

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card	
OVERCALL (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			CATEGORY	GREEN
Standard overcall			Lead	In Partner's Suit	NCBO	CBLT
Responses:		Suit	4 th , TOP MUD	4 TH , TOP,MUD, H	EVENT	
Level 1 or 2 = NF, Fit Jump = Game Invitation or Drury		NT	4 TH ACE/UB, TOP	4 TH , TOP, H	COUNTRY	THAILAND
Jump raise = Pre-empt., Cue Bid = support G Inv. F1		Subseq			PLAYERS	Yawamon-Ann
Jump Cue Bid = Ask for Stopper		Other:	ACE vs NT asks UB			
		Top of sequence, Top or Second Top of nothing				
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2 nd & 4 th = 15-17 HCP, Balance		LEAD	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Responses : system on unless intervene by Opp.		Ace	AKx(+),AQx(+),Ax(+),	AKJ10x(+), Ax, Axx		
Opp. X same response as Take Out Double		King	AK,KQx(+),	AK,AKx,KQ(+), AKJx(+)	Two over one Game Force	
Of 1NT by Opp below		Queen	QJ, QJ(+),	QJ,QJ10(+),AQJ(+)	1NT opening 15-17 HCP may have 5 cards M 6 cards m	
		Jack	J10,J10(+),KJ10x(+)	J10,J10x, HJ10x(+)	2C= 22+HCP any distribution or game in hand	
JUMP OVERCALL (Style; Responses; Unusual NT)		10	109,10x(+),K/Q109x(+)	10x,109x,H109(+)	2D= Multi, 2H/2S = 2 suits weak	
Weak Jump Overcall normally apply Rule of 2 and 3		Hi-x	xx,xxx(+)	xx,xxx(+)	3NT=Gambling	
		Lo-x	K/Q/J/10xx(+),xxx(+)	A/K/Q/J/10xx(+),xxx(+)	1H/1S -> 1NT = Forcing for one round	
		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	
Direct Cue Bid = Top and lower suits		Suit 1st	ATT	ATT	HI = DIS E.	Lebensohl after
1C/1x - 2D/3C = 2 upper suits ,2NT = 2 lower suits		2nd	CT	CT	LOW=ENCG	1NT opening & Opp. Interfere
		3rd	SP		SP	Weak two opening by Opp.
		NT 1st	ATT	ATT	SP	Opener reverse
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	CT	CT	CT	VS Unusual, Michael [1], Multi[2]
Modify landy		3rd	SP	SP		4 th Suit Fat least 1 round, 2 ways checkback. 2C Puppet
Double = strong, penalty		Signals (including Trumps): Encrg./Disc.			Bergen Raise	
2C = 2 major 4+4+ 2D = one major		Hi-Lo show 3 trumps w ability to ruff , Signal only when required.			Jacoby 2NT, Cue-bid	
2H = H + minor 2S = S + minor		Lavinthal discard on NT & SMITH ECHO				
2NT = 2 minor 5+4+ or 2 suit GF, 3C/D = 6+ suit		DOUBLES			After Opp. Overcalls M Opening with another M	
		TAKEOUT DOUBLES (Style; Responses; Reopening)			Cue-bid = 3+ cards support, same M = 7-9, other = transfer	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Up to 4H, Standard take out or strong				
Double = Optional (normally T/O)		Responses : Natural, Lebensohl			If m Opening : Cue-bid/New suit = F for at least 1 round	
Cue-bid/Jump = Strong						
2NT = 15-17 HCP, 3NT = To play					SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			DOPI, ROPI	
Against 1C strong opening (Suction)		Negative Double = 8+ HCP				
X = D or 2 majors, 1D =H or S+C ,1H = S or C+D,1S = C or D+ H,		Free Bid = 5+cards, forcing for at least 1 round				
1NT = C+H or D+S, 2C = D or 2 major, 2D = H or S+C,		VS Unusual, Multi, Michael				
2H = S or C+D, 2S = C or D+H						
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE					We do not pass when unclear	
