


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card	
OVERCALLS		OPENING LEADS STYLE				
Level 1 = 8+ HCP, 5+ cards suit or 4 cards suit w/ 2/3 or 3/5 H		Lead	in Partner's Suit		Category Green	
Level 2 = 10+ HCP, 5+ cards suit		Suit	3rd/5th from H, Top or 2nd Else	3rd/5th from H, Top or 2nd Else	Country: THAILAND	
		NT	3rd/5th from H, Top or 2nd Else	3rd/5th from H, Top or 2nd Else	Event:	
		Subseq			Players: Kridsada - Sirawitch	
		Other:			SYSTEM SUMMARY	
INT OVERCALL		LEADS			GENERAL APPROACH AND STYLE	
2nd seat, 15-18		Lead	Vs. Suit	Vs. NT	FG/IM except direct rebid	
4th live = 2suit		Ace	AKx(+), Ax(+)	ATT, AKx(+), Ax(+)	5+ M(INT F1) , 4+♦ , 2+♣	
reopening, 11-16		King	AK, AKx(+), KQ, KQx(+), Kx	AK, AKx(+), KQ, KQx(+), Kx	2♣ = 22+ or Game in hand	
		Queen	QJ, QJx(+), AQJ(+), Qx	QJ, QJx(+), AQJ(+), Qx	terrible NV 1+3 seat PRE	
		Jack	JT, JTx(+), Jx	JT, JTx(+), Jx	Wide range O/C (1-level may be 4 cards and good at 2-level)	
JUMP OVERCALLS		10	AJT(+), KJT(+), AT9(+), KT9(+), QT9(+), Tx	AJT(+), KJT(+), AT9(+), KT9(+), QT9(+), Tx	INT Openings: (14)15-17 HCP	
6+ cards Suit, 5-11 HCP		9	T9x(+)	T9x(+)	ART 2NT in comp	
1x-(2NT) = two lower suit 5+ - 5+,		Hi-x	Sxx(+), xSx(+)	Sx(+), xSx(+)	3rd seat opening may be very light	
4NT after M suit opening = 5+& 5+		Lo-x	HxS(x), HxxxS, HxxSxx	HxS(x), HxxxS, HxxSxx		
1x-3C = 5+5+ highest & lowest unbid		SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS			Partner's Lead	Declarer's Lead	Discarding	
If 1♣ can be less than 3 cards then 2♣ = NAT		Suit: 1st	ATT, LO = ENC	CT	S/P	
if 1♣ is 3+ cards then 1♣-(2♣) = 2M 5+ - 5+		2nd	CT, LO-HI = E	S/P	CT	
(1x) 2x = 5+5+ two top suit		3rd	S/P	None	None	
		NT: 1st	ATT	CT	S/P	
VS. NT		2nd	CT	S/P	CT	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Against WK NT : NAT, Against STR DBL = Equivalent		3rd	S/P	None	None	2♦ = 1M WK
Against STR ; 2♣ = MM 8+ HCP, 2♦ = 6+ M, 8+ HCP, 2♥ = ♥5+ m5+,		Signals (including Trumps): hi-lo show ability to ruff or S/P; K ask for CT in 5+ level			2♥/♠ V = weaker than 2♦ opening	
2♣ = ♠5+ m5+, 2NT = 2m 8+ HCP or strong 2 suits any		ATT : LO = ENC			2♥ when NV = both M WK	
		CT : LO-HI = E			2♣ when NV = both m 5-4 WK	
		DOUBLES			3NT = gambling	
		TAKEOUT DOUBLES				
VS. PREEMPTS		NAT				
DBL = T/O		Balancing DBL weaker				
O/C = 12+ HCP, 5+ cards suit					SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Against 1♠ STR : 1♦ = ♥5+, 1♥ = ♠5+, 1♠ = ♣4 m5+, INT = ♥4 m5+,		Negative Double THRU 4♣			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
2♣ = ♦ or ♥&♠, 2♦ = ♥ or ♠&♣, 2♥ = ♠ or ♣&♦, 2♠ = ♠&♦, 2NT = ♥&m		Support Double				
Against 1♦ STR : X / 1♥ / 1♠ / 1N = Trf to ♥/♠/♣/♦		Maximal Double				
2♣ = 2M, 2♦ = 1M, 2♥ = ♥+m, 2♠ = ♠+m					Psychics: Rare	
OVER OPPONENTS' TAKE OUT DOUBLE						

