

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card CATEGORY GREEN NCBO CBLT ASIA CUP 2026 THAILAND PLAYERS: VIRAT C. – SANGUAN L.
OVERCALL (Style; Responses; ½ level; Reopening)		OPENING LEADS STYLE			
1 level = 9-15 HCP with at least 1 ½ quick tricks			Lead	In Partner's Suit	
2 level = 11-15 HCP with at least 1 ½ quick tricks	Suit	4 th , MUD	4 TH , MUD, H		
3 level = 13-15 HCP with at least 2 quick tricks	NT	4 TH ACE/UB, TOP	4 TH , TOP, H		
Responder – add 2 HCP to the general response	Subseq.				
12+HCP Cue bid or bid Game	Other:	ACE vs NT asks UB			
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
4 th = 16-18 HCP	LEAD	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Responder – Same as Partner open 1NT	Ace	AKx(+),AQx(+),Ax(+),ATT	AKJ10x(+), Ax, ATT AKJx(+), AKx		
	King	AK,KQx(+), ATT	AK,KQ(+)		STANDARD AMERICAN
	Queen	QJ, QJ(+),ATT	QJ,QJ10(+),AQJ(+)		Base on Two Over One
	Jack	J10,J10(+),ATT,KJ10x(+)	J10,J10x,J109x(+),HJ10(+)		- 4-card D
JUMP OVERCALL (Style; Responses; Unusual NT)	10	10x(+),H109x(+)	10x,109x		- 2-card C (Short C)
Weak Jump Overcall Rule of 2 and 3	9	9x	9x		
Unusual NT = two minors or 2 lower suits	Hi-x	xx	xx		
	Lo-x	K/Q/Jxx(+)	A/K/Q/Jxx(+)		
		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	Free Bid Level 1 and 3 = Forcing but Level 2 = non-forcing
Direct Cue Bid = S or another M	Suit 1st	ATT	ATT	HI = ENG	Lebensolz
	2nd	CT	CT	LOW = DIS	Applied Michel Cue Bid
	3rd	SP		SP	Smolen
	NT 1st^t	ATT	ATT	SP	Landry
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	CT	CT	CT	
LANDRY	3rd	SP			
X = Intend to Penalty, 2C = 2 Majors at least 9 cards	Signals (including Trumps):		Encrg./Disc.		
2D = 1 suit hand (any suit)	HI-LO show 3 trumps w ability to ruff				
2H = H + minor, 2S = S + minor					
2NT = 2 minors (weak) or 2 Major (Strong)					
		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	9-12 HCP with at least 3 cards in another 3 suits (passed hand)				
Doubles = Optional,	13-15 HCP with at least 3 cards in another 3 suits				
NT bid = 16+ with stopper	16+HCP any distribution (with stopper & balance hand bid NT)				
					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
	After Opening 2C -> 2D (Relay) -> when responder support suit ->				
	Next bid = Asking Help Suit Bid				
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE					RKC 4NT – 5C 0 or 3 Keycard (Kc),
					5D 1 or 4 Kc, 5H 2 or 5 Kc Min or no Q trump,
					5S 2 or 5 Kc Max or with Q trump / DOPI, Gerber
					PSYCHICS: SELDOM

Opening	Tick If Artificial	Min. No. of Card	Neg Dbl Thru	OPENING BID DESCRIPTIONS			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C	/	2	4D	12-21 HCP Natural	1D 6+HCP 3+cards suit 1RF 1H/1S 6+HCP 4+cards suit 1RF	1NT/2C/2 in partner suit = Min 12-15 HCP 3C/3 in partner suit = Medium 16-18 HCP Bid Game/Jump New Suit = 19-21 HCP	Pass = Min. 6-9
					1NT 6-9 HCP No Major – Non Forcing	2NT = 19-21 HCP	G Inv. = 10-12 HCP
					2C 6-9 HCP at least 5 cards	Suit shows stopper in suit	Game = 13-15 HCP
					2D/2H/2S 0-5 HCP 6+cards suit NF	4 th Suit = Game Force	New Suit level 2 F1
					2NT Bal. 10-12 HCP, 3NT 13-15 HCP		New S Level 1,3 Forc.
					3C 10-12 HCP /3D, 3H, 3S Singleton in Suit 15+ HCP		Jump same suit=Inv.
					4C RKC		
1D		4	4D	12-21 HCP Natural	1H/1S 6+HCP 4+cards suit	Same as 1C Opening	
					1NT 6-10 HCP No Major, 2D 6-9 HCP 4+cards support	Suit shows stopper in suit / 2NT shows stopper	
					2C 13+HCP 4+cards		
					2H/2S/3C 0-5 HCP 6+cards suit NF		
					2NT Bal. 10-12 HCP, 3NT 13-15 HCP		
					3D 10-12 HCP/ 3H, 3S, 4C Singleton in Suit 15+ HCP		
					4D RKC		
1H		5	4D	11-21 HCP Natural	1S 6+HCP 4+cards suit Forcing	Same as 1D Opening	
					1NT 6-9 HCP NF		
					2C 11+ Temporizing		
					2D 11+HCP 4+cards		
					2H 6-9 HCP at least 3+cards support		
					2S 0-5 HCP 6+ cards NF, 3NT 13-15 HCP		
					2NT 13-15 HCP 4+cards H		
					3H 10-11 HCP, 3S, 4C, 4D sing. In suit 13-15 TP		
					4H To play. 4NT RKC		
1S		5	4D	11-21 HCP Natural	Same as 1H Opening		
1NT				16-18 HCP Bal.	2C Stayman, 2D/2H/2NT Transfer 2S ask Min/Max & Multi		
					3C/3D 7-9 HCP 6+cards suit Inv.		
					3NT To play, 4C RKC Gerber		
2C	/	0	4D	17+HCP unbalance or 24+ balance	2D Negative or Relay	2H/2S/3C/3D Forcing for 1 round	
					2H/2S/3C/3D 8+ HCP at least 5 cards suit	2NT 23-24 HCP Balance	
					2NT 8-10 HCP Balance	3NT 25-27 HCP Balance, Jump suit = Forcing	
2D		6	4D	(1) Weak Two H (2) 4-4-4-1, 16-21 HCP	New suit forcing for 1 round, 2NT = OGUST	Support with 3+cards, rebid own suit no sup.	
2H			4D	(1) Weak Two S	2NT OGUST		
				(2) Strong 22-23 HCP Balance	3C Puppet Stayman, 3D/3H Transfer		
				(3) Strong minor, 19-21 HCP 6+ cards	New suit shows Stopper		
2S				2 suiter – S and others, weak			
2NT				Both minors, weak			
3C				C and H, weak			
				D and H, weak			
3 H/S		7		Pre-emptive, Rule of 2 and 3			
3NT				Gambling – one solid minor			
4C/4D		7+		MANYATS	7+ cards H / S		