



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: NATURAL NCBO: HONG KONG EVENTS: ALL PLAYERS: DEREK ZEN, SAM WAN (27 APR 2018)
7-17 HCP (maybe light); 5+cards (occasionally 4 cards at 1 level)			Lead	In Partner's Suit		
Responses: New suit at 1 or 2 level = NF;		Suit	4 th	4 th		
Cuebid = limit raise or better;		NT	4 th	4 th		
Double raise = preempt, irrespective of vulnerability		Subseq	CT / ATT	CT / ATT		
		Other: Top of sequence; Vs NT, on the lead of King or Queen				
		If partner has the honor immediately below, he should unblock				
1NT OVERCALLS (2nd / 4thLive; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd: 15-18 HCP, balanced;		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Responses: System ON;		Ace	AK(+), A(+)	AK(+), AQ(+), A(+)	Two Over One Game Force	
4th: 15-18 HCP, balanced;		King	AK(doubleton), KQ(+),	KQ (+)	5-card majors	
Responses: System ON;		Queen	QJ(+), Qx	QJ(+), Qx	Inverted minor raises;	
		Jack	J10(+), Jx	J10(+), Jx	Wide range overcalls based on playing strength;	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	KJ10(+), 109(+), 10x	(A/K)J10(+), 109(+), 10x		
1-Suit: Non-Vul: Weak preempt (6-10 HCP);		9	H109(+), 9(+)	H109(+), 9(+)		
Vul: Intermediate (11-14 HCP);		Hi-x	Sx, xSxx,	Sx, Sxx, Sxxx(+)		
2-Suit: 2NT: 2 lowest un-bid suits, based on playing strength		Lo-x	xxS, HxxS, HxxSx	HxxS(+), xxxS(+)	1NT Opening: 15 – 17 HCP	
Responses: (vs. jump overcalls) 2NT = asking		SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response: GF	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2 level cue-bid = 2 extreme suits, playing strength (except over 1♣)		Suit	1 Hi=Discouraging	Hi=Odd	Attitude	1♣ covers most balanced hands (12-14); transfer responses
3 level jump cue = ask partner to bid 3NT if holding stopper			2 Hi=Odd	Suit preference	Hi=Odd	Strong 2♣ (9+tricks OR 22+ BAL)
3♣= the two un-bid suits outside of clubs, playing strength			3 Suit preference			2♣= Flannery 5+♥ & 4♠ 11-15 HCP
2♣ overcall against 1♣ = natural; 3♣ over 1♣ = ♣ + ♦		NT	1 Hi=Discouraging	Hi=Odd	Attitude	Negative free bids at two level in competition
VS. NT (vs. Strong / Weak; Reopening; PH)			2 Hi=Odd	Suit preference	Hi=Even	NAMYATS 4♣/4♦ (good 4♥/4♠ opening)
Vs weak NT, X = good 14+ hcp, 2NT=4♥+6/7m; 3♣/♦ = 4♣+ 6♣/♦			3 Suit preference			Two-way Reverse Drury
2♥/2♠ natural and limited; 2♣/♦ see below [vs strong NT: X=4M+5m		Signals (including Trumps):				3NT opening = 8+ card non-solid minor
2♣ = 2 majors, usually at least 5-4, partner bids 2♦ if no preference		UDCA (both count and attitude), attitude before count, suit preference				1♣ - 2♠ = limit raise in clubs; 1♦ - 3♣ = limit raise in diamond
2♦ = one 6+ card major (constructive vs. weak NT), major P/C		only when obvious, frequent remaining counts (standard)				1♣ - 2♥/♥ = weak 6+♥/♠; 1♣ - 1♠ = no 4M, 6-12 hcps
2♥ = hearts and a minor vs. strong NT (at least 5+, 4+), minor P/C						1♣ - 1NT = 10+ hcps, diamond suit
2♠ = spades and a minor vs. strong NT (at least 5+, 4+), minor P/C]						Bergen response and Jacoby 2NT to 1M opening
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES				Power Precision 1NT structure
WK 2♥/♠: X= T/O; Multi-2♦: X=T/O with Ms or str, 2♥/♠=natural		TAKEOUT DOUBLES (Style; Responses; Reopening)				4th suit always GF
(vs. 2M) 4m = suit + the other major ; WK 3 of a suit: X= T/O		Emphasize major(s); minors unclear;				Modified Cappeletti against (strong or weak) 1NT opening
(vs. gambling 3NT) 4♣ = T/O in majors (in both 2 nd and 4 th positions)		Responsive doubles (8+ HCP) up to 4♠				1M – 3NT = 4 card support, void somewhere
WK 4♥/♠: X= T/O; 4NT=T/O in 2 suits;		Negative doubles (8+ HCP) up to 4♠				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
Vs strong 1♣, X = majors, 1NT = minors, 2♦ also both majors, 5-5+		Support X and XX up to 2♠			1x-(DBL)-RDBL: Forcing pass thru 2NT	
