



WBF Convention Card

DEFENSIVE AND COMPETITIVE BIDDING

LEADS AND SIGNALS

OVERCALLS (Style; Responses; 1/2 level; Reopening)
1 Level : 8- 15 HCP Usually 5 Cards+, but can be 4 Cards +
2 Level: 10 HCP+ Minor : 5 cards+
Major : 5 cards+
Reopening : If jump to 2 level = 13+ HCP 6+ cards

OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	4 th best, MUD, High-Low	4 th best, MUD ,High-Low
NT	4 th best, TON	4 th best, TON
Subseq		
Other: Vs NT lead King request unblock or Count, lead Ace ask for ATT		
Vs NT lead Queen may request partner unblock Jack		

NCBO Logo & Colored Stickers:		
CATEGORY:	Green	
NCBO:	Hong Kong	EVENTS:
PLAYERS:	Lo Wing Ho + K C Li	

1NT OVERCALLS (2nd / 4thLive; Responses; Reopening)
15 – 18 balance hand -- [5]
If 4 th position, 12-14 balance hand
System on for 1NT response
Sandwich 1NT always for ♣ + ♦
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Preemptive, Usually 6 cards+
2-Suit: Unusual 2NT : 2 lowest unbid suits 7-14HCP normally
(Depends on shape and vul.)

LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK	AK+
King	KQ(+),AK+	KQ(+),AKJT
Queen	AQJ(+), QJ(+)	AQJ(+), KQT9, QJ(+)
Jack	AJT(+), KJT(+), JT(+)	AJT(+), KJT(+), JT(+)
10	AT9(+), KT9(+), QT9(+), T9(+)	AT9(+), KT9(+), QT9(+), T9(+)
9		9x, 9xx, 9xxx
Hi-x	Xx	Xx,Xxx
Lo-x	Kxx, Qxx, Jxx , xxxx	Kxx, Qxx, Jxx

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural, 5-card major, Conv minor	
1NT opening: 15-17; 2NT opening :20-21 (may have 5 cards Major)	
2♣ : 22HCP+ or 8.5 playing tricks ;	
2♦ : Multi-2D, weak ♥ or ♠	
2♥ : 6-11HCP, ♥+♠, 2♠ : 6-11 HCP, 55 minors+	
1 minor rebid 2NT: 18-19 HCP	
3♠/♦/♥/♣, 4♠/♦/♥/♣ : Preemptive	
2 OVER 1 Response: Game Forcing	

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
Michael cue bid on 2 level (either 16+ or >9 HCP)
cue bid in major: unbid major + 1 unbid minor , in minor: two majors
Jump cue bid on opener's m=4 cards+ on partner's M (intermediate)
(1X) – p – (1Y): 2X= Nat, 2Y = Nat except (1♠) - p - (1♦)
VS. NT (vs. Strong / Weak; Reopening; PH)
Vs Strong : (Brozel) X = 1 suiter; 2♣ = ♣ + ♥; 2♦ = ♦ + ♥; 2♥ = ♥ + ♠
2♠ = ♠ + ♣ / ♦; 2NT = ♣ + ♦
Vs Weak : (Capp) X = Penalty, 2♣ = 1 suiter; 2♦ = ♥ + ♠;
2♥ = ♥ + ♣ / ♦; 2♠ = ♠ + ♣ / ♦; 2NT = ♣ + ♦
System on in Direct Position
Strong NT = lower limit >= 15; Weak NT = lower limit < 15

SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = Encouraging	Lo = Even	Lo = Encouraging
Suit 2	Lo = Even	S/P	S/P
3			
1	Lo = Encouraging	Lo = Even	S/P
NT 2	Lo = Even	S/P	Lo = Encouraging
3			
Signals (including Trumps): Trump Echo = interest to ruff			

SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1	Gambling 3NT
2	Bergan Raise
3	Defense Multi 2♦:
	X = opening hand, 2♥/♠ = T/O in ♥/♠; 2NT = 16-18 bal
4	Defense 2♦ Flannery
	X = opening hand; 2♥ = T/O in ♥; 2NT = 16-18 bal ; 2♠ = Nat
5	Unusual Vs Unusual 2NT or Michael's
a	2 known suits :X = seek for penalty, Cue bid lower :
	Cue bid opp's Lower suit = limit hand+, low suit in remain suit
	Cue bid opp's Higher suit=limit hand+, high suit in remain suit
b	1 know + 1 unknown : X = 9+ HCP or seek for penalty
	Cue bid the known suit: Limit Raise or better in Partner's M
	New suit :non forcing
6	Rubensohl over 1NT -- [12]

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Double = takeout to 4♥ opening [7]
4NT =takeout if 4♠ opening; 2NT 16-18, 3NT to play
Leap Michaels: (2M) – 4m = 5+ OM + 5+ m

