


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
<b>OVERCALLS (Style; Responses; ½ level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			NCBO Logo & Colored Stickers:	
Style: Light			<b>Lead</b>	<b>In Partner's Suit</b>		
Responses: F1 at 1- and 3-level		<b>Suit</b>	1/3/5*	Same		
New suit at 1 or 2 level NF, Jump shift INV		<b>NT</b>	1/3/5	Same		
		<b>Subseq</b>	1/3/5 (Attitude)	Same	<b>CATEGORY:</b> GREEN	
		<b>Other:</b> 7 <sup>th</sup> from 7-c			<b>EVENTS:</b> ALL	
		K on 5 level ask for count			<b>PLAYERS:</b> Tim Shum / Alan Tsang	
<b>1NT OVERCALLS (2<sup>nd</sup> / 4<sup>th</sup>Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
2 <sup>nd</sup> seat: 15-18 HCP, normally BAL, Responses: System On		<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
4 <sup>th</sup> seat: 11-16 [EXTENDED Stayman]		<b>Ace</b>				
1x-P-P-2NT= 19-21 HCP, sys on as 2NT opening		<b>King</b>	AK, KQx(+)	AKQ(x), KQx(x)		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		<b>Queen</b>	QJ(x)	HQJx(+), QJ(x)		
2-Suit: PRE when Non-VUL; Sounded PRE at VUL;		<b>Jack</b>	JTx(+), KJT <sub>x</sub>	JT(x), AJT(x), KT(x)		
Responses: 2NT=Ogust, Cue Bid=inv+ Supp		<b>10</b>	T9x, HT9(+)	HT9(+), T9x(x), AQT9(x)		
		<b>9</b>	9x	HT9xx, 9xx, T9xx		
2-Suit: 2NT 2 lower unbid suits, wide range.		<b>Hi -X</b>	Even	Even	Single A/K/Q may treated as double ton in bidding.	
		<b>Lo -X</b>			HCPs are for reference. Frequent upgrade.	
		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>1NT Opening:</b> 15-17 HCP can have 5 card major or 6 card minor	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
Cue-bid = Michaels (wide range)		<b>1</b>	High=enc.	Count	High=enc.	1 2♥ = 4♥ and 5+minor, intermediate (10-14)
Jump cue-bid=check stopper for 3NT		<b>Suit 2</b>	S/P	S/P	S/P	2 2♠ = 4♠ and 5+minor, intermediate (10-14)
Cue-bid after partner bid and opp bid 2 suits = stopper showing		<b>3</b>	Count		Count	3 2♦ = Minors, 45 / 54 / 55 etc. intermediate (10-14)
Cue-bid after partner bid and opp bid 1 suit = stopper asking <b>Note [21]</b>		<b>1</b>	SAME	SAME	SAME	4 1♣ = Gd10 to 14, (2+) BAL/Semi-BAL/Any 5332 OR NAT
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>		<b>NT 2</b>	SAME	SAME	SAME	5
	Vs Strong	<b>3</b>	SAME		SAME	6
	Vs Weak (Multi Landy)	<b>Signals (including Trumps):</b>				7
DBL	♣ / ♦ / ♥ + ♠	Smith vs NT (Hi-low likes the lead from both)				8
2♣	♣ + Major					
2♦	♦ + Major					
2♥/2♠	5+ NAT					
NT	♣ + ♦					
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		<b>DOUBLES</b>				
WK 2: DBL= T/O Lebansohl response		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
Cue-bid=Michaels ; Jump=NAT, strong ; 2NT=15-18		Style: Light				
4NT over 4m=NAT, over 4♥=minors, over 4♠=any two suits		Responses: Cue bid only force				
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		Reopen = Light				
DBL = Majors ; NT = Minors ; Pass and DBL = T/O		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES</b>				<b>SPECIAL FORCING PASS SEQUENCES</b>
Otherwise NAT		T/O DBL thru 4♥.				FP applies when our side is known to hold majority of HCP
						<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>						<b>Quasi-Bal:</b> 4441s may treat as BAL. 5422s are treated as BAL unless 54 majors.
RDBL = 10+, 1 level New suit = F1; 1♣(DBL): 2M = 6-9 NAT						<b>Openings</b> dependent on Vulnerability and position
1♦(DBL): system on.						