1NT : xx = transfer to 2C (Res. Bids 2D=D5+, 2H=H5+, 2S=S5+					Double when Opp cue bid our suit = Don't have to lead this suit	
2C=C4+unknown suit, 2D=D4+M, 2H=both M,					Pass when Opp cue bid our suit = PI lead my suit	
1M : xx= 10+HCP, Transfer response, Raise=Pre-empt, System on					PSYCHICS: SELDOM	
1m : xx transfer to next suit, all suits bid = transfer						
OPENING BID DESCRIPTIONS						

Opening	Official	Min. No. of Card	Neg Dbl Thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C		3	3S	11-20 HCP Natural	1D= Relay, 1H/1S 5+HCP 4+cards suit 1NT 7-10 HCP No Major 2C inverted minor 11+ at least 5 cards 2D 6+ cards NF, 2H H5+D5 7-10, 2S S5+D5 7-10 2NT Bal. 11-12 HCP, 3NT 13-14 HCP 3C Pre-empt. 4C RKC. (after cue bid 4NT = RKC) Next step ask for QC, 5D = K asking, (5NT Grand Slam Interest)	Two ways check back (2C = NF, 2D = GF) 2H=Relay, Other show stopper After 2NT -> 3C= sign off 4D=0/3 4H=1/4 4NT=2 w/o Q 5C=2 w Q Bid specific K, 5NT with 2 K	
1D		3	3S	11-20 HCP Natural	Same as 1C opening 2H S5 + H4 7-10 ,2S S6 + H4 7-10 4D RKC (after cue bid 4NT = RKC) 5C = K asking (5NT Grand Slam Interest)	4H=0/3 4S=1/4 4NT=2 w/o Q 5C=2 w Q Bid specific K, 5NT with 2 K	
1H		5	3S	11-20 HCP Natural	1S 4+HCP 4 cards suit 1NT 6+ HCP 1RF 2C/2D GF 4+cards suit, 2H 5-9 HCP with support 2S H 4+ sup. GF balanced 2NT balanced 13-16 3C 4+ sup. 7-10 HCP/ 3D 4+sup. 11-12 HCP 3H 0-6 HCP 4+cards support 3S,4C,4D splinter , 4H To play 4NT RKC	2C = F1 at least 2 cards 2NT = Relay asking for opener short suit New suit level 3=short suit, level 4= suit Start Cue bid if no honor in partner's short suit 5C=0/3 5D=1/4 5H=2 w/o Q 5S=2 w Q	
1S		5	3S	11-20 HCP Natural	Same as 1H Opening	3C = S 4+ bal. GF, 3D & 3H = Bergen Raise	
1NT				15-17 HCP Bal. May have 6 cards minor Or 5 cards Major suit	2C NF Stayman, 2H Transfer 2D Transfer or 4441 any suit or 4/0 0/4 + 5/4 4/5 2S weak 1or 2 minor or strong in 2 minor 2NT 6+ card minor 11+ GF 3C C6+ any other 4 card 9+ 3D D6+ any other 4 card 9+ 3H/3S GF short in suit bid 2 suits minor 5+/4 or 4/5+ 3NT To play , 4D/4H texas transfer 4C Gerber, 4NT Quantitative,	With Max and 4+ cards support bid show value	
2C	/	0	3S	22+HCP or Game in hand	2D 0-1 control, 2H 2 control, 2S 3+ control 2NT solid 1 suit any 6+ cards 3C/3D/3H/3S semi-solid 1 suit with 1 loser	Ace = 2 control, K = 1 control Rebid 2NT 22-23 HCP Bal ->3C= Romex	
2D	/	0	3S	Weak a major or 24-25 HCP balance	2NT F1 ask suit 2H = pass or correct 2S = pass or correct 2NT = 24-25 HCP balance (response 3C Romex)	3C= Max H or S suit 3D= Min pre-emptive in Heart suit 3H= Min pre-emptive in Spade suit	3D ask -> 3H=S. 3S=H
2H		5-5		Heart and other suit 5-5 (H+S range 5-8 HCP)	2S = pass or correct ,2NT= F1 ask for other suit	3S=Ask for short suit	
2S		5-5		Spade and other suit 5-5 (S+H range 9-10 HCP)	2NT = F1 ask for minor suit ,3C =pass or correct	3H=Ask for short suit	
2NT				20-21 HCP Balanced	3C = Romex 3D/3H = transfer	3D response = no major or have S4	
3C/3D		6		Pre-emptive	New Suit Forcing		
3H/3S				Rule of 2 and 3	Bid Game – To play		
3NT				Gambling – solid any suit			
4C/4D		0		Namyats (8or8 1/2 tricks in H/S)	Next suit = ask control	Cue bid control, otherwise sign off	
4H/4S		6		Pre-emptive	New Suit Forcing		