

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 
OVERCALL (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			CATEGORY : GREEN
8-15 HCP Rule of 2 and 3			Lead	In Partner's Suit	NCBO : CBLT Thailand
		Suit	4 th , 2 nd , TOP, MUD	same	EVENT : All Event
		NT	4 th , 2 nd , TOP	same	COUNTRY : THAILAND
		Subseq			PLAYERS : Panjaroon J. – Chalernpol W.
		Other:			
		Top of sequence, Top or Second Top of nothing			
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2 nd = 15-17, HCP		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
4 th : over 1m = 12-14 HCP over 1M = 15-17 HCP		Ace	AKx(+), Ax(+)	AKJ(+)	5 + cards Major (1NT NF) Two over one F1
System on except intervene by Opponent		King	AK, KQx(+)	KQx(+)	D4+ , C2+ (1m -2m weak NF)
1NT -> Double or 2C-> System on		Queen	QJ(+)	QJ (+), AQJ(+)	1NT. 15-17 bal or semibal
1NT -> 2D/2H/2S -> System off		Jack	J10(+)	same	2NT. 20-22 bal or semibal
JUMP OVERCALL (Style; Responses; Unusual NT)		10	KJ10(+), 109(+), 10x	AJ10(+), KJ10(+), 109(+), 10x	2C 21+ or 4 LTC(-)
Weak Jump Overcall Rule of 2 and 3		9	K109(+), 98(+), 9x	A109(+), K109(+), 98(+), 9x	
		Hi-x	Sx, xSxx	same	
		Lo-x	HxS, HxxS	same	
		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding
1m (2m) = both Majors		Suit : 1st	Hi = Disc	CT	Odd = Enc
1m (2NT) = 2 suit om + M.		2nd	Lo/ Hi = Even	SP	Even = Disc
1M (2NT) = 2 suit m		3rd	SP		SP
1M (2M) = 2 suit oM + m.		NT : 1st	Hi = Disc	CT	SP
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Lo/ Hi = Even	SP	CT
Double = Strong		3rd	SP		
2C = 2 Majors at least 5-4 , 2D = 1 suit Major		Signals (including Trumps): Trump Hi - Lo show 3 trumps with ability to ruff			
2H = H 5+ and minor 4+ , 2S = S 5+ and minor 4+ , 2NT= 2m					
3C = Strong C5+ and Major 5+ , 3D = Strong D5+ and Major 5+					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES			SPECIAL FORCING PASS SEQUENCES
Doubles = Take out Optional		TAKEOUT DOUBLES (Style; Responses; Reopening)			DOPI, ROPI
Cue bid = Forcing		11 HCP			1N (DBL) P= force to XX (res bid P= to play xx, 2m= 4+, 2M= 4)
					1N (DBL) XX= force to 2C (res bid P= C4+X, 2D= D+M)
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Double = take out		Negative Double = 8+ HCP			RKC Blackwood, RKC Gerber
					1m -(NT)- ? Response as partner open 1NT except 2C = ask 3+ cards M
OVER OPPONENTS TAKE OUT DOUBLE					2D Multi direct overcall: P = 0-11 or 12-15 with 1M,
New suit = non-forcing					X = penalty or 12-15 no M or 16+, 2NT = 16 -18 Balance or semibal
Redouble = 10+ HCP					
					PSYCHICS : SELDOM

OPENING BID DESCRIPTIONS

Opening	Tick If Artificial	Min. No. of Cards	Neg Dbl Thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C	/	2	4D	11-21 HCP Natural	1D/1H/1S = 5+ HCP 4+ cards F1 1NT = 6-10 HCP no major ,2C = 6-9 C5+ 2D/H/S =NF 6+cards ,2NT = INV ,3C = INV C5+		
1D		4	4D	11-21 HCP Natural	Same as 1C opening except 2C= F1 ,2D = 6-9 D4+ 3D = INV D4+		
1H		5	4D	11-21 HCP Natural	1S = 4+ cards F1,1NT = 6-10 HCP no support, 2C= F1 2D = 5+ cards F1, 2H = 6-10 HCP with support 2S = NF 6+cards, 2NT = 4cards support 12+ HCP 3C = 4cards support 9-11 HCP 3D = 4cards support 7-8 HCP 3H = Preemptive, 4H = To play, 4NT= Blackwood	5C-0/3,5D=1/4,5H=2 w/o Q ,5S=2 with Q	
1S		5	4D	11-21 HCP Natural	Same as 1H opening except 2H = 5+cards 10+HCP		
1NT			4D	15-17 HCP Bal. May have 5 cards minor	2C = Stayman (may not have 4 cards M) 2D/2H = Transfer to H/S, 2S = ask min or max 2NT = Transfer 3C 3C= weak 2 suit m 5+5+, 3D=strong 2 suit m 5+5+ 3H = 3 1 (5/4), 3S = 1 3 (5/4) 3NT= to play, 4C = A Asking 4D/4H = Transfer to play 4H/4S	2D = no major 2H /2S = 4 cards 3C → Pass/3D= to play 4D=0/3, 4H=1/4, 4S=2 Min, 4NT=2 Max, 5C = Ask for King	
2C	/	0		21+ HCP or Game in hand	2D = 0-6 HCP or 7-8 HCP 4 4 4 1 (any) 2H/2S/3C/3D = 7+ HCP 5+ suits 2NT = 7-10 HCP or 13+ HCP Balance 3H,3S,4C,4D = 9+ HCP 4 4 4 1 short in bid suit 3NT = 11-12 HCP Balance		
2D/2H/2S		6		7-11 HCP Weak	2NT = Ask for short suit New suit = forcing	Bid short suit	
2NT				20-22 HCP Balance May have 5 cards minor	3C = Ask 4 cards suit (Baron) ,3D/3H = Transfer to H/S 3S = ask min or max 3NT = to play 4C = A Asking 4NT = Quantitative	4D=0/3, 4H=1/4, 4S=2 Min, 4NT=2 Max, 5C = Ask for King	
3C/3D/3H/3S		6		7-11 HCP Pre-emptive Rule of 2 and 3	New Suit Forcing Bid Game = To play		
3NT				25-27 HCP Balance May have 5 cards minor	4C = Ask 4 cards suit (Baron) 4D/4H = Transfer, 4NT = Blackwood		
4C/4D/4H/4S		7		Pre-emptive (Rule of 2 and 3)	New Suit Forcing		