


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		<div>WBFC Convention Card 2.19</div> 
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE		
7-15 HCP; good 4+card; often; aggressive.		Lead	In Partner's Suit	
Resp: New suit = NF; raise =NF; jump raise =inv	Suit	4th/2nd(bad suit),HxS,Sx	4th/(H)x(x)/xxS	
Cuebid = F1; NT = NF	NT	4th/2nd(bad suit),0/2[4]	Same	Category: Natural - GREEN
Reopen: almost always 5+card, may be a king weaker.	Subseq	ATT	Same	Country: Hong Kong
same responses apply.	Other: K demand Q, Q demand J, J demand 10			Event: ALL EVENTS
	9 promise 1 higher; 8 fr poor suit may have 9			Players: Irene Ho CC Wong
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY
2nd pos: 15-18HCP, if no interfr, system on.	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
4th pos: 12-14(NV); 15-18(V); system on.	Ace	AKx(+);Ax(+);come-on=cash	Same	Natural,5-card majors,prepare club,1D/1C opening may
	King	KQx(+);KQJx(+);AK;AKJ10	Same	pe3 card if weak.Inverted minors.Str 2C & 2D opening.
	Queen	KQ10x;QJx(+);KQ	Same	derange overcalls,many -ve,competitive & optional dbls,
	Jack	AJ10x(+);KJ10(+);J10x(+)	AJ10X;KJ10x;J109x;J10xxx	emphasise unbid majors. Pre-empts sound.
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	H109(+);	Same	
1-Suit: Weak(NV); Interm(V); 6+ card	9	109(+);H98x;	Same	
2-Suit: (1m) -2NT = H+om; (1M) - 2NT = C+D (5+5) wk/str	Hi-x	sx;xsxx	Same	1NT Openings: 15-17, may have a 5-card major/minor
	Lo-x	Hxs;Hxxs;Hxxsx	Same	2 OVER 1 Responses: Nat, 11+HCP, F1, rebid same suit NF
Reopen: 2NT same as 2-suit	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
1C/1D) -2C/2D =2M; (5+5); wk or str.	Suit:1st	Hi-Lo = encrg	Hi-Lo = even	Hi-Lo = encrg
1H/1S) -2H/2S =OM + m; (5+5); wk or str.	2nd	Hi-lo = even	S/P	from long suit
1x) - 2NT = 2 lower unbid (5+5); wk or str.	3rd	S/P		6,8=E; 5,7=O
Jump cuebid = ask for 3NT with stopper	NT: 1st	Hi-Lo = encrg	Hi-Lo = even	Hi-Lo =encrg
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	S/P	from long suit	Hi-Lo = enen
1. x = equal strength Resp:	3rd		6,8=E; 5,7=O	
2. 2C = 2m; 8-15HCP; (5-5); 2NT = F	Signals (including Trumps): trump echo when necessary			3. Michael's cuebid & unusual 2NT = 10-/16+ HCP (5+5)
3. 2D = 2M; 8-15HCP; (5-5); 2NT = F	trump S/P always;			9. Lebensohl [6]
4. 2H/S = nat 5+card; 8-15HCP 2NT = NF				10. vs str 1C [D3]
5. 3C/D = nat good 5+card; *12HCP	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	Shape suitable or strong.Dbl then convert non-jump =NF;			
Lebensohl after weak twos[5]	ump = 15+HCP;cue = 1 more bid except reopen dbl. Other			
vs multi 2D: dbl = M overcall/23+HCP; 2H/S=C/D,14+HCP	responses = limit. Reopen dbl may be a king weaker.			
3C/D=nat 13-HCP; 3H/S=7+card; 3NT =20-22HCP				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1. 1x-dbl-redbl-2x 2. 1x-dbl-redbl-2x
vs1C: dbl =4-4M; 1NT = 5-5m; overcall in M =4+card;	Most low level dbls are for T/O, unless one of us has			Pass = F P - 2y - Pass =F
overcall in m =5+card; all 8-15HCP;	shown a bal hand in a constructive auction and the oppt			
ump=weak 6+card; pass then bid = 16+	s have not bid and raised a suit; or after we redbl.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Neg dbl, resp dbl, comp dbl & opt dbls.			in high level auctions, a new suit is assumed to show a
OVER OPPONENTS' TAKE OUT DOUBLE	Lightner & Slam Spade dbls.[11]			fit for pardn and perhaps only lead-directing.