Jump Raise=Pre, 1NT=NF, 2NT =raise						<b>PSYCHICS:</b> Rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	✓	2	4♦	a) 2+♣, 10+ - 14 <b>BAL</b> or any 5332 b) 4+♣, 10 -20, <b>unBAL</b>	1♦ =any 11+, w/o 5♥/♠; 1M=4+M; 1NT=NF; 2NT= <b>INV</b> 2♣=5-10, 5+4+ Majors.; 2♦ = <b>FG</b> , 6+ ♣/♦ 2♥/♠=9-12, 6+suit;	1♣ - 1M – 1any : 2♣ = any <b>INV</b> or ♦ <b>S/O</b> . 2NT= Puppet to 3♣ ; 2♦ = <b>GF</b>	
1♦	✓	2	4♥	a) 2+♦, 18-20 <b>BAL</b> b) 4+♦, 10 -20, <b>unBAL</b>	1M= <b>NAT</b> , F1; 1NT = <b>NF</b> ; 2NT = <b>INV</b> 2♣=FG, 2♦=10+, 4+♦, F3♦; 3♣= 6+suit, <b>INV</b> 3♦ = <b>7-9</b> ; 2♥/♠ =9-12, 6+suit ;	1♦ - 1M – 1NT = 18-20, <b>BAL</b>	
1♥		4	4♦	5+♥, 10+ - 20 (unBAL in 1 <sup>st</sup> /2 <sup>nd</sup> seat)	1♠=4+♠, F1; 1NT=F1; 2M = 8-10, 3-fit; 2♣ = <b>FG, ART</b> ; 2Major less 1 step = FG w/ 3fit ; 3♣= <b>INV(+)</b> ,3SUPP ; 3♦= <b>INV(+)</b> , 4+supp; 3M =7-9 4+supp	2♣= 6+Major or some 16+ [after 1NT] 3 - level = 5+ suit, F1	2♣ = 9-11, 4 fit 2♦ = 9-11, 3 fit
1♠		4	4♦	5+♠, 10+ - 20 (unBAL in 1 <sup>st</sup> /2 <sup>nd</sup> seat)	2NT = FG, 4+SUPP ; 3 other Major = 10-12 , 4SUPP &any SHO 3NT = 10+, void oM/m 2♠ [1♥] = 9-12,6+♠ ;		2♣ = 9-11, 4 fit 2♥ = 9-11, 3 fit
1NT	✓	N/A		Good 14-17 <b>BAL</b> , rarely 6♣/♦ 322	2♣=Stayman, 2♦/♥,=TRF, 2♠ =minor based ; 2NT= <b>FG puppet-like</b> ; 3♣ /3♦=6+, <b>INV</b> ; 3♥/3♠=SHO Major, 6+minor ; 4♣/♦ = 6+♥/♠ , <b>S/O</b> or Slammish (sys on or below 3♦);	1NT - 2NT: 3♣ =no 5Major; 3♦ = 5Major, TRF ; 3♥/♠ =5Major; 3NT = no interest in Major.	
2♣	✓	0	4♦	a) 20+, <b>BAL</b> b) 21+, <b>unBAL</b>	2♦ = waiting, 2♥/2♠ = 6+, 5+ suit ; 2NT = 5-5 Majors, 6+ 3m = 6+, 5m +5♥	2♣ - 2♦ - 2♥ = ♥ or 23+BAL, over 2♠ waiting:: 3♣/♦/♠ = 5+♥ & 4+♣/4+♦/4♠ , 3♥ = 6♥ NF, 2N= 23+BAL [2NT system on] ; 3NT = 5+♥ ; 4♣/4♦=auto SPL	
2♦	✓	4		5+ 4 + minors, 10-14	2♥/♠ = F1, 2NT = <b>FG</b> . 3minor = to play		
2♥	✓	4		4♥ - 5+minor, 10-14	2NT=FG, 3♣ pass or correct, 3♦ = <b>INV(+)</b> in Major		
2♠	✓	4		4♠ - 5+minor, 10-14	2NT=FG, 3♣ pass or correct, 3♦ = <b>INV(+)</b> in Major	<b>HIGH LEVEL BIDDING</b>	
2NT	✓	N/A		18-19, any 5332	3♣=ask 5 card (3♦/♥/♠/NT = minor /♥/♠/ 2245 or 2254); 3♦/♥ =TRF, 3♠=6+m Slam try, 4♣/♦ = TRF 4M; 4NT=inv	4NT = RKCB 1430 , 5suit = S/O ; +1 = ask Q 5NT = ask lowest K New suit = Ask Specific K	DOPE, D1P0
3suit		6(5)		Pre-emptive	New Suit=GF	Jump 5NT = pick a slam	
3NT		N/A		Solid 7+ minor	4♣=P/C; 4♦=FG ask SHO in ♥/♠ /minor; 4M=Play		
4♣/♦		7(6)		Pre-emptive		5NT after 5 level CUE BID = RKCB	
4♥/♠		7(6)		Pre-emptive			
4NT		N/A		65+m; Pre	5♠/5♦=play, 5♥=RKCB in ♣, 5♠=RKCB in ♦		
5♣/♦		8		Pre-emptive			