




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Stickers:   	CATEGORY: GREEN Version: 2017.11.10 NCBO: CHINA HONG KONG EVENTS: ALL PLAYERS: Alan SZE, Abby CHIU
Aggressive in general, 4-card only when good suit quality Cue-bid: F1 OR INV+ with 3-card+ SUPP; Jump cue-bid = 6-10, 4-card+ SUPP New-suit: Non-jump = Constructive; Jump = GF Simple raise = Courtesy; Jump Raise = PRE; 1NT = NF; 2NT = INV Similar style in reopening seat		Suit Lead In Partner's Suit NT 4 th /6 th , MUD, 0/1 3 rd /5 th , 0/1 Subseq 4 th best, S/P CT 4 th best, S/P CT Other: Low from sequence VS NT asks for unblock Top from xxxx for raised partner's suit				
1NT OVERCALLS (2nd / 4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
Direct Seat: 14+ to 17-, normally BAL; 4th reopening: 13-16, normally BAL; Responses: System ON as 1NT opening; System also ON for sandwich position; Reopen 2NT = 20-21; Responses: System as over 2NT opening		Lead Vs. Suit Vs. NT Ace AKx(+), AQ(+), Ax AK(+), AQ(+), Ax King KQ(+), KQJ(+), AK KQ(+), KQJ(+), AKJT(+) Queen QJ(+) Jack JT(+), KJT(+) 10 T9(+), KT9(+), QT9(+) 9 9x Hi-x Sx, Sxxx, xSx Lo-x HxS, 4 th /6 th best HxS, 4 th /6 th best			GENERAL APPROACH AND STYLE Opening: 5♠5♥4♦2♣ (Prepare ♣); Transfer Response over 1♣ openings; Weak 2♦/2♥/2♠ Major: Forcing 1NT; Minor: Inverted Minor Raise; 1NT Opening: Good 14 - Bad 17 HCP 2 OVER 1 Response: Game Forcing Opening Style: Aggressive when shaped Preemptive Style: Aggressive	
JUMP OVERCALLS (Style; Responses; Unusual NT)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1-Suit: Aggressive preemptive, may be 5-card only Responses: System as over corresponding opening Cue-bid = INV+, SUPP 2-Suit: 2NT = UNUSUAL NT (PRE or STR, 5-5+)		Partner's Lead Declarer's Lead Discarding Suit 1 High = Disc High = Odd High = Disc 2 High = Odd High = Odd High = Odd 3 S/P S/P S/P NT 1 High = Disc High = Odd High = Disc 2 High = Odd High = Odd High = Odd 3 S/P S/P S/P			3NT OPENING = 4-11, PRE in both major, 5-5+ REVERSE BERGAN RAISES[1]: 3♠ = 11-12; 3♦ = 7-10; 3M = PRE DONT[2] for escaping opening 1NT X (same for overcalling 1NT X) HELLO CONVENTION[3] against 1NT overcall on 1m opening LEBENSOLH[7] for T/O in 2-level NEGATIVE FREE BIDS[4] SANDWICH 1NT[5]	
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopening)		DOUBLETS			SPECIAL FORCING PASS SEQUENCES	
MICHAELS CUE-BIDS[51] (PRE or STR) (1m) - 2m = ♥+♠(5-5+); RESP: 2♦/3♣ = NAT/NF; 2NT = Strong enquiry (1M) - 2M = oM + m; 2NT = Strong enquiry; 3♣ = P/C; 3♦ = NAT/NF JUMP CUE: ASKS FOR STOPPER Lowest new suit = no stopper in opener's suit; Further cue-bid = FG 3M = good 5-card+ suit, F1; 4m = good 6-card+ suit, F1; 4M = NAT, NF		Signals (including Trumps): REVERSE COUNT & ATTITUDE; REMAINDER COUNT: High = Even SMITH SIGNAL: (Leader) Low = Enc; TRUMP SIGNAL: S/P (Partner) High = Enc;			UNUSUAL 2NT at 4 th live position[6] MODIFIED RUBENSHOL [8] for 1NT interference TRANSFER RESPONSES ON 1♣ OPENING [9] LEAPING MICHAELS OVER 2M OPENING [60]	
