


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
General style = Sound			Lead	in Partner's Suit	Category i.e. Green	
Responses: Jump raise = Preemptive		Suit	3th/5th	3th/5th	Country: Thailand	
Jump shift = fit		NT	4th	4th	Event: Aisa Cup - GOA -2026	
Below OPP's suit = Suit F1		Subseq			Players: Sahasan Leevorawat	
Above OPP's suit = TRF to next suit F1		Other:			Sararut Pranonsatid	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd Position = 4+oM & 5+m		Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE	
4th Position = 11-15		Ace	AKx(+);Ax(+)	Same	Five cards major - Light opening	
		King	AK;AKx(+);AKJx(+);KQx(+)	Same	1M-1NT = Semi forcing; 1M-2C = 10+	
		Queen	QJ(+);KQT(+);KQ	QJ(+);KQT(+);KQ;AQJ(+)		
		Jack	JT(+);QJ9(+)	Same		
		10	AJT(+);KJT(+);HT9(+);Tx	Same		
		9	T9(+);98(+)	Same	1NT Openings: 14-17 can be (5422),(6322)	
1-Suit: Natural		Hi-x	Sx, xxS(+)	Sx, Sxx(+), xSx(+)	2 OVER 1 Responses: 10+ or SUPP	
2-Suit: 1C - (2D) = S+another		Lo-x	xxS, xxSx, xxxS, xxSxxx(+)	HxS, HxxS(+)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1X - (2NT) = 2 lowest suit or any 2 suiter GF					2C opening = Strong GF any suit, any shape	
Reopening:					2D opening = 5+H 0-11 or GF	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2H opening = 5+S 0-11 or GF	
Direct Cue = Top+another (Except for 1C - (2C) = Nat NF)		Suit:1st	Lo/Hi = ENC	Lo/Hi = Even	S/P	2S opening = 5+4+mm 0-11 or GF
Jump Cue = asking for Stopper		2nd	Lo/Hi = Even	S/P		3NT opening = (6)7+ 1Suit minor NF (not promise quality of the suit)
		3rd	S/P			Rubensohl After OPPT overcall 1NT (Supplement 1)
		NT: 1st	Lo/Hi = ENC	Lo/Hi = Even	S/P	Rubensohl After OPPT overcall at level-2 over level-1 opening bid (except WJO)(Supplement 2)
		2nd	Lo/Hi = Even	S/P		Lebensohl After partner double for takeout weak-2 (Supplement 3)
		3rd	S/P			Gazilli at these sequence - 1X-1Y-2C
VS. NT(vs. Strong/Weak; Reopening;PH)		Signals (including Trumps):				Lowest reverse are Fake reverse or any 2 suiter GF
2nd seat : X = 14+ with intention to penalty						Direct Cue bid = 2suits Top+another; 2NT overcall = 2-lowest unbid suits
2C = 2M 4+,4+; 2D = 1M (5)6+;						
2H = H+m ; 2S = S+m; 2NT = 2m or any 2 suiter GF						
4nd seat : X = 4+H & 4+S or Strong any ; Suit = Natural						
		DOUBLES				
		TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)						
Takeout DBL thru 4H		Can be light with shortness in OPP's suit				
4C = C+Major ; 4D = D+Major		1NT respond = 7-11 ; 2NT = 12-13				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Over 1C Strong : X = D or 2M; 1D = H or S+C; 1H = S or 2m;		2NT in some competitive bidding = artificial and shows a hand that will compete				
1S = C or D+H; 1NT = C+H or D+S		in some suit at the 3 level that is of a rank lower than RHO's 2 level bid.				
		(Supplement 5)				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
						Lightner double; & For an unclear dummy suit or side suit, double is for BLACK suit L/D
						After Showing Fit&Slam interest at 3M/4m => next step = EVEN number of keycards
OVER OPPONENTS' TAKE OUT DOUBLE						
Over 1X opening = transfer style (Supplement 4)						Psychics: Rare

