

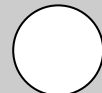


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				WBF Convention Card		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				NCBO Logo & Coloured Sticker:		
1 Level : 6-15 HCP, 4+cards			Lead	In Partner's Suit				
2 Level : 8+ HCP, 5+cards, usually sound,	Suit		4th	4th				
Response : Q bid=1RF, others non-forcing, new suit=constructive,	NT		4th	4th				
New suit Jump response at 2-level=6+card, 9-12 HCP, 3-level=invite	Subseq		Remaining card	Remaining card		CATEGORY: Green		
Jump overcall at 2 level=6+ card, 6-10 HCP	Other: Zero or one, Signal if needed. Suit preference when dummy's Holding is v strong (NT) or dummy has a singleton (suit contract)					NCBO: China Hong Kong SAR EVENTS: PABF Senior Team		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS				PLAYERS: Aaron CHENG/Peter YEUNG		
2 nd Position : 15-17 HCP	Lead	Vs. Suit		Vs. NT		SYSTEM SUMMARY		
Response: system on, natural if 1NT is doubled, redbl is 8+HCP and	Ace	AK, AKx, AK109		AK, AKx, AK109		GENERAL APPROACH AND STYLE		
dbl by partnership thereafter is penalty, (1m)-1NT-(x)-2m is to play	King	AK, KQ, KQxx, KQ109		AK, KQ, KQ9x, KQ109, AKJ10		5-card M, forcing 1NT response (all seat), Bergen, Jacoby 2NT, Spl		
4 th Position 1NT:11-14 HCP, do not promise stopper over m opening	Queen	Qx, QJ, QJx, QJ109,		Qx, QJ, QJx, QJ109, Qxx		Prepared Club		
When opp have bid 2 suits(1x)-P-(1y)-1NT=5-5 other suits, 6-12 HCP	Jack	J10x, Jx		J10x, Jx		1NT= 15-17 HCP, 5M/6m allowed,		
JUMP OVERCALLS (Style; Responses; Reopen)	10	10X, 109x, HJ10x		10X, 109x, HJ10x, AQ109		2♠= 25+ HCP, bal or 20+ HCP, unbal, 8.5+playing tricks		
Suit: 6-10 HCP, pre-empt, jump reopen= 9-12 HCP, 6+card suit	9	9x		9x, 98x		2 OVER 1 Response: FG except passed hand		
2NT (direct)=8-21 HCP= 2 lowest unbid suits, at least 5-5	Hi-x	Xx, xXx, xXxx		Xx, Xxx, xXxx				
2NT jump reopen=18-19 HCP, bal	Lo-x	HxX, HxxX		HxX, HxxX, HxxXx, HxxXxx				
		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's Q bid, Jump Q bid: ask for stop, invite 3NT	Suit	1	A	C	S	2♦= weak 2 in ♥/♠, or 22-24 HCP, bal,		
2NT direct jump=2 lower suits, 2NT reopen= 18-19 HCP, bal		2	C	S	A	2♥=weak ♥+♠, at least 5-4, either way,		
VS. NT (vs. Strong / Weak; Reopening; PH)		3	S		C	2♠=♠+m ,5-5, , 6-10 HCP,		
X=same strength	NT	1	A	C	S			
2♠= 5-4M, 8-15 HCP, responder's 2♦ asks better M/2NT=ask		2	C	S	A			
2♦=M ,6+card, 8-15 HCP,		3	S		C			
