

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		
<b>OVERCALL (Style; Responses; 1/2level; Reopening)</b>	<b>OPENING LEADS STYLE</b>		
1 level = 7-17 HCP with at least 1 ½ quick trick		<b>Lead</b>	<b>In Partner's Suit</b>
2 level = 10-17 HCP with at least 1 ½ quick trick	<b>Suit</b>	1 <sup>ST</sup> , 2 <sup>nd</sup> , 4 <sup>th</sup>	1 <sup>ST</sup> , 4 <sup>th</sup>
Responder – add 2 HCP to the general response	<b>NT</b>	1 <sup>ST</sup> , 4 <sup>th</sup>	1 <sup>ST</sup> , 4 <sup>th</sup>
15+HCP Cue bid or bid Game	<b>Sub seq</b>		
	<b>Other:</b>	1 <sup>ST</sup> , 4 <sup>th</sup>	
<b>1NT OVERCALLS (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	<b>LEADS</b>		
4 <sup>th</sup> = 13-15 HCP (Transfer)	<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>
Responder – Cue bid = 10+HCP ask for major	<b>Ace</b>	AKx, ATT	AKx, ATT
	<b>King</b>	KQx(+), AK, ATT	KQ(+), AK, KJx(+)
	<b>Queen</b>	QJ, QJ(+), ATT	QJ, QJ10(+), AQJ(+)
	<b>Jack</b>	J10, J10(+), HJ10x(+), ATT	J10, J10x, J109x, HJ10x(+)
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>	<b>10</b>	H109x	10x, H109x
Weak Jump Overcall Rule of 2 and 3	<b>9</b>	9x, T9 may be J9x	9x, T9 may be J9x
Unusual NT = two minors or 2 unbid suits	<b>Hi-x</b>	xx, xxxx(+)	xx, xxx(+)
	<b>Lo-x</b>	K/Q/J/10xx(+), xxxx(+)	A/K/Q/J/10xx(+), xxxx(+)
	<b>SIGNALS IN ORDER OF PRIORITY</b>		
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		<b>Partner's Lead</b>	<b>Declarer's Lead</b>
Direct Cue Bid = Top + another 5 – 4 8+	<b>Suit 1st</b>	ATT	CT
(1C cue bid 2C = S + another at least 5-4	<b>2nd</b>	CT	
1H cue bid 2H = S + minor at least 5-4	<b>3rd</b>	SP	
	<b>NT 1st<sup>t</sup></b>	ATT	CT
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	<b>2nd</b>	CT	
X = 15+	<b>3rd</b>	SP	
2C = C+D suit 4+/4+	<b>Signals (including Trumps): Standard Carding</b>		
2D = H and S suit 4+/4+	HI-LO show 3 trumps ability to ruff		
2H = H Suit and Minor suit			
2S = S suit Minor suit			
	<b>DOUBLES</b>		
	<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 = 16+ with stopper	16+HCP any distribution (with stopper & balance hand bid NT)		
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>		
	After Opening 2C -> 2D (Relay) -> when responder support suit ->		
	Next bid = Asking Help Suit Bid		
	After Opening 2C -> 2D (Relay) -> Jump suit (trump) -> Next suit		
	Bid by Opener = Asking Help Suit Bid		
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>			
<b>OPENING BID DESCRIPTIONS</b>			

# WBF Convention Card

**YOUTH UNDER18 Real Bridge2021**

Youth TEAM OCT2021

**PLAYERS:** Villvalin Pakkanat Ramon Suchada Parit Puwarit

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

STANDARD AMERICAN

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

### SPECIAL FORCING PASS SEQUENCES

### 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, 5S 2 or 5KC Max

DOPI, Gerber

**PSYCHICS:** SELDOM

Opening	Tick If Artificial	Min. No. of Card	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C	/	2	6D	12-21 HCP Natural	1D/1H/1S 6+HCP 4+cards suit 1RF 1NT 8-10 HCP No Major – Non Forcing 2C 6-9 HCP at least 5 cards – NF 2D/2H/2S 2-5 HCP 6+cards suit NF 2NT Bal. 10-12 HCP, 3NT 12-15 HCP 3C 10-11 HCP /3D, 3H, 3S Singleton in Suit 15+ HCP 4C RKC	1NT/2C/2 in partner suit = Min 12-15 HCP 2NT = 19 -20 HCP 3C/3 in partner suit = Medium 16-18 HCP Bid Game/3NT/Jump New Suit = 19-21 HCP 4 <sup>th</sup> Suit = Game Force	Pass = Min. 6-9 G Inv. = 10-12 HCP Game = 13-15 HCP New Suit level 2 NF New S Level 3 Forc. Jump same suit=Inv.
1D		4	6C	12-21 HCP Natural	1H/1S 6+HCP 4+cards suit 1NT 6-10 HCP No Major, 2D 6-9 HCP 5+cards support 2C 10+HCP 4+cards FC 2H/2S/3C 2-5 HCP 6+cards suit NF 2NT Bal. 10-12 HCP, 3NT 12-15 HCP 3D 10-11 HCP/ 3H, 3S, 4C Singleton in Suit 15+ HCP 4D RKC	Same as 1C Opening Suit shows stopper in suit / 2NT shows stopper	
1H		5	6D	11-21 HCP Natural	1S 6+HCP 4+cards suit Forcing 1NT 6-10 HCP NF 2C/2D 10+HCP 3+cards 2H 6-9 HCP at least 3+cards support 2S asking short 2N Short S 3C, 3D short in suit bid 3NT 13-15 HCP 3H 6-9 HCP 4+cards 3S, 4C, 4D sing. In suit 12+HCP 4H To play 4NT Blackwood Modified	Same as 1D Opening	
1S		5	6D	11-21 HCP Natural	1NT 6-10 HCP NF, 2C/2D, 2H 10+HCP, 2S 6-9 HCP 2NT asking short, 3C 3D 3H short in suit bid 3S 6-9 4+ cards 4C, 4D, 4H sing. In suit 12+HCP		
1NT				15-17 HCP Bal. May have 5 cards Major or 6 cards minor suit	2C Stayman, 2D/2H/2NT 3ways Transfer 2S ask Min Max, 3C/3D 7-8 HCP 6+cards suit 3H/3S 12+HCP singleton suit 3NT To play, 4C Gerber, 4nt Quantitative		
2C	/	0	6D	22+HCP or Game in hand	2D Negative or Relay 2H/2S/3C/3D 5 cards suit 2NT 8-10 HCP Balance	2H/2S/3C/3D Forcing for 1 round 2NT 22-24 HCP Balance 3NT 25-27 HCP Balance, Jump suit = Forcing	
2D	/	6	6D	Weak 1M 6-11	2H, 2S pass or correct, 2N asking		
2H/2S		5/4	6D	Weak 2 suit 5/4 6-11	New suit forcing for 1 round 2NT Ask minor suit		
2NT				20-21 HCP Balance No have 5 cards suit	3C Stayman, 3D/3H Transfer 3S minor stay man 3NT to play		
3C/3D/ 3H/3S		6		Pre-emptive Rule of 2 and 3	New Suit Forcing Bid Game – To play		
3NT				Gambling – one solid minor			
4C/4D		6		Pre-emptive			
4H/4S				Rule of 2 and 3			