		Game try X, for example 1♠ - (2♥) - 2♠ - (3♥) - X				
		Competitive X, for example 1♠- 2♥- 2♠ - X (strength in other suits, mild tolerance of partner's suit)				
OVER OPPONENTS' TAKEOUT DOUBLE		Double of gambling NT or direct raise to NT in 4 th position shows solid suit somewhere, usually a major			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
New suit forcing at 1-level, XX shows 10+HCP & wish to penalize;		Lightner X against slam contracts			Escape after 1NTX is natural	
1m-(X): jump = weak; 2NT = Limit raise or better; 3m = preemptive;					All unnecessary jumps are Splinters	
1M-(X): 2NT = limit raise					Principle of Fast Arrival	
					PSYCHICS: Rare (occasional light/off-shape 1NT opening)	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		PASSED HAND BIDDING
1♣		2	4♠	11-20 HCP, natural club suit or Any balanced or semi - balanced hand including 4441 (4 card clubs)	Transfer responses: 1♦ = ♥ 1♥ = ♠; 2♣ = inverted GF 1♠ = 1NT; 1NT = 4+♦ 10+HCP, F to 2NT/3♦; 2NT = invite 2♦/♥ = weak jump shift + transfer; 2♠ = limit raise in ♣; 3♣/3♦/3♥/3♠ = preempt	1m-1M-1NT-2 of new minor = check-back, forcing to 2NT Over transfer responses, opener bids 1 of responder's major = 3 Opener rebid 2 of responder's major = 4, support X = gd hand 1m-1M-1NT-3 of (any) minor = 4M, 5/6+m, 7-11 HCP, invite		Single raise still shows 10+
1♦		4	4♠	11-20 HCP, usually 5+ cards except 4441 (singleton ♣)	Inverted minor raises; 2♣=GF; 3♣= limit raise in ♦ 2♥/♠ = Weak Jump Shift, 6+cards; 2NT= invite; 3♦/3♥/3♠ = preempt	Natural		Same
1♥/♠		5	4♠	11-20 HCP	F1NT; 2NT=Jacoby; 2/1= GF 3♣= 7-9 HCP, 4+ support; 3♦=10-12 HCP, 4+ support; 3♥/♠ = preempt; Double jump shift=Splinter; 4M to play 3NT = 4 card support plus a void; 1♠ - 4♥ to play	1M-2M-new suit = help suit try 1M-2NT-3♣/♦/♥/♠ = singleton or void if new suit; 1M-2NT-4♣/♦/♥ = 5+ cards suit; 1M-2NT-4M = min 1M-1NT-2NT (18-22, with side 4 card suit)		2-way Reversed Drury (Opener rebids 2M is weak) Semi-forcing 1NT (opener can pass with 5332 min)
1NT				15-17 HCP (May have 5 card M/6 card m)	Power Precision structure; 2♣=STAY; Smolen (can be weak); 2♦/♥=TRF; 2NT/3♣=TRF to 3♣/♦; 3♥/♠=GF in Clubs and Diamonds; 3♣/♦=GF, 4441 in a black/red suit; 4♣= Gerber; 4♦/♥= TRF; 4NT= Quantitative	Over intervention, X at 2 level is T/O, suit is NF, Lebl, suit at 3 level is F1, cue-bid asks for full stopper, cue-bid after Lebensohl asks for half-stopper Red suit transfers are 'ON' over intervention		
2♣	Yes			22+ HCP BAL or 9+ playing tricks	2♦ = 0-1 controls; All other bids = 2+controls, natural;	2♣-2♦-2NT = 22-24 BAL, responses same as 2NT opening; 2♣-2♦-2♥/♠- next suit = second negative		
2♦	Yes			Flannery 11-16 HCP, 5+♥ & 4♣	Responder 2NT = asking Opener 3♣ = 4513, 3♦ = 4531, 3♥ = 4522 min, 3♠ = 4522 max, 3NT = 46xx Responder 3 of a major basically preemptive Responder 3♣/♦ = inv. In ♥/♠	Over intervention: X = penalty		
2♥		5		Weak, 6 – 10 HCP	Responder 2NT = asking Opener OGUST replies (3♣ = min hand, min suit, 3♦ hand, good suit, etc.)	Over interference: X = penalty;		
2♠		5		Weak, 6 – 10 HCP				
2NT				20-21 HCP bal, 5cM/6cm ok	3♣ = 5-card transfer STAYMAN; 3♦/3♥=TRF; 3♠ = Minor suit STAYMAN; 4♣= GERBER; 4♦/♥= TRF;			
HIGH LEVEL BIDDING								
3♣/♦		6		6+♣/♦ PRE	3M = F1	4NT= T/O, usually 2-suiter		GERBER;
3♥/♠		6		6+♥/♠ PRE	3M/4m = GF	DBL: against 4♥/♠ = T/O;		LIGHTNER DBL;
3NT	Yes			8+ card non-solid minor	4♣/♦ = P/C; 4♥/♠ = NATURAL;	against 4NT or above = cards		
4♣	Yes			NAMYATS 7+♥, good hand	New suit = cue-bid;	RKCB (1430); D0P1 at 5-level;		
4♦	Yes			NAMYATS 7+♠, good hand	New suit = cue-bid;	DEPO at 6-level;		
4♥/♠		7		7+♥/♠ PRE	New Suit = Cue-bid;	5NT for King (with 2 kings, jump to 7);		
4NT	Yes			Specific Ace Asking	5♣ = no ace; 5♦/♥/♠/NT = ♦/♥/♠/♣ Ace			