

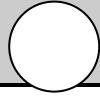


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NBO Logo & Coloured Sticker:  	
1 Level : 6+ HCP with 4+ cards			Lead	In Partner's Suit		
2 Level : 10+ HCP with 5+ cards	Suit		4 th /top of nothing	4 th /top of nothing		
Response : CUE BID Force 1 round, others non-forcing	NT		4 th /top of nothing	4 th /top of nothing		
	Subseq		Remaining	Remaining		
	Other: Signal if needed				CATEGORY: Green NCBO: China Hong Kong SAR EVENTS: APBF Senior Teams PLAYERS: Cecil Chan / KL Fung	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2 nd Position : 15-17 HCP with stopper		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Response : Natural (System off)	Ace	AK, Ax, Axxx	AK, Axxx		Prepare Club	
4 th Position : 11-14 HCP with stopper	King	AKx, KQx, KQxx	AKx, KQx, KQxx		Five Cards Majors	
Response : Natural (System off)	Queen	QJ, QJx, Qx	QJ, QJx, Qx		1NT Opening: 15-17 HCP	
If X by opponent, see Supplement I	Jack	J10x, KJ10x, Jx	J10x, KJ10x, Jx		2 OVER 1 Response: Forcing 1 round	
JUMP OVERCALLS (Style; Responses; Reopen)	10	10X, 109x, H109x	10X, 109x, H109x		4th suit game force	
1-Suit: 6-11 HCP	9	9x, 9xx, 9xxx	9x, 9xx, 9xxx		To find 44 majors fit preferred	
2-Suit: Unusual 2NT: 2 lowest unbid suits at least 5-5	Hi-x	xx, xxx, xxxx	xx, xxx, xxxx			
	Lo-x	Hxx	Hxx			
Reopen:	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	
Cue bids minors: 1C/D - 2C/D = 2 majors	Suit	1 Attitude	C	A (Hi - Encouraging)	2C a) 8½ playing tricks (5+ ctrs) or 18+HCP with distributional value	
(at least 55) 1H - 2H = S + C (2 extreme suits)		2 Count	Suit	C (Hi – Even)	b) 22-24 HCP, balance/4-4-4-1	
1S - 2S = H + C (2 extreme suits)		3 Suit Preference		S (Hi –Higher suit)	2D Game force or 25+HCP, balance/4-4-4-1	
Jump Cue Bid: Ask for control of bid suit and interested in game	NT	1 A	C	A	2H/S 6-11 HCP with 5+cards bid suit	
VS. NT (vs. Strong / Weak; Reopening; PH)		2 C	S	C	3 level suit 6-11 HCP with 6+cards bid suit	
CAPPELLETTI (1 suit: 5+card; 2 suits: 9+card total)		3 S		S	3NT Gambling 3NT with a solid 7+cards minor	
2C=1suiter (any suit and responder to bid 2D);	Signals (including Trumps): Trump echo if needed				Negative free bids (5+cards)	
2D=2 majors; 2H=H+1minor; 2S=S+1minor; 2NT=2 minors					Lebensohl after 1NT interfered by overcall	
X = equal strength						
3 level: Preemptive						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)					
X preempts up to 4H=take out; new suit=strong; cuebid=forcing	11+HCP, In balance position may be lighter					
Vs gambling 3NT: X=Penalty, new suit=to play						
VS. ARTIFICIAL STRONG OPENINGS					SPECIAL FORCING PASS SEQUENCES	
Vs Strong 1C: X=C suit; 1D/H/S=natural; 2/3 level suit=preempt	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
Vs Strong 2C/2D: X=suit, penalty; 2 level suit=natural;	Negative Double up to 3S					
3 level suit=preempt; 2NT=unusual, 2 minors;	Responsive Double up to 3S					
4 level suit=to play	Support X/XX up to 2S with 3 cards				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKEOUT DOUBLE	Double opponent's 3NT = ask partner to lead his bid suit OR lead				1C/1D–1H/S (non-pass hand), then 1NT/2C/2D–2C/2D/2H (Force 1 round)	