DOUBLES	
TAKEOUT DOUBLES (Style; Responses; Reopening)	
Thru 4♥, 9HCP+ (depends on vul & Level) promise another 4 cards Major	
Otherwise 16+ HCP any hand	
Reopening may be lighter	
Response: jump bid = invite, cue bid = force 1 round	

SPECIAL FORCING PASS SEQUENCES	
Against obvious sacrifice bid : Pass in direct position F Pass	

VS. ARTIFICIAL STRONG OPENINGS
Against Strong 1♠, 2♠ : (Suction on Direct position, non jumping only)
X = ♦ or ♥ + ♠ ; min ♦ = ♥ or ♠ + ♣ ; min ♥ = ♠ or ♣ + ♦ ;
min ♠ = ♣ or ♦ + ♥ ; min NT = ♠ + ♦ or ♣ + ♥

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES	
Negative double up to 4♦, promise another/both 4+ cards ♥/♠	
Otherwise, strong hand with 10+HCP	

OVER OPPONENTS' TAKEOUT DOUBLE
New suit Force on 1 & 3 level: 2Level = -ve Free Bid 8-10, 5+ cards
1NT 8-9 HCP
Redouble : 10+ HCP any hand

Responsive double up to 3♥
Takeout double up to 4♥
Supportive double/redouble up to 2♥ (except interrupt by strong 1NT)
Redouble : SOS usually
Maximal double up to 3♥

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
4th -suit GF except: 1♠ – 1♦* – 1♥ – 1♠*	
Jump bid in 4th suit : Invitational 5-5 at least	
-ve free bid --- XYZ Convention –[9] ----weak jump shift	
PSYCHICS: Rare	

[1] Opening of 1H

1♥ 12-21 HCP, 5+cards ♥

1♠ -, 4+cards ♠

After 1♥ - 1♠ - 1NT

2♣ - Relay to 2♦, to play 2♦ or any invitation hand

2♦ - Game Forcing

2♥ - To play

2♠ - Usually 6+ cards ♠, To play

2NT - invitation

3♣ - to play,

3♦/♥/♠ - Slam Interest

3NT - To Play

4♣/♦ - Splinter

4♥/♠ - To Play

4NT - Small slam Invitation

5NT - Great slam Invitation

1NT - forcing, may consist of 3 card ♥

2♣/♦ - game forcing

2♥ - 8 - 9 HCP, 3+cards ♥

2♠ - 0 - 5 HCP, 6+cards ♠

2NT - Jacoby 2NT, game forcing, 4+cards ♥

3♣/♦/♠ - Singleton or void in ♣/♦/♠

3♥ - no singleton or void and no another 5+cards suit and 18+ HCP

3NT - 15 - 17 HCP, no singleton or void, balanced hand

4♣/♦/♠ - 5 + cards suit of ♣/♦/♠

4♥ - no singleton or void and no another good 5+cards suit, 12-14 HCP

(usually the further bid for responder or opener is cue bid except 4NT, 5NT)

3♣ - 6 - 8 HCP, 4+cards ♥

3♦ - invitation+ in any hand

3♥ - 9 - 11 HCP, 4+cards ♥, new suit over 3♦ is cue bid

3♥ - usually 0 - 5 HCP, 4+cards ♥

3♠ - any splinter

3NT Asking -- 4♣/♦=♣/♦ S/V, 4♥=♠ S/V

3NT = 4333 13-15 HCP, 4♣ = 4333 16+, 4♦ = better preempt, 4♥/♠ = to play

4NT - key card(0314)

5NT - Grand Slam Force

For 1♥ - 2♣/♦ - 2♥ -- not promise 6+ cards of ♥, only show minimum

For 1♥ - 2♣/♦ - 2NT - 14+ balanced hand

[2] Opening of 1S

1♠ 12-21 HCP, 5+cards ♠

1NT - forcing, may consists of 3 card ♠

2♣/♦/♥ - game forcing, usually 4+cards ♣/♦

2NT - Jacoby 2NT, game forcing, 4+cards ♠

3♣/♦/♥ - Singleton or void in ♣/♦/♠

3♠ - no singleton or void and no another 5+cards suit and 18+ HCP

3NT - 15 - 17 HCP, no singleton or void, balanced hand

4♣/♦/♥ - 5 + cards suit of ♣/♦/♠

4♠ - no singleton or void and no another good 5+cards suit, 12-14 HCP

(usually the further bid for responder or opener is cue bid except 4NT, 5NT)

3♣ - 6 - 8 HCP, 4+cards ♠

3♦ - invitation+ in any hand, 3♥ - invitation+ in heart value

3♥ - 9 - 11 HCP, 4+cards ♠

3♥ - invitation+ in heart value

3♥ - any splinter

3♠ = asking -- 4♣/♦=♣/♦ S/V, 3NT = ♥ S/V

3♠ - 0-5, 4+ cards ♠, 3NT - 4333 13-15, 4♣ = 4333 16+, 4♦ = better preempt ; 4♥/♠ = to play

