

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<h1>WBF Convention Card</h1> <p>CATEGORY: GREEN NCBO : Thailand EVENT: ALL PLAYERS: THIKHAMPORN &amp; WORANITTHA</p>	
<b>OVERCALL (Style; Responses; 1/2level; Reopening)</b>		<b>OPENING LEADS STYLE</b>				
1 level = 8+ HCP,5+cards suit			<b>Lead</b>	<b>In Partner's Suit</b>		
2 level = 10+HCP,5+cards suit						
		<b>Suit</b>	2/4/6 if honor, 1/3/5 if no	Same		
		<b>NT</b>	4 <sup>th</sup> or 2 <sup>nd</sup> from top	Same		
		<b>Subseq</b>				
		<b>Other:</b>				
<b>1NT OVERCALLS (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>LEADS</b>				<b>SYSTEM SUMMARY</b>
15-17 HCP BAL.		<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
		<b>Ace</b>	AKx(+),AQx(+),Ax(+)	AKJ10x(+), Ax	SAYC,5+cardsM,4+cards♦,2+cards♣,2♠=21+HCP	
		<b>King</b>	KQx(+), AK	KQ(+), KJx(+)	2D/2S/2M=Weak 6-11HCP,1NT=15-17HCP Bal.	
		<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>		<b>10</b>	109x(+),10x(+)	10x,109x(+)		
Weak Jump Overcall Rule of 2 and 3		<b>9</b>	9x,J9x(+),109x(+)	9xJ9x(+),109x(+)		
		<b>Hi-x</b>				
		<b>Lo-x</b>				
		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	2C=21+HCP any suit
Direct Cue = Top Bottom 5-5 8+HCP		<b>Suit 1</b>	ATT	CT	O/E	2D=Weak
Jump Cue = Top Top 5-5+ 8+HCP		<b>2</b>	CT			2M=Weak
2NT = Low Low 5-5+ 8+HCP		<b>3</b>	S/P			2NT=20-21HCP Bal.
		<b>NT 1</b>	ATT	S/P	LAV	
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>		<b>2</b>	CT			
vs STR NT DBL=M5+,vs Weak NT DBL = 15+		<b>3</b>	S/P			
2C = H5+ C5+		<b>Signals (including Trumps):</b>			<b>Standard Carding</b>	
2D = H5+ D5+		Hi/lo=Even , Lo=ENC				
2H = H5+ S5+						
2S = S5+ m5+						
2NT = 2m		<b>DOUBLES</b>				
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
Doubles = Optional,		9-12 HCP with at least 3 cards in another 3 suits (passed hand)				
NT bid = 15+ with stopper		12+ HCP with at least 3 cards in another 3 suits				
		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
Level 1 = 8+ HCP, 5+cards suit						Make The forcing pass to let the responder tell his value.
Level 2 = 10+ HCP, 5+cards suit						
		After Opening 2C -> 2D (Relay)				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
						BLACKWOOD MODIFIED 4NT – 5C 0 or 3 Key Card (KC),
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>						5D 1 or 4KC, 5H 2 or 5KC Min/No Q, 5S 2 or 5KC Max/+Q
5+ cards suit 10+ ,RDBL 6-9HCP						
Jump O/C = 5-HCP , 6+ cards						<b>PSYCHICS:</b>

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 4+cards Bal. 3C = 10-11HCP 4+cards 3D = 6-9HCP 4+cards 3M = 3-5HCP 4+cards 4H = 12-14HCP 3+cards	
1S		5		12-20 HCP	Same as 1H Opening	
1NT				15-17 HCP Bal.	2C = 8+HCP Stayman	
				May have 5 cards Major	2D/2H/2S/3C = 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	