XX = 10+ HCP	dummy's first bid suit if we have not bid at all (Lightner's double for				Leading an A against NT maybe asking partner to discard his highest	
1NT/New Suit = 6-9 HCP	unusual lead)				card on that suit for unblocking	
Others = System On (like Bergen, Splinter etc)						
					PSYCHICS: Very rare and uncontrolled	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C		2	3S	11-20 HCP	2C=non-forcing; 3C=strong; 1D=5+card, deny 4+card majors 1NT/2NT/3NT= 6-bad 10 HCP / 10-12 HCP / 12-14 HCP Weak jump shift (2D/H/S) = 2-5 HCP, 6+card	See Supplement D	
1D		4	3S	11-20 HCP	2D=non-forcing; 3D=strong 1NT/2NT/3NT= 6-bad 10 HCP / 10-12 HCP / 12-14 HCP 2C= 4+cards, forcing 1 round Weak jump shift (2H/S) = 2-5 HCP, 6+card	See Supplement D	
1H		5	3S	11-20 HCP	1NT/2NT/3NT= 6-bad 10 / 10-12 / 12-14 3343 or 3334 2C=2+card, forcing 1 round; 2D=5+card, forcing 1 round Weak jump shift (2S) = 2-5 HCP, 6+card Bergen (system on when X by opp, off if overcalled); Splinter	❶ After 2 over 1, rebid opening suit is 6+card, min. ❷ 2S=strong reverse, may not be suit ❸ 2NT= min. (can be 4522/4531/4513) ❹ Bergen: 3C/3D/3H=6-9/10-12/2-5, 4+card support	
1S		5	3S	11-20 HCP	1NT/2NT/3NT= 6-bad 10 / 10-12 / 12-14 3343 or 3334 2C=2+card, forcing 1 round; 2D/H=5+card, forcing 1 round Bergen (system on when X by opp, off if overcalled); Splinter (1S - 4C/D/H)	❶ After 2 over 1, rebid opening suit is 6+card, min. ❷ Rebid 2NT after 2H = min. (can be 5233/5243/5234) ❸ Bergen: 3C/3D/3S=6-9/10-12/2-5, 4+card support	
1NT			3S	15-17 HCP, Balance Can have 6 card Minor or bad 5 card major or 5422	2C=major Stayman; 2D/2H = transfer to 2H/2S 2S=minor Stayman, forcing to 3NT; 1NT if X, system on; 4C=Simple Gerber; 4NT/5NT=quantitative Lebensohl if interfered by 2 level overcall (See Supplement F)	See Supplement E	
2C	✓	0		Control Asking : a) 8½ tricks/18+HCP & distr value b) 22-24 HCP balance/4441	2D/2H/2S/2NT: 0-1/2/3/4 Controls etc.	Interfered by Double: Pass=0 ctr; XX=1 ctr, 2H=2 ctrs, etc Interfered by 2 level suit: Pass=0 ctr, X=1 ctr, suit=2/3/4 ctrs etc After control response: 2NT=22-24 HCP	
2D	✓	0		Control Asking : a) game force b) 25+ HCP balance/4441	2H/2S/2NT/3C=0-1/2/3/4 Controls etc.	Interfered by Double: Pass=0 ctr; XX=1 ctr, 2H=2 ctrs, etc Interfered by 2 level suit: Pass=0 ctr, X=1 ctr, suit=2/3/4 ctrs etc After control response: 2NT=25+ HCP	
2H/S		5		6-11 HCP, 5+ cards	2NT=OGUST (3C to 3NT: 5 steps) New suit non-forcing 4NT=RKCB	Response to 2NT(OGUST) : ❶ 3C= Min, bad suit ❷ 3D= Min, good suit ❸ 3H= Max, bad suit ❹ 3S= Max, good suit ❺ 3NT= 3 top honours (AKQ)	
2NT			3S	20-21 HCP, Balance as 1NT	3C=major Stayman; 3D/3H=transfer to 3H/3S; 3S=minor Stayman, forcing to 3NT; 2NT if X, system on; 4C=Simple Gerber; 4NT/5NT=quantitative		
3C-S		6		6-11 HCP, suit, rule of 300/500	New suit forcing 1 round; 3NT=to play; 4NT=RKCB		
3NT	✓	7		Gambling 3NT (solid minor), atmost 1 side K	4C-7C=Pass or correct 4D=Strong Relay (suit=singleton/void/K response, 4NT no s/v) 4H/4S= to play	HIGH LEVEL BIDDING	
4C/4D		7		6-11 HCP, suit, rule of 300/500	4D/4H/4S=suit, to play 4NT=RKCB		
4H/4S		7		12-15 HCP, to play	New Suit=cue bid; 4NT=RKCB	Simple Gerber/ Blackwood 04,1,2,3	
						Direct 4NT/5NT after 1NT/2NT = Invitation to Small/Grand Slam	
						Small/Grand Slam Force for Majors	
						Splinter for Majors	

