


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<b>WBFC Convention Card</b>  <b>Category Green</b> <b>Country: THAILAND</b> <b>Event:</b> <b>Players: Wanida KATSAKUL , Thanaporn RIMNONG-ANG</b>
OVERCALLS(Style; Responses; I/2level; Reopening)		OPENING LEADS STYLE			
Level 1 = 8+ HCP,5+ cards suit or 4 cards suit w/ 2/3 or 3/5 H		Lead		in Partner's Suit	
Level 2 = 10+ HCP,5+ cards suit		Suit	3rd/5th	3rd/5th	
		NT	4th	4th	
		Subseq			
		Other:			
INT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd seat, 8-15 HCP,5+ cards m and 4 cards M		Lead	Vs.Suit	Vs. NT	<b>GENERAL APPROACH AND STYLE</b>
4th seat, 12-15 HCP,BAL		Ace	ATT,AKx(+),Ax(+)	ATT,AKx(+),Ax(+)	AMBRA
		King	CT,AK,AKx(+),KQ,KQx(+),Kx	CT,AK,AKx(+),KQ,KQx(+),Kx	5+ cards M; INT F1, 4+ cards ♠; NAT RESP; INT RESP NF; 2+ cards ♣; NAT RESP; jump RESP = WK 0-5 HCP
		Queen	QJ,QJx(+),AQJ(+),Qx	QJ,QJx(+),AQJ(+),Qx	2♣ = 22+ or 4 losers w/o 5 cards M, 2♥/♥ = 6+ cards M 5-11 HCP or 21+ or 5+ cards M with less than 4 losers
		Jack	JT,JTx(+),Jx	JT,JTx(+),Jx	2♣ = 5-11 HCP 5+ - 4+ mm, wide range O/C (1-level may be 4 cards and good at 2-level)
		10	AJT(+),KJT(+),AT9(+),KT9(+),QT9(+),Tx	AJT(+),KJT(+),AT9(+),KT9(+),QT9(+),Tx	
		9		T9x(+),H9x(+)	INT Openings: 15-17 HCP
6+ cards Suit, 5-11 HCP		Hi-x	Hx, Sx	Hx, Sx	2 OVER 1 Responses: Any
1X-2NT = two lower suit 5+ - 4+, 4NT after M suit opening = 5+ - 5+ mm		Lo-x	3rd/5th	2 nd	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
1♣-2♣ = ♣ and other 5+ - 4+					2♣ = 6+ cards ♥ 5-11 HCP or 18+ or 5+ cards ♥ with less than 4 losers
Reopening: Same		<b>SIGNALS IN ORDER OF PRIORITY</b>			2♥ = 6+ cards ♠ 5-11 HCP or 18+ or 5+ cards ♠ with less than 4 losers
<b>DIRECT AND JUMP CUE BIDS ( Style; Responses; Reopening)</b>		Partner's Lead	Declarer's Lead	Discarding	2♣ = 5-11 HCP, 5+ - 4+ mm or strong
If 1♣ can be less than 3 cards; 2♣ = NAT, if 1♣ is 3+ cards; 1♣-2♣ = ♣ and other 5+ - 4+		Suit: 1st	ATT, LO-ENC	CT	
1♣-2♣ = ♣ and other 5+ - 4+		2nd	CT, LO-HI = E	SP	
1♥-2♥ = ♥ and other 5+ - 4+		3rd	SP	None	
1♣-2♣ = ♥ and other 5+ - 4+		NT: 1st	ATT	CT	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>		2nd	CT	SP	
Against WK NT, NAT, Against STR DBL = Equivalent		3rd	SP	None	
Against STR 2♣ = MM, 8+ HCP		Signals (including Trumps):			
Against STR 2♣ = 6+ M, 8+ HCP					
Against STR 2♥ = 5+ - 4+ ♥ and m, 8+					
Against STR 2♣ = 5+ - 4+ ♣ and m, 8+					
Against STR 2NT = 5+ - 5+ mm 8+ HCP or strong 2 suits any					
<b>VS. PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>		<b>DOUBLES</b>			
DBL = T/O		<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>			
O/C = 12+ HCP, 5+ cards suit		Cheapest level of that suit = NAT			
		Over opener suit and higher = Trf to the suit and forcing			
		1NT = 8-11, 2NT = 12-13, 3NT = 14+			<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
Against 1C STR : ID = H or C + S, IH = S or C+D, IS = C or D+H, INT = S+D.		Nagative Double THRU 4♠			
X = H+C, 2C = 2M, 2D = IM, 2H = H + m, 2S = 5+ m, 2NT = 2m		Supportive Double			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Against 1D STR : X / IH / IS / IN = Trf to H/S/C/D					3rd hand opening may be very light, 5+ - 4+ hand opening may be very light
2C = 2M, 2D = IM, 2H = H+m, 2S = 5+ m					2-Level Free Bid = NF, Other Level = F1, 4-4 mm open 1♣, 5-5 open 1♦
					Over 1 Level overcall TRF bid, Over OPP Overcall; Over Opp overcall cue = 5+ - 5+ other suits.