OPEN	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C	2	4H	2+C 10-21 HCP	1D/1H/1S = NAT F1; 1N = NF; 2C = 10+HCP 4+SUPP; 2D/2H = 6+H/S weak or GF; 2S = 5+C,4+D w SGL M 6-9/GF or 6+C w SGL GF; 2NT = Preempt C; 3C = 6+C 7-10 HCP; 3D/3H/3S = NAT Preempt; 3NT=To play	1. After opener rebid 1H/1S then 2C = CB; (Supplement 9) 2. After opener rebid 1NT then 2C = pupp to 2D; 2D = FG; 3. After open 1D/1H/1S rebid 2C = GAZILLI (Supplement 7) 4. After 1C opener rebid cheapest reverse = Fake reverse (Supplement 8)	1M-2C = 3+SUPP INV 1M-2D = 4+SUPP INV 1M-2M+1 = 4+SUPP INV w/ short 1M-Jump shift = Fit jump 2NT in competition = good-bad NT (Supplement 5)
1D	4	4+D 10-21 HCP	1H/1S = NAT F1; 1N = NF; 2C = 10+HCP F1; 2D = 4+SUPP NF; 2H/2S/3H/3S = NAT Preempt; 2NT = Preempt C; 3C = Mixed raise; 3D = NAT Preempt; 3NT = To play			
1H	5	5+H 10-21 HCP	1S = NAT F1; 1NT = Semi-F1; 2C = 6+C INV or GF Any; 2D = 3+SUPP 3-7 or 5+D INV+; 2H = 3+SUPP 8-10; 2S = 6+S GF; 2NT = 4+SUPP GF; 3C = 3+SUPP INV; 3D = 4+SUPP w SGL INV; 3H/4H = NAT Preemptive; 3NT = 3 SUPP (4333) GF; 3S/4C/4D = Void in S/C/D w/ 4+SUPP 10-14			
1S	5	5+S 10-21 HCP	1NT = Semi-F1; 2C = 6+C INV or GF Any; 2D = 5+H INV+; 2H = 3+SUPP 3-7 HCP or 5+D INV+; 2S = 3+SUPP 8-10; 2NT = 4+SUPP GF; 3C = 3+SUPP INV; 3D = 4+SUPP w SGL INV; 3S/4S = NAT Preemptive; 3H = H6+ INV; 3NT = 3 SUPP (4333) GF; 4C/4D/4H = Void in S/C/D w/ 4+SUPP 10-14			
1NT	-	-	14-17 HCP Balance shape include (5332),(5422),(6322)	(Supplement 6)		Rubensohl After 2-level overcall
2C	Art	4H	Artificial strong - near GF, any suit(s), any shape	2D=Relay; 2H/2S/2N/3C = 5+S/5+H/6+C/6+D; 3D = 5+5+MM	2C-2D-2M = Relay to Next step	
2D	Art	-	5+H 0-11 HCP or GF	2H/3H/4H/3NT=S/O; New suit F1; 2NT=asking; 4C = RKC	2D-2NT-3C/3D/3H/3S=MAX/MIN/MED/MAX short S	
2H	Art	-	5+S 0-11 HCP or GF	2S/3S/4S/3NT=S/O; New suit F1; 2NT=asking; 4C = RKC	2H-2NT-3C/3D/3H/3S=MAX/MIN/MAX short H/MED	
2S	Art	-	5+4+mm 0-11 HCP or GF	3m/4m/3NT=S/O New Suit=F1; 2NT=asking	2S-2NT-3C/3D/3H/3S/3N=MIN/MAX/(54)shortH/(54)shortS/55	
2NT	-	-	20-22 HCP Balance shape include (5422),(6322)	3C=PUPP; 3D/3H/4D/4H=TRF; 3S=mm; (Supplement 10)		
3C	5	-	Pre-emptive	New Suit=F1; 4C=RKC	Natural	
3D	5					
3H	6					
3S	6					
3NT	-	-				6+C or 6+D Pre-emptive
4C	Art	-	6+H promise 8.5 playing tricks	4D=Slamtry; 4H=S/O; 4S=RKC	RKC 1430, TURBO after 3M/4m trump set	
4D	Art	-	6+S promise 8.5 playing tricks	4H=Slamtry; 4S=S/O; 4NT=RKC	Cuebid show 1st/2nd round control	
4H	6	-	Pre-emptive	4S=RKC	DOPI, ROPI	
4S	6	-	Pre-emptive	4NT=RKC		
4NT	-	-	mm or H+m	Natural		
5C/5D	7	-	Pre-emptive	Natural		

Supplement

Sahasan Leevorawat – Sararut Pranonsatid

1. Rubensohl after level-2 overcall over 1NT.

1NT – (2X) – ...

Rest of level-2 = 5+ card suit NF

2NT/3C/3D/3H = Transfer to next suit, showing 5+ cards with INV+ hand

* Transfer to OPP's suit = asking for stopper

2. Rubensohl after level-2 overcall over level-1 Major opening (Except for WJO-Weak Jump overcall)

1M – (2X) – ...