SUPPLEMENTARY SHEET



CECIL CHAN & KL FUNG

GENERAL

A. 4th suit at 2 level above = Game force

B. reverse at 2 level = Forcing 1 round

C. jump reverse at 2 level = weak hand, long suit

D. **1♣/1♦ OPENING** (subsequent auction)

1♣/1♦ - 1♥/♠ (non-pass hand) -

1NT/2♣/2♦ - 2♣/♦/♥ (forcing 1 round)

E. **1NT OPENING** (subsequent auction)

2♣(Stayman) - 2♦(no majors)/2♥/2♠ - then

2♥/2♠(4 cards)/2NT is suggesting opener to
pass or sign off at 2♥/2♠/2NT if lower limit

2♦/2♥ = transfer to ♥/♠

2♠ = Minor Suit Stayman (forcing to 3NT)

Opener bid 2NT = deny 4-card minor

2NT = invite 3NT

3♣ = 6 or more card ♣ invite 3NT

3♦ = 6 or more card ♦ invite 3NT

F. LEBENSOHL

• 1NT - 2 any - X (penalty)

2D/H/S (weak suit)

3C/D/H/S (forcing)

3 any (Stayman, no stopper)

3NT (no stopper)

• 1NT - 2 any - 2NT (relay to 3C) - pass -

3C - pass - 3D/H/S (invite)

3 any (Stayman with 1 stopper)

3NT (have stopper)

G. NEGATIVE FREE BIDS

• Over opp's overcall: responder bid at

1 or 3 level is Forcing

• Bid at 2 level is Non-forcing

H. Against 1NT X by Opponent

• system on without any changes

• XX = promise 3NT

After XX, X balance position bid = penalty.

After XX, X immediate bid = takeout;

pass immediate bid = forcing for

penalty by balance position.

I. 1NT Overcall X by Opponent

1? → 1NT → X → XX = SOS

2♣ to 2♠ = To play, stop bid

Pass = Stand 1NT X

J. Roman Key Card Blackwood

After 4NT (Key cards asking, including trump K)

• 5♣ = 0/3, 5♦ = 1/4, 5♥ = 2 but no trump Q,

5♠ = 2 with trump Q

After 5NT (King asking)

• Bid number of K except trump K

After 5♣, 5♦ response (The 4NT bidder bids the
lowest non-trump suit to ask for trump Q. This
bid only applies to agreed major trump suit)

• Bidding trump suit – no trump Q

• 5NT - trump Q, no K (trump K not
count)

• Any non-trump suit – K of that suit +
trump Q

K. Against Strong/Weak 2 Bids

Against 2C/2D (artificial, strong)

X suit

2NT unusual, 2 minors

Other bids natural

Against 2D (multi)

X suit

2H/2S/3C/3D natural

2NT strong, balanced, + H&S controls

Against 2H (weak 2 majors)

X 2 minors

2H/2S cuebid, strong, ask for control

2NT strong, + H&S controls

Against 2H/2S (weak 2)

X good opening hand, should have
the other major (4+cards)

2NT strong hand, have control in bid
major

Cuebid forcing, ask for controls in bid
major

Others natural