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>					Psychics: Rare
Over 1 Level DBL, every bid 1 step lower and forcing 1 round					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	11-21 HCP NAT	1♦/1♥/1♠ = 5+ HCP, 4+ cards F1, INT = 5-9 HCP, No M, NF 2♣ = 10+ HCP SUPP, 3♣ = 8-10 HCP 6+ cards SUPP	After opener rebid 1♥/1♠ then 2♣ = CB, Supplement 2 After opener rebid INT then 2♣ = pupp to 2♦, 2D = FG	Same
1♦		4	4♦	11-21 HCP NAT	1♥/1♠ = 5+ HCP, 4+ cards F1, INT = 6-9 HCP, No M, NF 2♣ = 10+ HCP, 2♦ = 6-9 HCP SUPP	same as 1♣	
1♥		5	4♦	11-21 HCP NAT	1♠ = 5+ HCP, 4+ cards F1, INT = F1 2♣ = ♣ suit INV / Any GF, 2♦ = ♦ suit INV or ♥ SUPP 4-7 HCP, 2♥ = 8-10 HCP SUPP, 2♠ = ♠ suit FG, 2NT = 4+ cards SUPP FG, 3♣ = 10-11 HCP 3+ cards SUPP, 3♦ = 6-9 HCP 4+ cards SUPP UBAL, 3♥ = 0-5 HCP 4+ cards SUPP, 3♠ = 10-13 HCP ♥ support with short, 3NT/4♣/4♦ = SPL	same as 1♣	Dury : 2C=SUPP3 8-11, 2D=SUPP4 8-11
1♠		5	4♦	11-21 HCP NAT	1NT = F1, 2♣ = ♣ suit INV / Any GF, 2♦ = ♥ suit F1 2♥ = ♠ support 3-7 HCP or ♦ suit INV+, 2♠ = 8-10 HCP SUPP, 2NT = 4+ cards SUPP FG, 3♣ = 10-11 HCP 3+ cards SUPP, 3♦ = 6-9 HCP 4+ cards SUPP UBAL, 3♥ = 10-13 HCP H support with short, 3♠ = PRE, 3NT/4♣/4♦ = SPL		Dury : 2C=SUPP3 8-11, 2D=SUPP4 8-11
INT			4♦	15-17 BAL	HEEMAN, Supplement 1		
2♣	/	0	4♦	22+ or 4 losers w/o 5 cards M	2♦ = Relay, 2♥ = 5+♠, 2♠ = 5+♥, 2NT/3♣ = TRF 6+ cards, 3♣ = 5+ - 5+ MM, 3♥/3♠ = SPL no 4M, 3NT = 5+ - 5+ mm	Supplement 3	
2♦	/	0	4♦	6+ cards ♥ 5-10 HCP or 18+ HCP 4losers	2♥ = P/C, 2♠ = 5+ cards NF, 2NT = Relay INV, 3♣/3♦ = 6+ cards F1	Supplement 4	
2♥	/	0	4♦	6+ cards ♠ 5-10 HCP or 18+ HCP 4losers	Related to 2♦	Supplement 5	
2♠	/	0	4♦	5-10 HCP or 21+ HCP 5+ - 4+ mm	2NT = Relay, 3♣/3♦/3NT/4♣/4♦/5♣/5♦ = To play, 3♥/3♠ = suit F1	Supplement 6	
2NT			4♦	21-22 HCP BAL	3♣ = PUP STAY, 3♦/3♥ = TRF 3♠ = Minor suit STAY, STR hand w/ 5+ - 4+ mm 4♣ = Asking ACE, 4♦/4♥ = TRF	3♦ = 4 cards M, 3♥/3♠ = 5 cards After opener rebid 3♦; 3♥ maybe have no 4 cards M, 3♠ = 4♥ cards, 3NT = 44 MM Response to 3♣, 3NT = No m 4♣/4♦ = 4 cards, 4♥ = 5 cards ♣ 4♠ = 5 cards ♦	
3♣/3♦		6	4♦	PRE			
3♥/3♠		6	4♦	PRE			
3NT	/		4♦	Gambling - One solid suit, no more than K outside suit	4♣ = P/C		
4♣/4♦		6	4♦	PRE			
4♥/4♠		6	4♦	PRE			
<b>High Level Bidding</b>							
						4NT Asking Ace trump contract BWRKC; 0/3, 1/4, 2/5 w/o Q, 2/5 w/ Q, DOPI/ROPI	
						♥/♠ Trump after 3M Next step Even number key cards	
						♣/♦ Trump ater 4m Next step Even number key cards	
						Cue style: first or second round controls up the line	

Note #	Description
2	1m - 1♥ - 1♠ - 2♣ = CB 2♦ = 3 cards SUPP 2♥ = Min w/o 3 cards SUPP 2♠ = Max w/o 3 cards SUPP UNBAL 2NT = Max w/o 3 cards SUPP BAL  1m - 1M - 1NT- 2♣ = PUPP ♦
3	2♣ - 2♦ 2♥ = ♥ suit or (41)44 or 25+ HCP BAL 2♠ = ♠ suit or 44(41) 2NT = 23-24 HCP BAL 3♣/3♦ = suits 3♥/3♠ = Asking Stopper
4	2♦ - 2NT 3♣ = 9-10 HCP, 2+ cards ♠ 3♦ = 5-6 HCP or STR 3♥ = 7-8 HCP 3♠ = 9-10 HCP, 1- cards ♠
5	2♥ - 2NT 3♣ = 9-10 HCP, 2+ cards ♥ 3♦ = 5-6 HCP or STR 3♥ = 9-10 HCP, 1- cards ♥ 3♠ = 7-8 HCP
6	2♠ - 2NT 3♣ = MIN 3♦ = MAX 3♥/♠ = STR, Short 3NT = STR, 5+ - 5+