1x-(dbl)-redbl = 10+HCP, prepare to penalty				e.g. (1D) 2H (4D) 5C = H fit & C honours
1x-(dbl)-1M/m = 4+card NF; 2-level = 5+card NF				Psychics: rare
ump shift = 6+card NF				
1M-(dbl)-3M = pre-empt; 2NT = limit raise; 3NT= F raise				

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Yes	2	2S	11-21 HCP, 12HCP if bal,	1D may be short(if weak),1NT=8-10,2NT=11-12,deny	M rebid=unbal, good hand, intend 3NT,3C=signoff/2NT rebid	New suit=F,1NT=NF,4th Suit=NF,Jump to 2NT =max pass
					4M,invertedminor:[1] 1C-3C = limit		
1D		4	2S	11-21 HCP,12+ if BAL,may be 4D5C	1NT=6-10,Same as 1C opening	Same as 1C opening	Same as 1C opening
1H		5	2S	11-21 HCP,may be 4-card in 3rd	1NT=6-9,2H= 6-9HCP, 2C may be short(if fit in 1st suit),	Help suit game try, 2NT = 16+HCP scattered honours,fast	New suit=F,4th Suit=NFJump to 2x/NT=max pass
					2x=any inv,promise rebid, 3H limit( 9HCP),2NT=FG raise[2]	arrival, 1S-(2H)-2S-(3H)-X=inv; -3H=comp	
					3NT=force raise,12-15,3-4card	1H-(1S)-2H-(2S)-X=penalty; 3S= comp -3m=inv	
1S		5	4D	AS FOR 1H	AS FOR 1H	As for 1H	As for 1H
1NT			4D	15-17 HCP	Stay,does not promise 4-card MJacoby Trf, 2NT to C,Texas		Same as by UPH
					Trfminor suit Stay,3x=FG, 6+card		
2C	Yes	0	2S	Str,art,8.5 PT/22+HCP bal,/21+any	CONTROLS ...0-1,2(one Ace), 2(2 K or 8+HCP),3,4....	/2NT rebid:As for 2NT open,fast arrival by resp	As for UPH
2D	Yes	0	2S	str/art, FG, or23+HCP,or24+HCP bal	Controls...as for 2C	Same as 2C	Same as 2C
2H		6		Wk(6-11)disciplined;3rd/4th,may	2NT =OGUST: [3] DOPI 2S/2H=ask for S[3] 3C/2S=ask for		Anything OK in 3rd
				beundisciplined	H[3]		
2S							
2NT				20-22HCP,6M/m OK 5-4-2-2 OK	Baron 3C,Jacoby Trf,3S=Minor suit Stay,4NT=quantitative	After quantitative 4NT, opener Baron 5C	As after 2NT by UPH
3C		7		classic	New suit M = F1,New suit m =NFComp new suit=L/D Game	New suit=shortness	Anything OK in 3rd Sound in 4th
					bid to play		
3D							
3H							
3S							
3NT	Yes			Gambling solid m,outside K or 2	4C=P/C,4D=cuebid, slam try, opener co-operate with new	New Suit=Q/shortness	Anything OK in 3rd Strong Gambling in 4th
				Qspossible	suit,4NT=choose m, 4M=End		
4C	Yes	0		Namyats(8.5 PT+ side A) 4C/D=str 4H	New Suit=Q, slam try 4NT=R Blackwood	CUE	
4D							
4H		7		Pre,disciplined solid H possible no side	New Suit=Q/F1 4NT= R Blackwood		
4S							
4NT	Yes	0		Specific aces	5C=0.5DHS6C=Ace,5NT=2		
5C							
5D							
5H							
5S							
5NT							
HIGH LEVEL BIDDING							
1. (2S)-(dbl)-(4S)-(dbl)= take out in 3 suits; 4NT = 2 suiters							
2. 1H-(dbl)-2H-(3H)-dbl = don't lead H; pass = lead H(optn)							
3. 1H-(P)-4C = Splinter, 11-15HCP, singleton/void [7]							
4. 1H-4H-4NT-6C = 2 aces + void in C							
5. Roman Blackwood: 4NT - 5C = 0/3 Aces; 5D = 1/4 Aces; 5H = 2 Aces							
(if no suit 5S = 2 Aces+ TK							
agree,3rd suit 5NT - 6C = 0/3 Kings; 6D = 1/4 Kings; 6H = 2 Kings							
K is 5th ace) 6S = 2 Kings + TQ							
6.If cue is dbl, xx=1st R control							