2♥/♠=♥/♠ + m at least 5-4, subsequent 3♠=P/C	Signals (including Trumps): Trump echo=odd no.							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Reverse: High=discourage, Low=enc, discard: Hi-Lo=odd, Lo-Hi=even							
Cue bid= M/M+m 2-suiter								
Vs3NT (m pre-empt/gambling): X = Penalty , 4♠ = M takeout	Doubles							
Takeout X						SPECIAL FOPRCING PASS SEQUENCES		
VS. ARTIFICIAL STRONG OPENINGS	TAKEOUT DOUBLES (Style; Responses; Reopening)							
Vs. Str 1/2 ♠: Dbl (2 M.), NT(2m), Others NAT	10+ HCP (NV), In reopen position may be lighter					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
	Q bid by responder is 1RF, 3M/3m invites 4M/3NT					4SF: 1♠-1♦-1♥-1S=4SF (inc passed hand), 1RF		
OVER OPPONENTS' TAKEOUT DOUBLE						4SF at 2+level is FG		
xx =10+HCP, penalty oriented, Jordan 2NT=3card M, limit raise 1M-(x)-3♠/♦=Bergen, pre-emptive jump shift vs m opening	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES							
1NT-(x)-xx= 8+ HCP, any dbl thereafter by either player is penalty	Negative Double up to 4♥, Responsive Double up to 4♥					PSYCHICS: Very rare and uncontrolled		
	Support X/XX up to 2♥ with 3 cards, 2D-(2M)/(3M)-x=competitive							

OPENING	ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
Pass				< 12 HCP			
1♣		2	4♥	11-21 HCP	2♣= 13+ HCP, 5+♣, system off if interfered, 2♦/M=17+HCP, good suit	New Minor Force , 1♣-2♣-4♣ = RKCB J Shift by OP = 6-5 in ♣ & bid suit; D Jump Shift = SPL	2♣ is 5 card ♣ 10-12 HCP' 2NT=10-12 HCP, 6+card ♣
					1NT/3NT/2NT :7-10 HCP/13-16HCP,bal/ 10-12 HCP, 5 ♣	1♣ -2♣ - (2♦,2♥,2♠)/2NT/3♣ = Q,4+♣,15+HCP /	
					3♣=4-7 HCP, 6+♣, 3♦=4-7 HCP, 7+ card, 3♥/♠=7+card M, invite	2-3♣ , 12-14 HCP / 4+♣, 12-14HCP	
					Lebensohl after Opener's Reverse	1♠/♦-(1NT)-2♠/♦=5-4M/4-5M, 5-9 HCP	
1♦		4	4♥	11-21 HCP	2♦=13+HCP,4+card;1NT/2NT/3NT=7-10/11-12/13-16HCP, bal 2M=17+HCP, good suit 3♣=10-12 HCP, 4+card ♦ 3♦/3♥/♠=7+card, invite game with fit and controls in M	New Minor Force Jump Shift = 6-5 in ♣ & bid suit; D Jump Shift = SPL 1♦-2♦-4♦=RKCB	2♦=4 card 10-12 HCP 3♣=5+card ♦, 10-12 HCP
1♥/♠		5	4♥	11-21 HCP	2/1 GF; Opener's rebid shows 6 cards 1NT/2NT/3NT: Forcing/Jacoby/M fit and a Void, GF 2M=3+card, 8-10 HCP, 3M=3-6HCP, 4+card, 4M=To play	1M-2M-3x=long suit game try, 3+card; 1M-3M-new suit=Q bid, slam try	1M opening=4+card, 2♣=reverse Drury
					1M-3♣/3♦=4+card,7-9HCP/,10-14HCP, 1♥-2♠=nat,17+HCP, 1M-3NT=4+card + void, ERKCB		
