

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		
OVERCALL (Style; Responses; 1/2level; Reopening) 1 level = 8+ HCP,5+cards suit 2 level = 10+HCP,5+cards suit	OPENING LEADS STYLE		
	Lead	In Partner's Suit	
	Suit	2/4/6 if honor,1/3/5 if no	Same
	NT	4 th or 2 nd from top	Same
	Subseq		
	Other:		
1NT OVERCALLS (2nd/4th Live; Responses; Reopening) 15-17 HCP BAL.	LEADS		
	LEAD	Vs. Suit	Vs. NT
	Ace	AKx(+),AQx(+),Ax(+)	AKJ10x(+), Ax
	King	KQx(+), AK	KQ(+), KJx(+)
	Queen	QJ, QJ(+)	QJ,QJ10(+),AQJ(+)
	Jack	J10,J10(+)	J10,J10x,A/KJ109x(+)
JUMP OVERCALL (Style; Responses; Unusual NT) Weak Jump Overcall Rule of 2 and 3	10	109x(+),10x(+)	10x,109x(+)
	9	9x,J9x(+),109x(+)	9xJ9x(+),109x(+)
	Hi-x		
	Lo-x		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen) Direct Cue = Top Bottom 5-4 8+HCP Jump Cue = Top Top 5-4+ 8+HCP 2NT = Low Low 5-4+ 8+HCP	SIGNALS IN ORDER OF PRIORITY		
		Partner's Lead	Declarer's Lead
	Suit 1	ATT	CT
	2	CT	
	3	S/P	
	NT 1	ATT	S/P
	2	CT	
	3	S/P	
VS. NT (vs. Strong / Weak; Reopening; PH) vs STR NT DBL=M5+,vs Weak NT DBL = 15+ 2C = H4+ C4+ 3X = preempt 2D = H4+ D4+ 2H = H4+ S4+ 2S = S4+ m4+ 2NT = 2m	Signals (including Trumps): Standard Carding Hi/lo=Even , Lo=ENC		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) Doubles = Optional, NT bid = 15+ with stopper	DOUBLES		
	TAKEOUT DOUBLES (Style; Responses; Reopening)		
	9-12 HCP with at least 3 cards in another 3 suits (passed hand)		
	12+ HCP with at least 3 cards in another 3 suits		
	16+HCP any distribution (with stopper & balance hand bid NT)		
VS. ARTIFICIAL STRONG OPENINGS Level 1 = 8+ HCP, 5+cards suit Level 2 = 10+ HCP, 5+cards suit	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
	After Opening 2C -> 2D (Relay)		
OVER OPPONENTS' TAKE OUT DOUBLE 5+ cards suit 10+ ,RDBL 6-9HCP Jump O/C = 5-HCP , 6+ cards	SPECIAL FORCING PASS SEQUENCES		
	Only in 1C opening VS interference , sometimes 1C opener may Make The forcing pass to let the responder tell his value.		
	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
	BLACKWOOD MODIFIED 4NT – 5C 0 or 3 Key Card (KC), 5D 1 or 4KC, 5H 2 or 5KC Min/No Q, 5S 2 or 5KC Max/+Q		
	PSYCHICS:		

WBF Convention Card

CATEGORY: GREEN

NCBO : Thailand

EVENT: ALL

PLAYERS: PHIMPRAPAPON & RAWISARA



SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

SAYC,5+cardsM,4+cards♦,2+cards♣,2♠=21+HCP
2D/2S/2M=Weak 6-11HCP,1NT=15-17HCP Bal.

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2C=21+HCP any suit
2D=Weak
2M=Weak
2NT=20-21HCP Bal.

SPECIAL FORCING PASS SEQUENCES

Only in 1C opening VS interference , sometimes 1C opener may Make The forcing pass to let the responder tell his value.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

BLACKWOOD MODIFIED 4NT – 5C 0 or 3 Key Card (KC),
5D 1 or 4KC, 5H 2 or 5KC Min/No Q, 5S 2 or 5KC Max/+Q

PSYCHICS:

Opening	Tick If Artificial	Min. No. of Card	Neg Dbl Thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION
1C		2		12-20 HCP	1D = 6+HCP 5+cards 1H, 1S = 6+HCP 4+cards 1NT = 6-9 HCP No major 2C = 6-9 HCP 5+cards 2D = 12+HCP 2NT = 10-11HCP bal. 3C = 10-11HCP 6+cards	
1D		4		12-20 HCP	1H, 1S = 6+HCP 4+cards 1NT= 6-9HCP No Major 2C =10+HCP 4+cards 2D = 6-9HCP 4+cards 3D = 10-11HCP 4+cards	
1H		5		12-20 HCP	1S = 6+HCP 4+cards 1NT = 6-9HCP 2C = 10+HCP 2D = 10+HCP 4+cards 2H = 6-9HCP 3+cards 2NT = 12+HCP 3H = 10-11HCP 3+cards 4H = 12-14HCP 3+cards	
1S		5		12-20 HCP	Same as 1H Opening	
1NT				15-17 HCP Bal. May have 5 cards Major	2C = 8+HCP Stayman 2D/2H/2S/2NT = 0-7HCP Transfer 3Nt To Play	
2C	/			21+ HCP	2D = 0-5 HCP 2H/2S/=6+HCP 5+cards 2NT = 6+HCP No 5 cards suit	
2D		6		6-11 HCP	2NT = 12+ HCP	
2H/2S		6		6-11 HCP	2NT = 12+ HCP	
2NT	/			20-21 HCP Bal.	3C Stayman 3D,3H Transfer ,3NT to play	
3C/3D/		7		10-11 HCP	New suit force ,Bid Game – To play	
3H/3S		7		10-11 HCP	New suit force ,Bid Game – To play	
4C/4D		6		Pre-emptive		
4H/4S				Rule of 2 of 3		