



WBF Convention Card

NCBO Logo & Colored Stickers:



CATEGORY: Green

NCBO: Hong Kong

EVENTS:

PLAYERS: Lo Wing Ho + K C Li

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

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1 Gambling 3NT

2 Bergen 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]

SPECIAL FORCING PASS SEQUENCES

Against obvious sacrifice bid : Pass in direct position F Pass

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

LEADS AND SIGNALS

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

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

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

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, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES

Negative double up to 4♦, promise another/both 4+ cards ♥/♠

Otherwise, strong hand with 10+HCP

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♥

DEFENSIVE AND COMPETITIVE BIDDING

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

1NT OVERCALLS (2nd / 4thLive; Responses; Reopening)

15 – 18 balance hand -- [5]

If 4th 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.)

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

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

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 ♣ + ♥

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

[illegible]

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<p>[1] Opening of 1H</p> <p>1♥ 12-21 HCP, 5+cards ♥</p> <p>1♠ -, 4+cards ♠</p> <p>After 1♥ - 1♠ - 1NT</p> <p>2♣ - Relay to 2♦, to play 2♦ or any invitation hand</p> <p>2♦ - Game Forcing</p> <p>2♥ - To play</p> <p>2♠ - Usually 6+ cards ♠, To play</p> <p>2NT – invitation</p> <p>3♣ - to play,</p> <p>3♦/♥/♠ - Slam Interest</p> <p>3NT – To Play</p> <p>4♣/♦ – Splinter</p> <p>4♥/♠ – To Play</p> <p>4NT – Small slam Invitation</p> <p>5NT – Great slam Invitation</p> <p>1NT – forcing , may consist of 3 card ♥</p> <p>2♣/♦ - game forcing</p> <p>2♥ - 8 – 9 HCP, 3+cards ♥</p> <p>2♠ - 0 - 5 HCP, 6+cards ♠</p> <p>2NT – Jacoby 2NT, game forcing, 4+cards ♥</p> <p>3♣/♦/♠ - Singlaton or void in ♣/♦/♠</p> <p>3♥ - no singleton or void and no another 5+cards suit and 18+ HCP</p> <p>3NT – 15 – 17 HCP, no singleton or void, balanced hand</p> <p>4♣/♦/♠ - 5 + cards suit of ♣/♦/♠</p> <p>4♥ - no singleton or void and no another good 5+cards suit, 12-14 HCP</p> <p>(usually the further bid for responder or opener is cue bid except 4NT, 5NT)</p> <p>3♣ - 6 - 8 HCP, 4+cards ♥</p> <p>3♦ - invitation+ in any hand</p> <p>3♥ - 9 - 11 HCP, 4+cards ♥, new suit over 3♦ is cue bid</p> <p>3♥ - usually 0 - 5 HCP, 4+cards ♥</p> <p>3♠ - any splinter</p> <p>3NT Asking -- 4♣/♦=♣/♦ S/V, 4♥ = ♠ S/V</p> <p>3NT = 4333 13-15 HCP, 4♣ = 4333 16+, 4♦ = better preempt, 4♥/♠ = to play</p> <p>4NT – key card(0314)</p> <p>5NT – Grand Slam Force</p> <p>For 1♥ - 2♣/♦ – 2♥ -- not promise 6+ cards of ♥, only show minimum</p> <p>For 1♥ - 2♣/♦ – 2NT – 14+ balanced hand</p>	<p>[2] Opening of 1S</p> <p>1♠ 12-21 HCP, 5+cards ♠</p> <p>1NT – forcing, may consists of 3 card ♠</p> <p>2♣/♦/♥ - game forcing, usually 4+cards ♣/♦</p> <p>2NT – Jacoby 2NT, game forcing, 4+cards ♠</p> <p>3♣/♦/♥ - Singlaton or void in ♣/♦/♠</p> <p>3♠ - no singleton or void and no another 5+cards suit and 18+ HCP</p> <p>3NT – 15 – 17 HCP, no singleton or void, balanced hand</p> <p>4♣/♦/♥ - 5 + cards suit of ♣/♦/♠</p> <p>4♠ - no singleton or void and no another good 5+cards suit, 12-14 HCP</p> <p>(usually the further bid for responder or opener is cue bid except 4NT, 5NT)</p> <p>3♣ - 6 - 8 HCP, 4+cards ♠</p> <p>3♦ - invitation+ in any hand, 3♥ - invitation+ in heart value</p> <p>3♠ - 9 - 11 HCP, 4+cards ♠</p> <p>3♥ - invitation+ in heart value</p> <p>3♥ - any splinter</p> <p>3♠ = asking -- 4♣/♦=♣/♦ S/V, 3NT = ♥ S/V</p> <p>3♠ - 0-5, 4+ cards ♠, 3NT – 4333 13-15, 4♣ = 4333 16+, 4♦ = better preempt ; 4♥/♠ = to play</p> <p>For 1♠ - 2♣/♦/♥ – 2♠ -- not promise 6+ cards of ♠, only show minimum</p> <p>For 1♠ - 2♣/♦/♥ – 2NT – 14+ balanced hand</p> <p>After 1♥ - 2♥</p> <p>2♠ relay to 2NT</p> <p>After 1♥ - 2♥ - 2♠ - 2NT</p> <p>3♣/♦ S/V in ♣/♦, inv+ ; 3♥ S/V in ♠, inv+</p> <p>3♣/♦ 3+ cards suit, inv+</p> <p>3♥ natural invite</p> <p>After 1♠-2♠</p> <p>2NT relay to 3♣</p> <p>After 1♠ - 2♠ - 2NT - 3♣</p> <p>3♦/♥ S/V in ♦/♥, inv+ ; 3♠ S/V ♠, inv+</p> <p>3♣/♦/♥ 3+ cards suit, inv+</p> <p>3♠ natural invite</p> <p>[3] Forcing 1NT over 1M</p> <p>1♥ - 1NT – 2♣ -- minimum length of club = 2 (4-5-2-2 when minimum)</p> <p>1♠ - 1NT – 2♣ -- minimum length of club = 3</p> <p>2♦ - 3+, 2M = 6+, 2oM = 4+, non minimum if reverse</p> <p>2NT = 17+ any hand except 55+ and most bal hand-- [14]</p> <p>3X = 55+, 17+</p> <p>3M = 6+, invitation</p>

