DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level;
Reopening) 2 over 1 = 11+, 5+ card. weak jump overcalls
Natural NT responses.
1 level response = tend to be weak, forcing for 1 rd
anyway.
2 level response = 8-10, 5+ card, non-forcing
3 level new suit = G.F.
Cuebid response = 12+, forcing for 1 rd, unassuming.
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
15-17, bal., or semi-bal., gd guard in opps suit, not keen in majors.
If 4 <sup>th</sup> position, same meaning but only 13-16.
Responses are natural, jump bid and cuebid forcing,
HIMD OVED CALLS (Styles Degreeses Unyonal NT)
JUMP OVERCALLS (Style; Responses; Unusual NT)
NIDECT & HIMD CHE DIDE (Ctriles Degranges
DIRECT &JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
CAPP
$X = 16 + (2^{nd}pos.) \text{ or } 13 + (4^{th}pos.)$
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Same   Same   Same   Same   Subseq   Nat.	PENI	NG LI	EADS STYL	E			
Same   Same   Same   Same   Subseq   Nat.			Lead		In Pai	tner's Suit	
Subseq	Suit		Nat., 4 <sup>th</sup> bes	t	Same		
Other: Nat., normally top from honour sequences  LEADS  Lead Vs. Suit Vs. NT  A Ax, AK Ask for unblock or county Ask for u	NT		Same		Same		
Lead Vs. Suit Vs. NT  A Ax, AK Ask for unblock or count	Subseq		Nat.				
Lead	Other: N	at., no	ormally top fr	om honour se	quences		
Lead	EARG						
A							
K	Lead		Vs. Suit		Vs. N	Т	
K	Ā		Ax , AK		Ask f	or unblock or count	
J10x, AJ10x, KJ10x AJ10x, KJ10x, J109x  10 10x or K109x, Q109x H109x, 109xx  9 9x or K98x, Q98x H98x, 98xx  Hi-x even  Lo-x odd, xxx  SIGNALS IN ORDER OF PRIORITY  Partner's Lead Declarer's Lead Discarding  1 Attitude (hi=enc.) Optional (count) Optional (attitud Suit 2 Count (hi=even) Optional (suit pref.) Optional (count/s.p.)  3 Suit Preference  1 - " " "-	K		KQx , AKx				
10	Q		QJx		QJ102	x, AQJx	
9 9x or K98x, Q98x H98x, 98xx  Hi-x even  Lo-x odd, xxx  SIGNALS IN ORDER OF PRIORITY  Partner's Lead Declarer's Lead Discarding  1 Attitude (hi=enc.) Optional (count) Optional (attitud Suit 2 Count (hi=even) Optional (suit pref.) Optional (count/s.p.)  3 Suit Preference  1 - " " "-  NT 2	Ţ		J10x, AJ10	J10x, AJ10x, KJ10x		AJ10x, KJ10x, J109x	
Hi-x even  Lo-x odd, xxx  SIGNALS IN ORDER OF PRIORITY  Partner's Lead Declarer's Lead Discarding  1 Attitude (hi=enc.) Optional (count) Optional (attitud Suit 2 Count (hi=even) Optional (suit pref.) Optional (count/s.p.)  3 Suit Preference  1 - " " "-  NT 2	10		10x or K10	10x or K109x, Q109x		H109x, 109xx	
Declarer' s Lead   Declarer' s Lead   Discarding	)		9x or K98x	9x or K98x, Q98x		H98x, 98xx	
Partner's Lead Declarer's Lead Discarding  1 Attitude (hi=enc.) Optional (count) Optional (attitud  Suit 2 Count (hi=even) Optional (suit pref.) Optional (count/s.p.)  3 Suit Preference  1 - " "-  NT 2	Hi-x		even	even			
Partner's Lead Declarer's Lead Discarding  1 Attitude (hi=enc.) Optional (count) Optional (attitud Suit 2 Count (hi=even) Optional (suit pref.) Optional (count/s.p.)  3 Suit Preference  1 - " " "-  NT 2	Lo-x		odd, xxx	odd, xxx			
1 Attitude (hi=enc.) Optional (count) Optional (attitud Suit 2 Count (hi=even) Optional (suit pref.) Optional (count/s.p.)  3 Suit Preference  1 - " "-  NT 2	SIGNAI	LS IN	ORDER OF	PRIORITY	•		
Suit 2 Count (hi=even) Optional (suit pref.) Optional (count/s.p.)  3 Suit Preference  1 - " " "-  NT 2		Partr	ner's Lead	Declarer's	Lead	Discarding	
(count/s.p.)   3 Suit Preference	1	Attit	ude (hi=enc.)	Optional (co	unt)	Optional (attitude)	
3 Suit Preference  1 - " "-  NT 2	Suit 2	Count (hi=even)		Optional (suit pref.)			
NT 2	3	Suit Preference					
	1	- "-		- "-		- "-	
3	NT 2						
	3						
						•	
TAKEOUT DOUBLES (Style; Responses; Reopening)	ГАКЕО	UT D	OUBLES (S	tyle; Respons	ses; Ren	pening)	

