20
VS. ARTIFICIAL STRONG OPENINGS							SPECIAL FORCING PASS SEQUENCES	
Precision 1♣ X = T/O		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES /					1x-(DBL)-RDBL: Forcing pass thru 2NT	
		NEG DBL: thru 3♠						
		RESP DBL: thru 4♥,						
OVER OPPONENTS' TAKEOUT DOUBLE							IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
New Suit 2 nd level Not Force, RDBL = 10+ HCP;								
		Against bid and raise below 3-level: DBL= T/O oriented						
							PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	
1♣		2	3♣	11-20HCP,	1♦/♥/♠ = 4+ card, 6+ HCP 2♣ = 5+ cards 6-9 HCP, 1NT= 6-10 HCP; 2NT = LMT raise, 3♣ = Preempt 6+ cards 4-7 HCP; 3♦/♥/♠ = SPL	1NT = 11-14 HCP Jump 3♣ = 6+ cards, 15-16 HCP Reverse 16+, 2NT = 18 – 19 HCP	Jump = max pass
1♦		4	3♣	11-20 HCP,	2♦ = 6-9 HCP, 4+ cards, 1♥/♠ = 4+ card, 6+ HCP, 2♣= 10+ HCP, 3+ cards, F1 to 2NT 2NT = LMT raise; 3♦ = preempt 5+ cards 4-7 HCP; 3♥/3♠/4♣=splinter	Same as 1♣	Same as 1♣
1♥		5	3♣	11-20 HCP	1NT = 6-9 HCP ; 2♣=3+card 10+HCP 2♦ = 5+ cards 10+HCP; 2♥ = 6-9 HCP; 2NT = Jacoby; 3♥ = Preempt 4+ cards 4-7 HCP	Rebid suit guarantee 6 card	
1♠		5	3♣	11-20 HCP	1NT = 6-9 HCP; ; 2♣=3+card 10+HCP 2♦ = 5+ cards 10+HCP; 2♥ =5+card10+pts; 2♠ = 6-9 HCP; 2NT = Jacoby; 3♣ = preempt	Help suit game try	
1NT				15 to 17 HCP	2♣ = STAY; 4 -WAY TRF: 2♦ to 2♥, 2♥ to 2♠, 2♠ to 3♣, 2NT to 3♣; 3♥ =3145/3154 3♠ = 1345/1354 4♣ = GERBER ; 4♦=0/4 ; 4♥= 1 ; 4♠ = 2 ; 4NT = 3 4♦/♥= Texas TRF ; 4NT = quantitative to 6NT ; 5NT = quantitative to 7NT	LEBENSOHL : 2 Level X = penalty 1NT, 2♥, Overcall 2 level to play NF 1NT, 2♥, Cue bid, other major F1, no stopper 1NT, 2♥, 2NT, F1, bid M with stopper 1NT, 2♥, 3NT without stopper	Slow with stopper, fast, cue without After 3♣, 3♦/3♠ invitational After 3♣, cue bid, F + 4♠
2♣	YES	0		22+ HCP or 18+ HCP 9/10+ Tricks in M/m	2♦=0-1control; 2♥/ 2♠/3♣/3♦ = 5+ w 2+controls ; 2NT=bal w2+con Interference, DOPI or ROPI Responder rebid 1 suit above= 2 nd negative		
2♦	YES	0		Flannery 11-15 HCP	2♥/♠ = to play, 2NT = F1	3♣/♦ 4513/4531 3♥ 4522 minimum, t, 3♠ =4522 Max; 3nt= max spread over 4 suits.	
2♥		6		6 - 11	2NT = OGUST, new suit = F1, 3NT = solid suit		
2♠		6		6 - 11	2NT = OGUST, new suit = F1, 3NT = solid suit		
2NT				20-21HCP	3♣ = Puppet Stayman ; 3♦/3♥ transfer 3♥/3♠; 3♠=♣&♦		
3♣		7		PRE	New suit = F1	Rebid same suit = no value in responder's suit,	New suit = NF
3♦		7		PRE	Same	Cue bid = controls	Same
3♥		7		PRE	Same	HIGH LEVEL BIDDING	
3♠		7		PRE	Same	Queen asking bid – bid lowest king if positive	RKCB : 0/3 ; 1/4 ; 2; 2 + trump Q
3NT		7		Solid minor	4♣ = P/C ;	4NT – 5NT is 2 key cards with one useful void	
4♣/♦		8		PRE			direct jump to 5NT is GSF
4♥/♠		8		PRE			