THAILAND

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	11-21 HCP NAT	1♦ = 4(2)+♦; 1♥/1♠ = NAT; INT=10-12 BAL INV; 2♣ = inverted 2♦ = M6 INV; 2♥ = 6♣ 10-11 ; 2♠ = 6+♣ GF good suit ; 2NT = WK C or GF 6x S-SOL ; 3♣ = 6+♣ 7-9; 3X = PRE	Two ways checkback	
1♦		4	4♣	11-21 HCP NAT	1♥/1♠ = NAT; INT= 5-10 no 4M;; 2♣ = GF 2♦ = inverted ; 2♥,2♠ = 6M INV; 2NT = 11-12 ; 3♣ = 6+♣ 8-11; 3♦ = 8-11; 3X = PRE	Two ways checkback	
1♥		5	4♣	11-21 HCP NAT	1♠ = NAT; INT = FI; 2♣ = GF BAL or ♣ unless 3♣ rebid; 2♦ = GF ♦ unless rebid; 2♥ = 5-9 HCP; 2♠ = GF NAT 5♠5m or 6♠; 2NT = 4♥ UNBAL 6-8 or 7-9 3♥ w/ SPL; 3♣ = 4♥ void GF or 6-8 BAL; 3♦ = 9-14 HCP 4♥ any SPL; 3♥ = 3+♥ BAL INV ,3♠ = ♥raise with 5+♠ GF; 3NT = BAL raise; 4♣/♦ = CUE; 4♥ = Toplay		2♣ = drury; 2♦ = 10-11 Hx support; 3M= PRE
1♠		5	4♥	11-21 HCP NAT	INT = FI; 2♣ = GF BAL or ♣ unless 3♣ rebid; 2♦ = GF ♦ unless rebid; 2♥ = GF ♥; 2♠ = 5-9 HCP; 2NT = 4♣ UNBAL 6-8 or 7-9 3♠ w/ SPL; 3♣ = 6♥INV; 3♦ = 4♠ void GF or 6-8 BAL; 3♥ = 9-14 HCP 4♠ any SPL; 3♠ = 3+♠ BAL INV; 3NT = BAL raise; 4♣/♦ = CUE; 4♥/♠ = Toplay		2♣ = drury; 2♦ = 10-11 Hx support; 3M= PRE
INT			4♣	(14)15-17 BAL or Semi BAL	2♣ = Stayman; 2♦ = 4+♥ or 5♠ with weak Doubleton; 2♥ = 4+♠; 2♠ = 6♣ or 5-4m short ♥; 2NT = ♦ INV+; 3♣ = ♦ weak or 5♦+5X INV; 3♦ = 5-4m short ♠ or 6♦ short ♣; 3♥/♠ = 5M5♣ INV; 4♣/♦ = 6+♥/♠; 4♥/♠ = Toplay		
2♣	/	0		unbalanced GF; balanced 22+	2♦ = relay		
2♦	/	0		NV : 6+♥/♠ 5-11 HCP	2♥/♠/3♥/♠/4♥ = P/C; 2NT = ASK; 3♣/♦ NAT;	2NT-3♣ = min /3♦ = max ♥/ 3♥ = max ♠	
2♥	/	0		V : 6+♥/♠ 9-11 HCP	4♣/♦ = asking for pard's suit		
2♥		4		NV : both M WK	2NT = relay to 3♣; 3♠ = ASK; 3♦ = NF		
2♥		6		V : 6+♥ 5-8 HCP	2♠ = ASK , 2NT = 5+♠		
2♠	/	0		NV : both m 5-4 WK	2NT = ASK; 3♦ = ♥ INV; 3♥= NF; 3♠ = INV		
2♠		6		V : 6+♠ 5-8 HCP	2NT = ASK; 3♠ = 5+♥ FI		
2NT				balanced 20+/22- (possibly 5cards in major or 6 cards in minor)	3♣ = PUP STAY;; 3♦/3♥ = TRF; 3♠ = both m; 3NT = to play; 4♣/♦ = 6+♥/♠ slamtry ; 4♥/♠ = ♠/♦ slamtry		
3♣		6		PRE	4♦ = RKC	RKC answer = 0/1/1+Q/2/2+Q	
3♦		6		PRE	4♠ = RKC	RKC answer = 0/1/1+Q/2/2+Q	
3♥/3♠		6		PRE	4♣ = RKC	RKC answer = 0/1/1+Q/2/2+Q	
3NT	/			Gambling - One solid suit, no more than K outside	4♣ = P/C		
4♣/4♦		6		Namyats			
4♥/4♠		6		PRE			
4NT				BW.			
High Level Bidding							
							4NT RKC major suits; minorwood; 0/3, 1/4, 2/5 w/o Q, 2/5 w/ Q, DOPI/ROPI
							non-serious 3NT(3♣ for ♥) 4NT in some action = even keycard