[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

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[6] Development after 2NT opening		[8] For 1m – 1H – 2NT Development		
2NT 3♣ - Romex		1♣- 1♥ - 2NT:		
After 2NT - 3♣		3♣: ♣ fit		
3♦=no 4+♥ and no 5♠		3♦: 5+ card in ♥, w/wo 4 ♠		
3♥=relay		3♦: no 3 card ♥, no 4 card ♠		
3♠=3-card ♠		4♣/♦ : 6 card ♥ + 4 card ♠, short in ♣/♦		
		3♥ : 3 card ♥, may contain 4 card ♠		
		3♠ : 4 card ♠, denies 3 card ♥		
		3NT: 6+ ♣		
		3♥: 6+ card in ♥		
		3♠: 4♥ + 4♠		
		1♦- 1♥ - 2NT:		
		3♣: 5+ card in ♥, w/wo 4 ♠		
		3♦: no 3 card ♥, no 4 card ♠		
		4♣/♦ : 6 card ♥ + 4 card ♠, short in ♣/♦		
		3♥ : 3 card ♥, may contain 4 card ♠		
		3♠ : 4 card ♠, denies 3 card ♥		
		3NT: 6+ ♦		
		3♦: ♦ fit		
		3♥: 6+ card In ♥		
		3♠: 4♥ + 4♠		
[6] Development after 1C opening		[9] For 1X - 1Y - 1Z		
1♣ 1♦ - May contain 4+ cards major when game forcing hand		1 other = Natural, can be pass		
After 1♣ - 1♦		2♣ = relay to 2♦, can be ♦ or any invitation hand		
1NT – minimum balance hand (may contain 4 cards major)		2♦ = Game Force, any hand, 2NT = invitation		
2♣ - 6 cards+ ♣, (may contain 4 cards major)		3♣ = sign off, other jump bid = Slam Interest		
2♦ - 4 cards+ ♦, minimum hand				
After 1♣ - 1♦ - 1NT/2♣/2♦				
2♥/♠ - game forcing hand, 4+ cards ♥/♠				
After 1♣ - 1♦ - 1♥/♠				
2♥/♠ - game forcing hand, 4+ cards ♥/♠				
For 1♠/♦ - 2♣/♦ - inverted minor				
For any new suit response, may not promise 4 cards+, value showing in the suit with max hand				
System off in any interference				
[7] Against preemptive opening				
(2X) x (p) ? : 2Y – Weak, to play				
2NT – Lebensohl, relay to 3♣				
3Y – Constructive				
3X – Ask for guard				

[illegible]

[13] Development after 2♠ opening

2NT – Asking for detail

3♣/♦ = ♥/♠ Singleton, 6-8 HCP

3♥/♠ = ♥/♠ Singleton, 9-11 HCP

3NT = void somewhere

4♣ = asking

4♦ = ♥ void 4♥ = 0355 4♠ = 0256 4N = 0265

4♥ = asking

4♠ = 3055 4N = 2056 5♣ = 2065

4♣/♦ = 1156 / 1165

3♥ = Ask for ♥ length:

3♠ = singleton/void ♥:

3NT/4♥ = to play; 4m = set m, RKCB; 4♠ = set ♠, RKCB

3N = doubleton ♥:

4♥ = to play; 4m = set m, RKCB; 4♠ = set ♠, RKCB

4♣ = 2+♥, void ♠

4♥ = to play; 4♦ = set ♣, RKCB; 4♠ = set ♦, RKCB; 4NT = set ♥, RKCB

3♠ = Ask for ♠ length:

3NT = single/void in ♠:

4♠ = to play; 4m = set m, RKCB; 4♥ = set ♠, RKCB

4♣ = doubleton ♠:

4♠ = to play; 4♦ = set ♣, RKCB; 4♥ = set ♦, RKCB; 4N = set ♠, RKCB

4♦ = 2+♠, void ♥;

4♠ = to play; 4♥ = set ♠, RKCB

4♣/♦ = RKC in ♣/♦ resp

3♣/♦, 3NT, 4♥/♠, 5♣/♦ = to play

[14] Adjunct to forcing 1NT

1M - 1NT - 2NT = 17+, any hand except 55+ and most bal hand

Development

4M = 4-7 HCP, 3 cards of M

3M = 10-12 HCP, 3 cards of M

Follow up : cue bid usually.

3C = other hand

3M = 6M

3N = 5332 with 3 cards of H

3D = 5M+ 4m

3H = asking

3S = C ; 3N = D

4C = 6M + 4C ; 4D = 6M+4D

Other = very wide shape, natural

