

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBFC Convention Card
OVERCALL (Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			CATEGORY GREEN NCBO CBLT EVENT COUNTRY THAILAND PLAYERS Nitjaree Satayarak-Thanonon Bunyangyuen
Standard overcall		Lead	In Partner's Suit	
Responses:	Suit	4 th , TOP MUD	4 TH , TOP,MUD, H	
Level 1 or 2 = NF, Fit Jump = Game Invitation or Drury	NT	4 TH ,TOP	4 TH , TOP, H	
Jump raise = Pre-empt., Cue Bid = support G Inv. F1	Subseq			
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.	LEAD	Vs. Suit	Vs. NT	
Opp. X same response as Take Out Double	Ace	AKx(+),AQx(+),Ax(+),	AKJ10x(+), Ax, Axx	Two over one Game Force
Of 1NT by Opp below	King	AK,KQx(+),	AK,AKx,KQ(+), AKJx(+)	1NT opening 15-17 HCP may have 5 cards M 6 cards m
	Queen	QJ, QJ(+),	QJ,QJ10(+)	2C= 22+HCP any distribution or game in hand
JUMP OVERCALL (Style; Responses; Unusual NT)	Jack	J10,J10(+),	J10,J10x, AQJ(+)	2D= Multi, 2H/2S = 2 suits weak
Weak Jump Overcall normally apply Rule of 2 and 3	10	109,10x(+),KJ10x(+)	10x,109x, KJ10x(+)	3NT=Gambling
	9	H109x(+)	H109(+)	1H/1S -> 1NT = Forcing for one round
	Hi-x	xx,xxxx(+)	xx,xxx(+)	
	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 = Michaels Cue Bid	Suit 1st	ATT	ATT	HI = DIS E.
1C/1D – 2C/2D= Two majors ,2NT = another m + one M	2nd	CT	CT	LOW=ENCG
1H/1S – 2H/2S = another M + one m	3rd	SP		SP
1H/1S – 2NT = Two minors	NT 1st^t	ATT	ATT	SP
VS. NT (vs. Strong; Reopening; PH)	2nd	CT	CT	CT
Modify landy	3rd	SP	SP	
Double = strong, penalty	Signals (including Trumps):			Encrg./Disc.
2C = 2 major 4+4+ 2D = one major	Hi-Lo show 3 trumps w ability to ruff			
2H = H + minor 2S = S + minor	Lavinthal discard on NT			
2NT = 2 minor 5+4+ or 2 suit GF, 3C/D = 6+ suit	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Up to 4H, Standard take out or strong			
Double = Optional (normally T/O)	Responses : Natural, Lebensohl			
Cue-bid/Jump = Strong				
2NT = 15-17 HCP, 3NT = To play				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
Against 1C strong opening (Suction)	Negative Double = 8+ HCP			DOPI, ROPI
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				
OVER OPPONENTS' TAKE OUT DOUBLE				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1NT : xx = transfer to 2C (Res. Bids 2D=D5+, 2H=H5+, 2S=S5+				We do not pass when unclear
2C=C4+unknown suit, 2D=D4+M, 2H=both M,				Double when Opp cue bid our suit = PI lead my suit
1M : xx= 10+HCP, Transfer response, Raise=Pre-empt, System on 1m : xx transfer to next suit, all suits bid = transfer				Signal only when required
OPENING BID DESCRIPTIONS				PSYCHICS: SELDOM

Opening	Check If Artificial	Min. No. of Card	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C		2	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		4	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	2S = pass or correct ,2NT= F1 ask for other suit	3S=Ask for short suit	(H+S range 5-8 hcp)
2S		5-5		Spade and other suit 5-5	2NT = F1 ask for minor suit ,3C =pass or correct	3H=Ask for short suit	(S+H range 9-10 hcp)
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 (8 or 8 1/2 tricks in H/S)	Next suit = ask control	Cue bid control, otherwise sign off	
4H/4S		6		Pre-emptive	New Suit Forcing		

