



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE				<div>NCBO Logo & Colored Stickers:</div> <div></div>	
Natural -- 8-15 HCP (occ. light), 4+ card at 1 level		Lead		In Partner's Suit			
Responses: New Suit = N F; CUE BID = blue 2 suiter	Suit	Fourth, MUD		Fourth, MUD			
PRE DBL RAISE; JUMP CUE BID = ASK for 3NT	NT	Fourth, Top of Nothing		Fourth,Top of Nothing			
Negative free bid at 2 level, 3 level forcing to game	Subseq	4th,		4th,			
	Other:				CATEGORY: NATURAL		
					NCBO: HONG KONG, CHINA		EVENTS ALL
					PLAYERS: Alex Leigh and C. B. Chiu		
1NT OVERCALLS (2nd / 4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2nd: 15-18 HCP, BAL;		Lead	Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE
Responses: same as NT opening	Ace	AK(+), AQ(+), A(+)		AK(+), AQ(+), A(+)			
4th: 12-15 HCP, BAL;	King	KQ(+), KQ(10/9)x, Kx		KQ(+), KQ(10/9)x, Kx			
Responses: same as NT opening	Queen	QJ(+), Qx		QJ(+), AQJx(+), Qx			
	Jack	J10(+), (A/K)J10(+), Jx		J10(+), (A/K)J10(+), Jx			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, 109x(+), H109(+)		10x, H109(+)		Better minor, 5-card Majors, Strong NT throughout, 2 over 1 2C game force, 2D weak major, 2H Flannery, 2S S+suit Gambling 3NT	
1-suit: intermediate good major suit 14+. 1C-2D, 1D-3C Blue 2-suiter	9	9x, HH9		HH9, 9x			
2-suit: 2NT: Blue 2-suiter (minors)	Hi-x	Sx, xSx		Sx, xSx			
	Lo-x	HxxS(+), xxxS(+)		HxxS(+), xxxS(+),			
	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	
Natural 2-level CUE Blue 2-suiter (extreme)	Suit	1	Hi=ENCOUR	Hi=EVEN	S/P	1	2 over 1, forcing 1NT response to major opening
3-level JUMP CUE= ASK stopper		2	Hi=EVEN	S/P		2	2C = FG, control responses in steps
Responses: 3NT= show stopper, lowest minor= negative,		3	S/P			3	2D = 6-10 HCP, 6 cards major, 2NT: F1asks shortness
	NT	1	Hi=ENCOUR	Hi=EVEN	S/P	4	RKC Blackwood 5NT lowest K
VS. NT (vs. Strong / Weak; Reopening; PH)		2	Hi=EVEN	S/P		5	NSC Blackwood 2♥=4/T/O 2♥=2♠, 2♥=2♣, 2♥=2♦, 2♥=2♠ specific K
2nd/4th: Cappelletti: x = penalty oriented		3	S/P			6	Vs Flannery 2D : Ditto
2C = 1 suiter	Signals (including Trumps): NATURAL, TRUMP ECHO					7	Blue 2-suiter defense
2D = 2 majors						8	Lebensohl after reverse and defense against weak 2 major
2H = H + minor						9	Unusual against unusual 2 suiters – cue bid lower suit support
2S = S + minor							cue bid higher suit 4 th suit
2NT= 2 minors							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES					
WK 2/3 : DBL= T/O	TAKEOUT DOUBLES (Style; Responses; Reopening)						
CUE BID = strong T/O							
VS. ARTIFICIAL STRONG OPENINGS							
STR 1♣/2C : X = 2 majors	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES					SPECIAL FORCING PASS SEQUENCES	
NT = 2 minors	NEG DBL: thru 3♠, 7-10 pt.					1x-(DBL)-RDBL: Forcing pass thru 2NT	
	RESP DBL: thru 2S						
OVER OPPONENTS' TAKEOUT DOUBLE		GAME TRY DBL;					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Natural, new suit NF	COMPETITIVE DBL;						
	Against bid and raise below 3-level: DBL= T/O oriented						
						PSYCHICS: Rare, may open 1N with long minor	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		PASSED HAND BIDDING
1♣		3	3♠	12-21 HCP, no 5cM	Inverted minor			
					1NT = 6-9 HCP			
					2H/2S – good 6 card, 14 HCP +			
1♦		3	3♠	12-21 HCP, no 5cM	Inverted minor			
					Jump raise = limit			
					2H/2S – good 6 card 14 HCP+			
1♥		5	3♠	11-21 HCP	Forcing 1NT, 2/1, Bergen: 2H:3 card 7-9, 3C :4 card 7-9, 3D:4 card 10-12, 3H:4 card 2-6, 2N:4 card 13+ 3N:3+card 13,15 splinter	Impossible spade after 1H-1NT 2N: 3C/D/S splinter, 3H 17-20, 3N 14-16, 4H 11-13 3C: 3D invite to game		
1♠		5	3♠	11-21 HCP	Same as 1H			
1NT				15 - 17 HCP, BAL	2♣ = puppet (not promise 4 card major) ; 2-WAY TRF;	Responses to 2S (FG) – 2NT= no minor, 3C/3D = suit		
					2S = Minor Suit Stayman, 2NT= transfer to minor suit	Responses to 2NT –puppet 3C (responder pass or correct to 3D)		
					3C/D = invite with HHxxxx; 3H/3S = slam interest with HHxxxxxx, 3NT = to play			
					4♣ = GERBER; 4♦/♥ = TRF; 4NT/5NT = quantitative			
2♣	YES			8-1/2 playing tricks or 23+ balanced hand	2♦ 0 -1 control, 2♥ 2 controls, 2♠ 3 controls, etc.	After Opener's rebid of 2NT, 3C = STAY; 3D/H = TRF; 3S = MSS		
						Responses to MSS, 3NT = no minor, 4C/D = suit;		
2♦	YES	6		Weak major	2♥ NF, 2♠ spade to play H game try, 2N 15+, 3/4H preempt, 4C/D GF	2S: 3H min, 4H max, 2N: 3C/D max H/S, 3H/S min		
2♥		5		11-15 pt. 5H/4S	2NT ask for distribution	3H 4522 min, 3S 4522 max, 3/4 minor 3/4 card suit Responder bids short suit control asking step 1 = 3 controls, etc.		
2♠		5		WK, 5S + 5 card suit	2NT ask for second suit			
2NT				20-22 HCP, BAL	3♣ = STAY; 3D/H = TRF; 3S = MSS, 3NT to play	Responses to Minor Suit Stayman (MSS)		
					4♣ = GERBER; 4♦/♥ = TRF; 4NT/5NT = quantitative	3NT = no minor; 4C/D = suit;		
3♣		7		PRE				
3♦		7		PRE				
3♥		7		PRE				
3♠		7		PRE				
3NT		7		Gambling,		HIGH LEVEL BIDDING		
						Cue bid of opponent's overcall over partners		
						major suit – support, minor suit - stopper		
4♣		7		Semi-solid heart suit, no 2 losers in more than one side suit	4D – 4H semi 4NT solid with no 2 losers in any suit other bids lower of suit with no 2 losers	Support double up to 2S		
4♦		7		Semi-solid spade suit, no 2 losers in more than one side suit	4H – 4S semi 4NT solid with no 2 losers in any suit other bids lower of suit with no 2 losers	X opponent's suit after partner's 1NT – 2 level take out, 3 level penalty		
4♥		7		PRE		4 suit game force		
4♠		7		PRE		DOPI		
4NT				Ask for Specific Ace	6 level bid is lower ace with void			