

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALL (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
1 level = 8+ HCP,5+cards suit			Lead	In Partner's Suit	
2 level = 10+HCP,5+cards 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)		LEADS			
15-17 HCP BAL.		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)		10	109x(+),10x(+)	10x,109x(+)	
Weak Jump Overcall Rule of 2 and 3		9	9x,J9x(+),109x(+)	9xJ9x(+),109x(+)	
		Hi-x			
		Lo-x			
		SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding
Direct Cue = Top Bottom 5-5 8+HCP		Suit 1	ATT	CT	O/E
Jump Cue = Top Top 5-5+ 8+HCP		2	CT		
2NT = Low Low 5-5+ 8+HCP		3	S/P		
		NT 1	ATT	S/P	LAV
VS. NT (vs. Strong / Weak; Reopening; PH)		2	CT		
vs STR NT DBL=M5+,vs Weak NT DBL = 15+		3	S/P		
2C = H5+ C5+		Signals (including Trumps): Standard Carding			
2D = H5+ D5+		Hi/lo=Even , Lo=ENC			
2H = H5+ S5+					
2S = S5+ m5+					
2NT = 2m					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES			
Doubles = Optional,		TAKEOUT DOUBLES (Style; Responses; Reopening)			
NT bid = 15+ with stopper		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		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Level 1 = 8+ HCP, 5+cards suit					
Level 2 = 10+ HCP, 5+cards suit					
		After Opening 2C -> 2D (Relay)			
OVER OPPONENTS' TAKE OUT DOUBLE					
5+ cards suit 10+ ,RDBL 6-9HCP					
Jump O/C = 5-HCP , 6+ cards					

WBF Convention Card

CATEGORY: GREEN

NCBO : NPM Udomdarunee

EVENT: ALL

PLAYERS: THIKHAMPORN & WORANITTHA & ANUTIDA

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
SAYC, 5+cards M, 4+cards \diamond , 2+cards \clubsuit , 2 \clubsuit =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 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	