	W B F CONVENTION CARD
CATE	GORY: Natural - GREEN
NCBC	):
	ERS: Cecil Chan/ Edward Fok
	SYSTEM SUMMARY
GENE	RAL APPROACH AND STYLE
	. 5 card major
	S = weak  2, 2C = 21+,  any distribution/  9
	g tricks
1NT =	15 - 17, balanced, may have 5 card major
2NT =	20 - 21, balanced.
3NT =	gambling, solid 7 card minor, no side A/K
at mos	t 1 Q.
Natura	al preempts at 3+ level
	IAL BIDS THAT MAY REQUIRE
DEFE	
	v.s. opps' 1NT open
Unnec	essary jumps = splinter
1H/S	- 2H/S - new suit = help suit invite
	GSF (step responses showing Q/K/A at 6
level)	dor (step responses showing Q/Id/Yat (

VS. ARTIFICIAL STRONG OPENINGS- i.e. 140r	Non-jump response = 0-8, jump response = 9-11, usually 5+, cue bid=G.F.  1/2/3NT = natural (7-9/10-11/12-13)	SPECIAL FORCING PASS SEQUENCES
Natural, can be very light	SPECIAL, ARTIFICIAL &COMPETITIVE DBLS/RDLS	
	Negative X up to 2S,	
	Optional X after opps opened at 3 level, penalty oriented at 4+ le	evels.
OVER OPPONENTS' TAKEOUT DOUBLE	XX after opps X partner's 1 level suit open = 9+ any	IMPORTANT NOTES
XX = 9+, any. 1 level suit bid = 1 rd forcing. 2 any = 8-10 non-forc.		
3 level any = G.F. $1/2/3$ NT = natural.		
		PSYCHICS: very very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1.		2	2S	12+	natural	Natural.	Same
1 ♦		4	2S	12+	Similar to above	Natural	Same
1♥		5	2S	12+	Limited raises, splinter, others natural.	Natural, help suit game/slam try.	Same
1 🖍		5	2S	12+	Similar to above		
INT			N/A	15-17 bal., may have 5 cd maj.	2C=Stayman, 2D/H=tsf, 2S = tsf 3C (signoff in m)		Same
					3C/D= 6+, invite, 3H/S = 6+, slam interest		
2*		0	N/A	21+, any	2D= 0 controls, 2H=1 controls, etc.	Natural	Same.
					D0P1		
2◆		6	N/A	7-11, 6 cards, no 4 card M	2NT = Ogust. Non-jump suit bid = nat., forcing	Ogust replies=P before Q.	Same
						Others natural.	

2♥	6	N/A	7-11, 6 card, no other 4 card M.	2NT=Ogust. Non-jump suit bid=nat., forcing.	Ogust replies=P before Q.	Same.
			At most 3 controls.		Others natural.	
2.	6	N/A	Same as 2H open.	Same as 2H responses.	Same as above.	Same.
2NT		N/A	20-21, balanced.	Stayman, Jacoby tsf. to major.	Natural	Same.
3*						
3♦		N/A	3 any suit preemptive.	Natural.	Natural.	Natural.
3♥			Law of 2/3 applies.			
3♠						
3NT		N/A	Solid 7 card minor	Natural	Natural	Natural
			At most 1 side Q.			
4.						
4♦			4 any suit to play.	Natural.	Natural.	Natural.
4♥			Law of 2/3 applies.			
4						
5 <b>.</b>			To play.	Natural.	HIGH LEVEL BIDDING	
5♦			To play.	Natural.		
5♥			To play.	Natural.		
5♠	_		To play.	Natural.		