VS. NT (vs. Strong / Weak; Reopening; PH)		TAKEOUT DOUBLES (Style; Responses; Reopening)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Both Strong & Weak NT: Same for direct seat & reopening position. MULTI-LANDY[59] for unpassed hand: DBL = Strength, 15+; 2♣ = ♥+♠(Any 5+4+); 2♦ = Any one M; 2M = M+m; 2NT = ♣+♦; 3m = NAT 6+ wide range; Modified DONT[59] for passed hand: DBL = ♣ OR ♥+♠(Any 5+4+); 2m = m + higher; RESP bids = P/C; 2M = M+m; 2NT = ♣+♦; 3m = NAT 6+ wide range;		Style: Aggressive, emphasize major(s), minors unclear (1X) - X - (1Y) - 2Y = INV, 5-card+; Jump cue-bid = Stopper asking (1m) - X - (XX) - P = Penalty; (1M) - X - (XX) - P = Waiting Cue-bid = F1 in general; Subsequent = FG			1X - (X) - XX: Forcing to 2NT 1NT - (2X) - X: Forcing to 2NT Forcing Pass: Only in game-forced situation while X shows weaker	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES / REDOUBLES			PSYCHICS: Rare	
DEFENSE[60]: DBL = T/O thru 3♠; LEBENSOLH[7] after 2-level T/O Both (2X) - P - (2Y) - X and (3X) - P - (3Y) - X = T/O Cue-bids = Stoppers asking; Jumps = Leaping Michaels; 2NT = 15-18; 3NT = NF 4NT: over 4m = NAT, over 4♥ = Both minors, over 4♠ = Two suits		NEG DBL[41] thru 4♥, beyond shows general strength NEG DBL[41] strongly suggests 4-card in other M, but not promised RESP DBL[43] thru 3♠, beyond shows general strength NO SUPP DBL NOR SUPP RE-DBL; SNAPDRAGON DBL[44] thru 2♠, constructive in general MAX DBL[45] available at 3♣ for ♦, 3♦ for ♥, 3♥ for ♠ L/D and LIGHTNER DBL[46]; Unsolicited DBL[47]; Redoubles[48]			Rarely done, but possible; cases happened: Opening 1-level at third seat with a very light hand Opening 1m with a worse minor Opening or overcalling 1NT without 14 HCP with long minor Opening weak 2 or 3 with only 4-card in that suit Responding 1M on a 1-level opening with less than 4-card, usually 3 Bidding a game-forcing new suit to a weak opening without length Making OGUST or RKCB response to a weak opening without strength	
VS. ARTIFICIAL STRONG OPENINGS		OVER OPPONENTS' TAKEOUT DOUBLE				
Against Strong 1♣/1♦: Treated as NAT 1♣/1♦ opening Against Strong 2♣: X = Any 3 suits; Others = ALL-LEVEL SUCTION[53] Only available in 2 nd position; Style: Destructive		1M-(DBL)-RDBL shows 10+; 1m-(DBL)-RDBL* [41]; New-suit: 1-level = F1; 2-level = NF[5]; 3-level = FG Simple Raise = Courtesy; Jump raise = PRE; 1NT = NF; 3NT = NF 2NT = JORDAN[5]: INV+, 4-card+ SUPP; Double Jump = as if no interference				