Rest of level-2 = 5+ card suit NF

2NT/3C/3D/3H = Transfer to next suit, showing 5+ cards with INV+ hand

* Transfer to OPP's suit = showing INV+ with 3 cards support

** Transfer to opener suit = showing INV+ with 4+ cards support

3. Lebensohl after partner takeout a weak two and after partner takeout a normal raise at level-2

2X – (DBL) – P – ...

And

1X – (P) – 2X – (DBL)

P – ...

Rest of level-2 = 3+ card suit NF

Level-3 suit (unavailable at level-2) = 4+ card suit INV

Level-3 suit (available at level-2) = 4+ card suit GF

Cue-bid = 4card oM without stopper in OPP's suit

3NT = stopper in OPP suit without 4 card oM

2NT = puppet to 3C

Then bid unavailable suit at level-2 = 3+card suit NF

Then bid available suit at level-2 = 4+card INV

Then Cue-bid = GF without stopper in OPP's suit and without 4card oM

Then bid 3NT = stopper in OPP suit with 4card oM

4. Transfer respond after OPP overcall Double or 1X over 1C/1D/1H opening.

1C/1D/1H – (Double or 1X) – ...

Double = 4+card next suit (Except for 1m-(1S)-double = 4+H)

Redouble = 4+card next suit (Except for 1S-(double)-redouble = puppet to 1NT can be without stopper in OPP's suit)

1D = 4+H

1H = 4+S

1S = puppet to 1NT can be without stopper in OPP's suit

1NT = 5+C (Except for 1C-(1S)-1NT = to play, can be without stopper in OPP's suit)

2C = 5+D

2D = 5+H

2H = 5+S

* Transfer to OPP's suit = asking for stopper

5. Good - Bad 2NT convention in level-2 competitive bid.

2NT is artificial and shows a hand that will compete in some suit at the 3 level that is of a rank lower than or equal to RHO's 2 level bid.

The following requirements must all be met, otherwise it is not Good-Bad 2NT:

- Both sides have bid.
- There have been 3 or more non-passes, and the most recent bid is 2 of a suit by right hand opponent (RHO), then 2NT is Good-Bad.

Example

1D – (1S) – DBL – (2S)

2NT* - (P) – 3C** – (P)

3H***

2NT* = Intention to compete in 3-level and without intention to invite to game contract.

3C** = better minor of responder hand, prepare to play in 3C if 2NT bidder have 2m.

3H*** = to play in 3H, not invite, worse hand than 3H directly.

6. Heeman Convention for 1NT opening

Responses to 1NT:

2♣ = puppet to 2♦

- a) weak with diamonds
- b) invitational or better with a five-card major
- c) slammish with a good long major suit
- d) weak or invitational with 5-4 or 5-5 in the minors
- e) slammish with a long minor

2♦ = transfer, at least four ♥

- a) balanced with four hearts, invitational or better
- b) unbalanced with four hearts, invitational or better
- c) slammish with long, weak hearts
- d) mildly slammish 4=4=4=1
- e) invitational or better with at least 4-4 in the majors

2♥ = transfer, at least four ♠

- a) balanced with four spades, invitational or better
- b) unbalanced with four spades, invitational or better
- c) slammish with long, weak spades

2♠ = asks strength

- a) weak with clubs
- b) balanced and invitational with no four-card major
- c) slammish with 5-4 or longer in the minors
- d) balanced, slammish (CONFIT)

2NT = asks weak doubleton

- a) invitational with a long minor
- b) slammish with a long minor
- c) a game hand with a long solid major (rare)

3♣ = puppet to 3♦

- a) weak with diamonds

b) slammish 4441 (very slammish if 4=4=4=1) hand

3♦ = "multi-invitational" long major with game-invitational values

3♥ = splinter 3=1=4=5 or 3=1=5=4

3♠ = splinter 1=3=4=5 or 1=3=5=4

3NT = natural to play

4♣ = Transfer to 4♥

4♦ = Transfer to 4♠

4♥ = To play

4♠ = To play

4NT = natural slam-invitational

5♣ or 5♦ = natural to play

7. Gazzilli occur when opener rebid 2C after open 1D/1H/1S. The bid 2C contain 2 hand type

- Natural hand with 3+C 11-16 HCP
- 17+HCP Hand with GF intention if partner have 8+HCP
 - 17+HCP with C as 2nd suit
 - 17+HCP with one long suit
 - 17+HCP with 3-4 support of partner's suit
 - 17+HCP with Balance hand

** Responder priority is to show 8+HCP hand with 3rd/4th suit bid

7.1 1D – 1H – 2C – 2S

2NT = 5+D 4+C 17+ HCP -> 3C ask -> 3D/3H/3S/4C = 6+D 4+C/3H/ASK stop S/5+D 5+C Slamtry

