


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card 
OVERCALL (Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			NCBO : THAILAND EVENT : PLAYERS: Teerachart - Kavin
1 level = Standard, good 4+ cards, general 5+ suit 7-15 HCP	Suit	Top, Second Top, 4^t best	In Partner's Suit 4 th , Top, Hxx	
2 level = 5+cards with 10+	NT	4th best, Top, Second top	4 th , Top, Hxx	
	Subseq.			
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
	LEAD	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
15 - 18 with stopper Response = same as 1NT opening	Ace	AKx(+), AQx(+), Ax(+), AKT	AK, AKx, AKT	Standard American (Modified)
	King	AK, KQ(+), AKQ, AKJ	KQ (+), AKJ10x(+), AKJx (+), AKJ10x	
	Queen	QJ, QJ (+), AQJ	QJ, QJ10(+), AQJ (+)	
	Jack	J10, J10 (+), AJT, KJ10x	J10, J10x, J109x (+), KJ10x(x)	
JUMP OVERCALL (Style; Responses; Unusual NT)	10	109, 10x (+), Q109x(+)	10x, 109x, A109(+), Q109(+)	1 ♣ = 12 – 20 2+ cards
	9	9x, K109, Q109	9x, J9X	1 ♦ = 12 – 20, 4+ cards
jump overcall = weak two = any suit 6 + cards	Hi - x	xx, xxxx(+)	xx, xxx (+)	1 ♥/1♠ = 12 – 20, 5+ cards
	Lo - x	H/10xx (+), xxxx(+)	H/10xx (+), xxxx(+)	1NT = 16 - 18 may have 5 cards minor
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	Declarer's Lead	Discarding
Direct Cue Bid = F1	Suit	Hi = encourage Lo = discourage		Hi = encourage Lo = discourage
Response = 4+ cards	NT	Hi = encourage Lo = discourage		Hi = encourage Lo = discourage
VS. NT (vs. Strong / Weak; Reopening; PH)				
Double = 16+				
Capp (2C = one suit, 2D = 2 majors, 2H = H and minor, 2S = S and minor and 2NT = 2 minors	Signals (including Trumps):			Engrc /disc.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			
	Double take out = 12+			
NT = 15 – 18 with stopper	Cue bid = forcing			
Double =16 + no stopper				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
Double = take out				4 NT = Ace Asking Blackwood (04, 123) and RKC
Suit overcall = usually 5+ cards, may have good 4	Negative Double 7 – 11 pts.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Free bid = NF			
OVER OPPONENTS' TAKE OUT DOUBLE				
Redouble = 10+ any, new suit = non forcing bid				PSYCHICS: rare

	Artificial	Min.	Neg Dbl	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION
1♣	✓	2	2♠	12 - 20	1♦/1♥/1♠ = 4+ cards, F1 1NT = 6 – 9, usually no Major, NF 2♣ = 6 - 9 ,5+ cards = NF 3♣ = 11-12, 5+ cards 2NT = 10 -12	New minor = Forcing 4 th Suit = Forcing
1♦	No	4	2♠	12 - 20	1♥/1♠ = 4+ cards 1NT = 6 – 9, usually no 4 cards Majors 2♣ = 10 +, 4+ cards, F 1 2♦ = 6 – 9, 4+ cards 2NT = 10 -12, balanced distribution 3♦ = 11-12, 4+ cards	Same as 1♣ Opening
1♥	No	5		12 -20	1♠ = 4+ cards, F1 1NT = 6 - 9 may not have 4 cards Spade 2♣/ 2♦ = relay, F 1 2♥ = 6 - 9 3+ cards support	
1♠	No	5		12 - 20	2♠ = 6 - 9 ,3+ cards support 2♥ = 10+, 5+ cards	Same as 1♥ Opening
1NT	No			16 - 18 balanced or semi-balanced may have 5 cards Major or 6+ minor	2♣ = Stayman, 2♦/2♥ Jacoby Transfer to 2♥ /2 ♠ 2♠ = Transfer to 3♣, 3♠ Transfer to 3♦ 2NT = Invitation to game 4♣ = Ace asking (Gerber)	4♦ = 0 - 4, 4♥ = 1, 4♠ = 2, 4NT = 3
2♣	✓	0		21+ any distribution, game in hand	2♦ = Negative or Relay 2♥/2♠/3♠/3♦ = 5+ cards 2NT = 8 - 10 balanced distribution	2♥/2♠/3♠/3♦ = F1 2NT = 23 - 24 Balanced distribution 3NT = 25 - 26 Balanced distribution 3C/3D = 7-9HCP 1/2 of AKQ , 3H/S/NT = 10-11HCP 1/2/3 of AKQ
2♦	No	6+		7 -11, 6+ cards	2NT = Ask for HCP and Honor (AKQ) New suit = F1	
2♥/ 2♠	No	6+		7 -11, 6+ cards	2NT= Ask Ask for HCP and Honor (AKQ) New suit = F1	3C/3D = 7-9HCP 1/2 of AKQ , 3H/S/NT = 10-11HCP 1/2/3 of AKQ
2NT	No			21 - 22 balanced or semi - balanced may have 5 cards Major or 6 Minor	3NT = to play 3♣ = Stayman 3♦/3♥ = Jacoby transfer to 3♥ /3 ♠ 3♠ = Transfer to 4♣	
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		