For 1♠ - 2♣/♦/♥ - 2♠ -- not promise 6+ cards of ♠, only show minimum

For 1♠ - 2♣/♦/♥ - 2NT - 14+ balanced hand

After 1♥ - 2♥

2♠ relay to 2NT

After 1♥ - 2♥ - 2♠ - 2NT

3♣/♦ S/V in ♣/♦, inv+ ; 3♥ S/V in ♠, inv+

3♣/♦ 3+ cards suit, inv+

3♥ natural invite

After 1♠-2♠

2NT relay to 3♣

After 1♠ - 2♠ - 2NT - 3♣

3♦/♥ S/V in ♦/♥, inv+ ; 3♠ S/V ♠, inv+

3♣/♦/♥ 3+ cards suit, inv+

3♠ natural invite

[3] Forcing 1NT over 1M

1♥ - 1NT - 2♣ -- minimum length of club = 2 (4-5-2-2 when minimum)

1♠ - 1NT - 2♣ -- minimum length of club = 3

2♦ - 3+, 2M = 6+, 2oM = 4+, non minimum if reverse

2NT = 17+ any hand except 55+ and most bal hand-- [14]

3X = 55+, 17+

3M = 6+, invitation

[4] Development after 1NT	3♥/♠ - Super accept
1NT 2♣ - Stayman, 2any-2NT normal invite hand, Smolen after 2C.	After 1NT - 2♦ - 3♥
2♦/♥ - Jacoby Transfer, ♥/♠	3♠/4♣/4♦ - cue bid
After 1NT - 2♦ - 2♥	4♥ - To play
2♠ - game force, 6+ cards ♥ and 4+ cards ♠ (length of ♥ > lengths of ♠)	After 1NT - 2♥ - 3♠
After 1NT - 2♦ - 2♥ - 2♠	4♣/4♦/4♥ - cue bid
2NT - have not 4 cards ♠ and 3+ cards ♥, minimum hand	4♠ - To play
3♣/♦ - cue bid, fit in ♠ or ♥ or both	2♠ - Minor suit stayman
3♥ - no 4 cards ♠, 3+cards ♥, maximum	2NT - no any four cards of minor
3♠ - 4 cards ♠	3♣ - 4+ cards ♣, may have 4 cards ♦
3NT - 3 cards ♠ and 2 cards ♥, maximum hand	3♦ - 4+ cards ♦, no 4 cards ♣
4♣/♦ - cue bid, fit in ♠ or ♥ or both	3♥/♠ fit both minors cue bid
4♥ - 3+ cards ♥, minimum	3♥/♠ - game forcing, 6cards+♣/♦
2NT - invitation	4♣ - Gerber, asking Ace
3♣/♦ - game forcing, slam try	After 1NT - 4♣
After 1NT - 2♦ - 2♥ - 3♣	4♦ - 0 / 4 Ace
3♦/3♠ - cue bid, have 4+ cards ♣	4♥ - 1 Ace
3NT - usually not have 4+ cards ♣/♦	4♠ - 2 Ace
4♣ - 4+ cards ♣	4NT - 3 Ace
4♥ - no interest in slam	After 1NT - 4♣ - 4♦/♥/♠/NT
After 1NT - 2♦ - 2♥ - 3♦	5♣ - asking King
3♠/4♣ - cue bid, have 4+ cards ♦	After 1NT - 4♣ - 4♦/♥/♠/NT - 5♣
3NT - usually not have 4+ cards ♣/♦	5♦ - 0 / 4 King
4♦ - 4+ cards ♦	5♥ - 1 King
4♥ - no interest in slam	5♠ - 2 King
3♥ - invitation, usually only 6+ cards ♥	5NT - 3 King
3♠ - Slam try In ♥, usually have a singleton/void	
3NT - p/c to 4♥ 4♣ = Gerber 4♦ = Slam try in ♥, no singleton/ void	4♦/♥ - Texas Transfer, ♥/♠(System on for interference up to 4♣)
4♥ - 6cards+ ♥, better hand than using Texas	2NT-transfer to 3♣
After 1NT - 2♥ - 2♠	Pass /3♦signoff
2NT - invitation, usually only 5 cards ♠	3♥/♠ 5+ corresponding m, mild slam interest
3♣/♦ - game forcing, slam try	
3♥ - Slam try in ♠, usually have a singleton/void	[5] 1NT doubled (Also applied to 1NT overcall doubled)
3♠ - invitation, usually 6+ cards ♠	(1Y) - 1NT - (X) or 1NT - (X)
3NT - p/c to 4♠	XX= 1 suiter
4♣ = Gerber 4♦ = Slam try in ♥, no singleton/ void	2♣= ♣ + another suit
4♠ - 6cards+ ♠, better hand then using Texas	2♦= ♦ + a major
	2♥= Both Majors
	2♠= ♠ suiter