3C = 5+D 4+C 11-16

3D = 6+D 17+

3H = 4H 18-20 BAL

3S = 5+D 4+H SGL S 17+

4C = 5+D 4+H SGL C 17+

7.2 1D – 1S – 2C – 2H

2S = 5+D 4+C 11-16

2NT = 5+D 4+C 17+ HCP -> 3C ask -> 3D/3H/3S/3NT = 54/64/55 SGL H/55 SGL L

3C = 5+D 5+C 17+

3D = 6+D 17+ HCP

3H = 5+D 4+S SGL H 17+

3S = 4S 18-20 BAL

4C = 5+D 4+S SGL C 17+

7.3 1H – 1S – 2C – 2D

2H = 5+H 2+3 11-16

2S = 5+H 3+S 17+ -> 2N ask -> 3C/3D/3H/3S/3N/4C/4D = 3514/3541/36xx/4522/3522/45 SGL C/45 SGL D

2NT = BAL 16-17

3C = 5+H 4+C without 3S 17+

3D = 5+H 4+D without 3S 17+

3H = 6+H without 3S 17+

3NT = BAL without 3S 18-20

7.4 1H – 1N – 2C – 2D

2H = 5+H 2+3 11-16

2S = 5+H 5+m 17+ -> 2NT ask -> 3C/3D = 5H5C/5H5D

2NT = BAL 16-17

3C = 5+H 4+C without 3S 17+

3D = 5+H 4+D without 3S 17+

3H = 6+H without 3S 17+

3NT = BAL without 3S 18-20

7.5 1S – 1N – 2C – 2D

2H = 5+S 4C 14-16

2S = 5+H 2+3 11-16

2NT = BAL 16-17

3C = 5+S 4+C 17+

3D = 5+S 4+D 17+

3H = 5+S 4+H 17+

3S = 6+S 17+

3NT = BAL 18-20

8. Cheapest reverse bid are fake reverse for 1C opener, contain 3 hand type

- Natural reverse hand with 17+HCP
- One suit hand 17+ HCP
- 4+ Support of partner's suit 17+HCP

** Responder priority is to show 8+HCP hand with 4th suit bid

8.1 1C – 1D – 2H – 2S

2NT = 5+C 4+H 17+ -> 3C ask -> 3D/3H/3S/3NT/4C = 54/64/55 SGL H/55 SGL L/0445

3C = 6+C 17+ HCP

3D = 5+C 4+D 17+ HCP

3H = 6+C 5+H 3-4 losers

3S = 4405 17+ HCP

8.2 1C – 1H – 2D – 2S

2NT = 5+C 4+D 17+ -> 3C ask -> 3D/3H/3S/3NT = 64/3H/ASK S stop/Stop S

3C = 6+C 17+ HCP

3D = 6+C 5+D 3-4 losers

3H = 4H BAL 18-20

3S = 4405 17+ HCP

4C = 5+C 4+H SGL S 17+

4D = 5+C 4+H SGL D 17+

8.3 1C – 1S – 2D – 2H

2S = 1444 15-17 -> 2N/3C/3D = SO; 3H = Fixes H GF

2NT = 5+C 4+D 17+ -> 3C ask -> 3D/3H= 54/64

3C = 6+C 17+ HCP

3D = 6+C 5+D 3-4 losers

3S = 4S BAL 18-20

4C = 5+C 4+S SGL H 17+

4D = 5+C 4+S SGL D 17+

9. 2C Check-back After opener rebid 1H/1S – 2C show 10+ with forcing hand

2D = 3 cards support in responder's suit 11-16 HCP -> responder rebid 2X and 2N are NF

2H = 0-2 card in responder's suit 11-14 HCP -> responder rebid 2X and 2N are NF

2S = 0-2 card in responder's suit 15-16 HCP with UNBAL hand (GF)

2NT = 2 card in responder's suit 15-16 HCP with BAL hand (GF)

10. Respond to 2NT opening -20-22 Bal or Semi-Bal include (5422) (6322)

3C = Puppet Stayman, may have 5+S-4+H

3D = 5+H (denies 5+S), may have 4S

3H = 5+S, denies 4+H

3S = both minors

3N = to play

4C = 6+H slamtry

4D = 6+S slamtry

4H = 6+C at least mild slam interest

4S = 6+D slamtry

4N = (4333) slamtry

Handling Interference:

(3m) X = takeout 3H = 5+S 3S = 5+H

(3M) X = takeout