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♥	10 to 21 HCP 5-4 m open longer May have a 5-card suit with 6♣+	TRANSFER RESPONSES [9]; INVERTED MINOR RAISES[11]; 1♣ = 6-10 No 4M OR 11-14 no 5M; 1NT = FG without 5M; 2♦ = FG with 5+♦; 2M[12]/3♦/3M/4♣ = 4-7, WJS; 2NT = 11-12; 3NT = 13-15; Jump raise = PRE; 4M/5♣ = NAT, NF;	XYZ CONVENTION[13]; NEW MAJOR GAME FORCE[14]; FOURTH SUIT GAME FORCE[14]; 1♣ – 1M/1NT – 2NT advances[15]; 1m – 1M – 2M advances[16]; 1♣ – (X) – 2NT = both minors; 1♣ – (X) – 3♣ = ♣ PRE;	2♦ = WJS;
1♦		4	4♥	10 to 21 HCP 5-4 m open longer May have 5-card M with 6♦+	INVERTED MINOR RAISES[11]; 2♣ = FG[17]; 3♣ = NAT, INV; 2M[12]/3M/4♣ = 4-7, WJS; 1NT = 6-10; 2NT = 11-12; 3NT = 13-15; Jump raise = PRE; 4M/5♣ = NAT, NF;	XYZ CONVENTION[13]; NEW MAJOR GAME FORCE[14]; FOURTH SUIT GAME FORCE[14]; 1♦ – 1M/1NT – 2NT advances[15]; 1m – 1M – 2M advances[16]; 1♦ – (X) – 2NT = ♣ PRE; 1♦ – (X) – 3♣ = 7-9, 5+♦; 1♦ – (X) – 3♦ = ♦ PRE;	
1♥		5	4♦	10 to 21 HCP Maybe 4-card only at 3 rd or 4 th seat May have 5-card ♠ with 6♥+	REVERSE BERGAN RAISE[1]; Forcing 1NT[18]; 2♥ = Courtesy; 2/1 FG[17]; Modified JACOBY 2NT[19]; 2♠[12] = 4-7, WJS; 3NT = SWISS, 13-15, 3433; 3/4♥ = PRE; 3♠/4m = SPL; 4♠/5m = NAT, NF;	XYZ CONVENTION[13]; GAME FORCING 2♠[14]; FOURTH SUIT GAME FORCE[14]; GAZZILLI after 1M-1NT & 1♥ – 1♠ [18]; 1♥ – 1♠ – 2♠ advances[16]; 2-level major fit advances[16];	Semi-forcing 1NT[18]; TWO-WAY REVERSE DRURY[20]; 2NT = 8-11, both minors; 3X = 4-7, WJS;
1♠		5	4♥	10 to 21 HCP Maybe 4-card only at 3 rd or 4 th seat	REVERSE BERGAN RAISE[1]; Forcing 1NT[18]; 2♠ = Courtesy; 2/1 FG[17]; Modified JACOBY 2NT[19]; 3♥ = NAT, INV; 3NT = SWISS, 13-15, (34)33; 3/4♠ = PRE; 4m = SPL; 4♥/5m = NAT, NF;	FOURTH SUIT GAME FORCE[14]; GAZZILLI after 1M-1NT [18]; 2-level major fit advances[16];	Semi-forcing 1NT[18]; TWO-WAY REVERSE DRURY[20]; 2NT = 8-11, both minors; 3X = 4-7, WJS;
1NT				Good 14 to Bad 17 HCP BAL May have 5M, 6m or 5m+4M	STAY; JACOBY; TEXAS; 2♠ = Transfer to ♣; 2NT = Transfer to ♦; 3♣ = Weak both minors; 3♦ = FG in minors; 3♥/3♠ = 13-15, 31(45) / 13(45); 3NT = S/O; 4♣ = ♥+♠, any 6-4+; 4♠ = Minors; 4NT = QUANT; 5m = NF;	SMOLEN; BARON; *** 1NT opening advances [21];	
2♣	✓			ART, STR, 22 HCP+ if BAL	2♦ = 5-7; 2♥ = 8-9; 2♠ = 0-4; 2NT = 10+ (Jack excluded); 3X = Good 6-card+ suit, no side value;	Jump bid by opener = set trump;	
2♦		5		4-11 HCP Aggressive, vulnerability in consideration	2M = NF; 2NT = OGUST[23]; 3♦ = PRE; 3X = NAT, FG; 3NT = S/O; 4♣ = RKCB[34];	*** Preemptive opening advances [25];	
2♥		5		4-11 HCP Aggressive, vulnerability in consideration	2♠/3m = NAT, FG; 2NT = OGUST[23]; 3♥ = PRE; 3NT = S/O; 3♠ = RKCB[34];	*** Preemptive opening advances [25];	
2♠		5		4-11 HCP Aggressive, vulnerability in consideration	2NT = OGUST[23]; 3m/3♥ = NAT, FG; 3♠ = PRE; 3NT = S/O; 4♣ = RKCB[34];	*** Preemptive opening advances [25];	
2NT				Good 19 to 21 HCP BAL or semi-BAL May have 5M, 6m or 5m+4M	STAY; JACOBY; TEXAS; 3♠ = Minors or ♦, FG; 3NT = S/O; 4♣ = NAT, FG; 4♠ = Minors; 4NT = QUANT; 5m = NF;	SMOLEN; BARON; *** 2NT opening advances [22]; Optional KC after showing minor;	
3X		6		4-11 HCP Aggressive, vulnerability in consideration	3-level new suit = NAT, FG; 3NT/4M (jump) = NAT, NF; 4♦ over 3♣ = RKCB[34]; 4♣ over 3♦ = RKCB[34]; 4-level new suit = cue-bid; 4NT over 3M = RKCB in M[34];	*** Preemptive opening advances [25]	
3NT	✓			4-11 HCP PRE in both Majors, 5+5+	4♣ = Puppet to 4♦, then bid 4♥/4♠ for RKCB[34]; 4♦ = same length in M; 4M = S/O;		
4X		6		NAT, PRE	4M over 4m = NAT, NF; New suit = cue-bid;		
4NT	✓			PRE in both minors	5m = S/O; 5♥/5♠ = RKCB in ♣/♦[34]; 5NT = Pick m;		

HIGH LEVEL BIDDING

Cue-bid style: show first round controls before second, except King in partner's suit;

Concept of fast arrival[31]; Forcing Pass[32]; Pass and pull[32]; NON-SERIOUS 3NT[33]; RKCB-1430[34]; SPL & ERKCB[36]; D1PO[35]; DEPO[35];