1NT			4♥	15-17 HCP, bal, 5 M/6m allowed	2♣/2♠=M/m Stayman, 2♦/2♥ = J Xfr to ♥/♠, 2NT= Xfr to 3♣, 3♣/♦=6+card ♣/♦ headed by KQ/AQ	After 1NT-2NT- 3♣: Pass/3♦ to play; 3♥/♠=6+card ♣/♦, slamish, 3NT=weak ♣ suit (no A/K/Q),	
					3♥/3♠=4 cards♠/4 cards♥ + both m, 10+HCP, FG,	After 1NT-4♠ op 4NT/5NT=Play/ choose m, 5♠/♦=RKCB(♣/♦)	
					4♣=Gerber, 4♦/4♥/4♠/4NT= txf to♥/♠ /both m /INV		
2♣	✓	0	4♥	a)25+ HCP, bal hand, GF	2♦= 0-7 HCP, 2NT= 8+HCP, bal, 2♥/2♠/3♣/3♦: 5+card to 1 top, 8+HCP, 2♣-2NT-3♣(STAY)-3♦/3M/3NT=no M/ 1M/ both Ms,	Int, Pass=0-5HCP, x/suit/NT= bal /5+ cards/stopper, 6+HCP, Q/Jump in NT = 2M or M + m/ both m 2♣-2♦-3NT=long m, 3♣/3♦ = 2 nd negative ,	
				b)20+ HCP/8+ tricks	3♥/3♠=7+card, 0-4 HCP, system on if interfered		
2♦	✓	0	4♥	a) 6-11 HCP, 6+ cards ♥	2♥/2♠= P/C; 3NT/4♦=5-5M, 6-10 HCP/0-5 HCP	2NT= 22-24 HCP bal, 2♦-3NT-4♣/4♦=RKCB in ♥/♠	May be 5 card in 3 rd hand
				b) 6-11 HCP, 6+ cards ♠	2NT=5-step ask	3♣/3♦/3♥/3♠/3NT= min ♥/ min ♠/max ♥/max ♠/solid M;2♦-2NT-4♣/4♦/4♥/4♠/NT=5-3-3-2,/Bal 22-24 HCP	9-12 HCP in 4 th posn, if H/S suit, 2♦-2NT=system on
				c)22-24HCP,bal	3♣/3♦/3♥/3♠=12+HCP, good 6+card, invite, 4♥/4♠=nat, to play	Opener rebids his M with 7 card to invite	
2♥	✓	4		6-11 HCP,	2♠/3NT=to play, 2NT=5-step ask; 3♣/3♦=6+ card, , invite 3NT	2NT-3♣/3♦/3♥/3♠/3NT=min,4-5/5-4/max 4-5/5/4-5-5M	9-12 HCP in 4 th posn,
				2 M at least 5-4	, 3♥/3♠/4♥/4♠: 4+card, pre-emp/to play	2♥-(x)-Rdbl=puppets to 2♠, opener must pass next	
					4♣/4♦ : RKCB(w) in ♥/♠	2♥-(x)-3♣/3♦=same as no intervention	
2♠	✓	5	4♥	6-10HCP, 5-5 S+minor	3♣=P/C, 3♦/♥=, nat, 6+card, invite, 3♠=pre-emp, 2NT=ask-4 steps	2NT-3♣/3♦/3♥/3♠=min ♣/♦/ max ♣/♦	9-12 HCP in 4 th posn,
2NT			4♥	20-21 HCP, Bal, 5M/6m	3♣/3♠=M/m Stayman, 4♠=11-12 HCP with 4-4 m, bal 4NT = INV	2NT-3♣ :3♥/♠=5 card ♥/♠, 3♦/3NT= at least1/ no M,	
					3♦/3♥/4NT=Jacoby Xfr to ♥/♠/ Invitation to Slam	2NT-3♣-3NT-4♣/♦=4 card M + 5 card ♣/♦, slam int	
					4♣/4♦/4♥=Gerber/ Texas Xfr to ♥/♠	HIGH LEVEL BIDDING	
3♣-♠/ 4♣/4♦		6/8	4♥	6-11 HCP	3 Level new suit= 1RF,4M=to play, 3♣/4♣-4♦=RKCB(w), 3♦/3♥/3♠-4♠=RKCB(w),	After 1NT/2NT/ 2NT Rebid (2♣/2♦ Opening) : Direct 4NT/ after J Xfr/after Texas Xfr:INV/INV/RKCB	Gerber/SGerber ;(0/4)/1/2/3,
3NT	✓			7+card m headed by AKQ,	4♣/5♣=P/C; 4♦=ask, 4♥/♠/5m/4NT=short ♥/♠/om;/no shortness, 4♥/♠=to play;	RKCB(5/6Aces): (14/03/2/2+Q/2+2Q)	
4♥/4♠	✓	7		7+ cards ♥/♠,	New suit=Q bid	RKCB(w):=0 kc/1 kc/1 kc+ trump Q/2kc/2kc + trump Q	PODI, after interference
4NT				Specific Ace ask	5♣/5♦/5♥/5♠/5NT :no/,♦/♥/♠/♣ ace, 6♣/6♦/6♥=ace + higher rank ace		