

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		
<b>OVERCALL (Style; Responses; 1/2level; Reopening)</b> 1 level = 7-15 Can be good 4 cards suit	<b>OPENING LEADS STYLE</b>		
		<b>Lead</b>	<b>In Partner's Suit</b>
2 level = 10-15 with 5+ cards suit	<b>Suit</b>	2/4/6 if honor, 1/3/5 if no	Same
Responder – add 2 HCP to the general response 15+HCP Cue bid or bid Game	<b>NT</b>	4 <sup>th</sup> or 2 <sup>nd</sup> from top	Same
Unusual VS Unusual	<b>Subseq</b> <b>Other:</b>	as from original Comb.	
<b>1NT OVERCALLS (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> 2 <sup>nd</sup> = 15 -17 Bal. or semi, system on 4 <sup>th</sup> = 12-15 does not promise stopper, system off Responder – Cue bid = 10+ ask for major	<b>LEADS</b>		
	<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>
	<b>Ace</b>	AKx(+), AQx(+), Ax(+)	AKJ10x(+), Ax
	<b>King</b>	KQx(+), AK	KQ(+), KJx(+)
	<b>Queen</b>	QJ, QJ(+)	QJ, QJ10(+), AQJ(+)
	<b>Jack</b>	J10, J10(+)	J10, J10x, A/KJ109x(+)
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b> Weak Jump Overcall Rule of 2 and 3 Unusual NT = 2 minors or 2 unbid suits	<b>10</b>	H109x(+), HJ10x(+)	HJ10x, H109x(+)
	<b>9</b>	9x, J9x(+), 109x(+)	9xJ9x(+), 109x(+)
	<b>Hi-x</b>		
	<b>Lo-x</b>		
	<b>SIGNALS IN ORDER OF PRIORITY</b>		
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b> Direct Cue Bid = Top + Bottom 5-4 8+ 1C/D cue bid 3C/3D = Top +Top at least 5-4 1M cue bid 3C = Top + Top at least 5-4 1X cue 2NT = Low + Low		<b>Partner's Lead</b>	<b>Declarer's Lead</b>
	<b>Suit 1</b>	ATT	CT
	<b>2</b>	CT	
	<b>3</b>	S/P	
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b> Doubles = 1suit M 2C = C+H 8+ 2D = D+H 8+ 2H = H+S 8+ 2S = S+m 8+	<b>NT 1</b>	ATT	S/P
	<b>2</b>	CT	
	<b>3</b>	S/P	
	<b>Signals (including Trumps): Standard Carding</b> Hi/lo=Odd , Lo=ENC		
	<b>DOUBLES</b>		

# WBF Convention Card

**CATEGORY: BLUE**  
**NCBO :KAMPHAENG PHET**  
**EVENT: ALL**



**PLAYERS: WITTAWIN & NIPHAPHAT**

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b> 1C=Strong 16+ , 1D=11-15 D1+ no5M 1NT=13-15 Balance or c5 5332
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b> 2C=11-15 C6+ or C5+M4 2D=Ask 2D=Weak one M or 16-23 4441 2S=invite M 2NT=16+ ask 2H=H5+m5 , 2S=S5+m5 2NT=Ask 1C-1D-1NT 16-18, 2NT 19-21 1C-1M-1NT Ask Ctrl , 1C-2C-2D=Ask Ctrl . 1C-2D-2H=Ask Ctrl

2NT = 2 minors 8+	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	9-12 HCP with at least 3 cards in another 3 suits (passed hand)	
Doubles = Optional,	12-15 HCP with at least 3 cards in another 3 suits	
NT bid = 15+ with stopper	16+HCP any distribution (with stopper & balance hand bid NT)	
		<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>	Only in 1C opening VS interference , sometimes 1C opener may Make The forcing pass to let the responder tell his value.
1 level bid = natural		
1NT=15-17,2C = 2 Major 4+/4+,2D = 1 suit Major,2H = H + minor		
2S = S + minor,2NT = 2 minors	After Opening 2D -> 2NT (Relay)	
	1C-1D (NEG)	<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>	1C-POSITIVE -ASKING BID	BLACKWOOD MODIFIED 4NT – 5C 1 or 4 Key Card (KC),
ReDBL10+ non fit, 2NT invite with fit		5D 0 or 3KC, 5H 2 or 5KC Min/No Q, 5S 2 or 5KC Max/+Q
		DEPO
		<b>PSYCHICS: SELDOM</b>

Opening	Tick If Artificial	Min. No. of Card	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C	/		3S	16+ Any	1D 0-7 NEG. 1NT 8+ spade 4+ 1H/2C/2D 8+ 5+cards suit 1S 8+ Bal. 2H/2S/ 8-11 1444/4144 Singleton in suit 2NT 8-11 Singleton in minors 3C /3D/ 3H/ 3S Singleton in Suit below 12+	Bid 4+cards , 1NT 16-18, 2NT 19-21 After positive is asking bid	Pass = Min. 0-3 G Inv. = 4-7 HCP Game = 13-15 HCP Free Bid Force
1D	1		3S	10-15	1H/1S 8+ 4+cards suit 1NT 8-11 No M4 2c/2d 12+ 5+cards 2H/2S/ 3c/3d alpha 2NT Bal.12-15	Suit may be shows stopper in suit / 2NT shows stopper 1D-Jump is Asking bid	
1H		5	3S	10-15	1S 8+ 4+cards suit 1NT 8-11 may be 5m /2NT 12+ 3H+. 3NT 12-14 4333 2C 12+ 5c+cards/2D 12+ 5+cards suit 2H 8-11 3h+ 2S 5-9 S6+cards 3C 10-11/ 3d 7-9 bergen 3H block 4NT Blackwood	Same as 1D Opening	
1S		5	3S	11-15	Same as 1H Opening	Same as 1H Opening	
1NT				13-15 Bal.	2C 8+ HCP Stayman 2D/2H/2S/2NT TRF		

				May have 5 cards Major or 6 cards minor suit	3C/3D/3H/3S 16+ alpha in suit 3NT To play		
2C	/	5	3S	11-15 C6 or C5+M4	4C Ask Ctrl ,4D/4H TRF ,4nt Quantitative 2D Relay	2C-2D-2NT C6 14-15 2C-2D-3C C6 11-13	
					2H/2S/3D 8-10 5 +cards suit 3C 0-7 support in suit 2NT TRF C		
2D	/	1	3S	Weak M or 16-23 Any 4441	2H p/c , 2S Asking	2D-2H-2NT 4441 16-19 3C Ask short 2D-2H-3x 4441 20-23 2D-2S Ask	
2H/2S		6	3S	M5+m5+ 5-9	New suit forcing for 1 round 3c p/c	.	
2NT	/			5-5 m 5-9	3C p/c 3NT to play , New Suit Forcing		
3C/3D/		6		Pre-emptive	New Suit Forcing		
3H/3S				Rule of 2 and 3	Bid Game – To play		
3NT				Gambling – one solid minor			
4C/4D		6		Pre-emptive			
4H/4S				Rule of 2 and 3			