DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WBF Convention Card	
OVERCALL (Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE					
			In Partner's Suit		NCBO: THAILAND	
1 level = Standard, good 4+ cards, general 5+ suit 7-15 HCP	Suit Top, Second Top, 4t best 4th, Top, Hxx		, Hx x	EVENT:		
2 level = 5+cards with 10+	NT Subseq.	4 th best, Top, Second top	p, Second top 4th, Top, Hxx		PLAYERS: CHINNATHEE SAISITH – SIRAPHOB SAENGTUEN	
1NT OVERCALLS (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY		
	LEAD	Vs. Suit	Suit Vs. NT		GENERAL APPROACH AND STYLE	
15 - 18 with stopper	Ace	AKx(+), A Qx(+), A x(+), A KT	_		CENERAL ALL ROADIT AND OTTEE	
Response = same as 1NT opening	King	A K , K Q(+), AKQ, AKJ			Standard American (Modified)	
	Queen	Q J, Q J (+), A Q J		10(+), A Q J (+)	1 ♣ = 12 – 20 2+ cards	
	Jack				1 ◆ = 12 – 20, 4+ cards	
JUMP OVERCALL (Style; Responses; Unusual NT)	10	1 0 9, 1 0 x (+), Q1 0 9x(+)), Q1 0 9x(+)		1 V /1♠ = 12 – 20, 5+ cards	
	9	9x, K109, Q109	9 x, J 9 X		1NT = 16 - 18 may have 5 cards minor	
jump overcall = weak two = any suit 6 + cards	Hi - x	x <u>x</u> , x <u>x</u> xx(+)	xx, xxx (+)		2 over 1 Response = F1	
	Lo - x $H/10xx(+)$, $xxxx(+)$ $H/10xx(+)$, $xxxx(+)$		(+), x xx <u>x</u> (+)			
Unusual NT = 2 minor or another 2 unbid suits	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead Declare	er's Lead	Discarding		
Direct Cue Bid = F1	Suit	Hi = encourage Lo = discourage		Hi = encourage Lo = discourage	2 ♣: 21+ any distribution	
					2 V /2 ♠ = weak 6+ cards	
Response = 4+ cards	NT	Hi = encourage		Hi = encourage		
VS. NT (vs. Strong / Weak; Reopening; PH)		Lo = discourage		Lo = discourage	2 NT = 21 – 22 may have 5 cards minor	
Double = 16+					Responder = Stayman	
Capp (2C = one suit, 2D = 2 majors, 2H = H and minor ,2S = S and minor and 2NT = 2 minors	Signals (including Trumps): Encrg /disc.			isc.	3 NT = Gambling bid, long solid minor, not more than one King outside	
	DOUBLES					
	TAKEOUT DOUBLES (Style; Responses; Reopening)					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	D 11 11 1 12					
NT = 15 – 18 with stopper	Double take out = 12+ Cue bid = forcing					
Double =16 + no stopper	Oue bid = lording				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	CRECIAL ARTIFICIAL AND COMPETITIVE DOUBLE COREDOURS 50				OF LOIAL FORGING FACO SEQUENCES	
VS. ANTIFICIAL STRUNG OFENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			WEDOODES	4 NT = Ace Asking Blackwood (04, 123) and RKC	
Double = take out					7 111 - 7.00 7.00mg Diabitwood (07, 120) and 1110	
Suit overcall = usually 5+ cards, may have good 4	Negative Double 7 – 11 pts.				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
San Stores addaing of Sando, may have good f	Free bid = NF				IN CREAT NOTED THAT DON'T THE LEGENTLINE	
OVER OPPONENTS' TAKE OUT DOUBLE	i iee biu =	1 11				
					PSYCHICS: rare	
Redouble = 10+ any, new suit = non forcing bid					ratonica. Tale	

	Artificial	Min.	Neg Dbl	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION
1.*	✓	2	2♠	12 - 20	1•/1♥/1• = 4+ cards, F1	New minor = Forcing
					1NT = 6 – 9, usually no Major, NF	4 th Suit = Forcing
					2* = 6 - 9 ,5+ cards = NF	-
					3♣ = 11-12, 5+ cards	
					2NT = 10 -12	
1 ♦	No	4	2♠	12 - 20	1 √ /1♠ = 4+ cards	Same as 1♣ Opening
					1NT = 6 – 9, usually no 4 cards Majors	
					2. = 10 +, 4+ cards, F 1	
					2 + = 6 - 9, 4 + cards	
					2NT = 10 -12, balanced distribution	
4 ***				40.00	3 ◆ = 11-12, 4+ cards	
1♥	No	5		12 -20	1♠ = 4+ cards, F1 1NT = 6 - 9 may not have 4 cards Spade	
					1NT = 6 - 9 may not have 4 cards Spade 2♣/2♦ = relay, F 1	
					2♣/ 2♦ = relay, F1 2♥ = 6 - 9 3+ cards support	
1♠	No	5		12 - 20	2 = 6 - 9 3+ cards support 2 = 6 - 9 ,3+ cards support	Same as 1♥ Opening
12	INU	J		12 - 20	2* = 0-9,5+ cards support 2* = 10+, 5+ cards	Came as 17 Opening
					2♣ = Stayman, 2•/2♥ Jacoby Transfer to 2♥ /2 ♠	
1NT	No			16 - 18 balanced or semi-balanced	2 ★ = Transfer to 3 ♣,3 ♣Transfer to 3 ♦	
				may have 5 cards Major or 6+ minor	2NT = Invitation to game	
				,	4♣ = Ace asking (Gerber)	4 + 0 - 4, $4 = 1$, $4 = 2$, $4 = 3$
2*	✓	0		21+ any distribution, game in hand	2+= Negative or Relay	2 ▼ /2♠/3♣/3♦ = F1
					2♥/2♠/3♣/3♦ = 5+ cards	2NT = 23 - 24 Balanced distribution
					2NT = 8 - 10 balanced distribution	3NT = 25 - 26 Balanced distribution
						3C/3D = 7-9HCP 1/2 of AKQ, 3H/S/NT = 10-11HCP
2∳	No	6+		7 -11, 6+ cards	2NT = Ask for HCP and Honor (AKQ)	1/2/3 of AKQ
					New suit = F1	
						3C/3D = 7-9HCP 1/2 of AKQ, 3H/S/NT = 10-11HCP
2♥/ 2♠	No	6+		7 -11, 6+ cards	2NT= Ask Ask for HCP and Honor (AKQ)	1/2/3 of AKQ
				,	New suit = F1	
2NT	No			21 - 22 balanced or semi - balanced	3NT = to play	
				may have 5 cards Major or 6 Minor	3♣ = Stayman	
					3 ♦/3♥ = Jacoby transfer to 3♥ /3 ♠	
					3	
3♣/3♦	No	6+		Pre-emptive	New Suit = F1	
3♥/3♠	No			Rule of 2 and 3 applied	Bid a game = To play	SLAM APPROACH AND CONVENTIONS
3NT	✓			Gambling – a long solid minor suit	Pass 4 ♣ or correct bid to 4 ◆	Blackwood (0 - 4, 123) and RKC
4♣/4♦	No	6+		Pre-emptive		
4♥/4♠	No			Rule of 2 and 3 applied		
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