


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
<b>OVERCALLS</b>		<b>OPENING LEADS STYLE</b>			<b>Category :</b> Green	
1 Level = 7 - 17 HCP ; 7+ HCP F1		<b>Lead</b>	<b>in Partner's Suit</b>		<b>Country:</b> Thailand	
2 Level = 10 – 17 HCP ; 7+ HCP F1	Suit	4TH , MUD , TOP	same		<b>Event:</b> All event	
	NT	4TH , TOP	same		<b>Players:</b> Maitri <u>KAEWSAENGTHAM</u>	
	Subsec				Chirawut <u>THOTONGKAM</u>	
	Other:					
<b>1NT OVERCALL</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
2 <sup>nd</sup> & 4 <sup>th</sup> = 15-18 HCP, Balance	<b>Lead</b>	<b>Vs.Suit</b>	<b>Vs. NT</b>		<b>GENERAL APPROACH AND STYLE</b>	
Responses : system on same open 1NT	Ace	AKJ10(+),AKx(+),Ax(+)	AKJ10x(+)		STANDARD AMERICAN: Yellow card	
(1X)-P-(1Y)-1NT= 5+ - 4+ others	King	AK,KQ(J/10)x(+)	KQ(J/10)x(+),KQ		5 cards Major,4 cards Diamond	
	Queen	QJ, QJx(+)	QJ,QJx(+),AQJ(+)		2C = 22+HCP any distribution or game in hand	
	Jack	J10,J10(+),KJ10x(+), AJ10x	J10,J10x, HJ10x(+)			
	10	109,10x(+),K109x(+), A109	10x,109x,H109(+)			
<b>JUMP OVERCALLS</b>	9	9x,,H98x(+)	9x,H98x(+)		1NT Openings: 15 -17 HCP Bal	
Weak Jump Overcall = 5 – 10 HCP 6+ cards	Hi-x	Sx,HxSx,Sxx	HSx,Sx,xSxx		2 OVER 1 Responses: 10+ HCP 5+ Cards F1	
2NT over 1M = 2 minors	Lo-x	HxS,HxSx,HxxxS(+)	HxS,HxSx,HxxxS(+)		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
	<b>SIGNALS IN ORDER OF PRIORITY</b>					
<b>DIRECT and JUMP CUE BIDS</b>		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	3NT=Gambling with little outside strength	
CUE m = 2 MM	Suit: 1s	ATT;Hi =ENC	same	same		
CUE M = oM+m	2nd	CT;Hi-Lo=E	same	same		
Jump CUE = ask for stopper	3rd	S/P	same	same		
	NT: 1s	ATT	same	same		
<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>	2nd	CT	same	same		
Double = same HCP	3rd	S/P	same	same		
2C = one suit ( 6+ cards)	Signals (including Trumps					
2D = two Majors	Lavinthal discard on NT					
2H = Heart + minor						
2S = Spade + minor						
2NT = two minors						
	<b>DOUBLES</b>					
	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>					
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>	May be light with classic shape,(1m)-X-(1M)-2X=NAT, Cue					
Overcall = Opening Hand	1NT=8-9 with stopper					
X = Takeout				<b>SPECIAL FORCING PASS SEQUENCES</b>		
				DOPI, ROPI		
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOU</b>					
Same Normal Overcall	Negative Double THRU 4S			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>		
	Free bid = 1 Round Force			We do not pass when unclear		
				Double when Opp cue bid our suit = PI lead my suit		
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>						
XX = 9+ HCP				Psychics: SELDOM		
Free bid NF						
1 / 3 Level = F1 , 2 Level NF						

OPEN	TICK IF ART	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C	No	2	4S	11-20 HCP 2+Cards C	1D = 6+ HCP Any Distribution F1 1H/1S = 6+ HCP 4+ cards suit F1, 1NT=6-9 HCP NF 2C = 6-9 HCP at least 5 cards – NF 2NT = Bal.10-12 HCP 3NT = Bal.13-15 HCP	New minor=Forcing 4 <sup>th</sup> Suit = Game Force	COMP : 1 / 3 Level = F1 , 2 Level NF
1D	No	4	4S	11-20 HCP 4+ Cards D	1H/1S = 6+ HCP 4+ cards suit F1, 1NT= 6-9 HCP NF 2C = 10+ HCP 3+cards F1 2D = 6-9 HCP 4+cards D	Same as 1C Opening	
1H	No	5	4S	11-20 HCP 5+ Cards H	1S = 6+HCP 4+ cards suit F1, 1NT= 6-9 HCP NF 2C = 10+ HCP 3+cards F1 2D = 10+HCP 5+cards F1 2H = 6-9 HCP 3+cards sup. 2NT = 12+ HCP 4+ Cards Sup. Asking short suit 3C = 6-9 HCP at least 4+cards support 3D = 10-11 HCP at least 4+cards support 3H = 0-6 HCP at least 4+cards support 3S /4C /4D = Splinter 4H = To play 4NT = RKC	3C/3D/3S =short suit , 3H = strong no short 3NT = 15-17 bal. , 4H = min no short 5C= 0/3 , 5D= 1/4 , 5H= 2 w/o Q , 5S= 2 wQ	
1S	No	5	4S	11-20 HCP 5+ Cards S	Same as 1H Opening		
1NT	No			15 -17 HCP Bal. ( May have 5 cards Minor )	2C = Stayman / INV 2D/2H = TRF M 5+cards 2S = TRF to C 2NT = TRF to D 3NT = To play , 4C = Gerber 4NT = Quantitative	2D= No M , 2H/2S=4Cards 2H/2S = Accept TRF , 2NT/3H/3S= Super Accept 2NT = 3 +cards C , 3C = Accept TRF 3C = 3+cards D , 3D = Accept TRF 4D = 0 Ace, 4H =1 Ace, 4S=2Ace , 4S=3 Ace	COMP : LEB
2C	Yes	0	4S	22+HCP or Game in hand	2D = Negative or Relay 2H/2S/3C/3D = at least 1A+1K 5 cards suit 2NT = 8-10 HCP Balance at least 1A+1K	2H/2S/3C/3D = Suit F1, 2NT =22-24 Bal.	
2D	Yes	6	4S	Weak 1 Major	2H/2S = Pass or Correct 2NT = F1 Ask suit	3C= Good H, 3D= Good S , 3H= Bad H , 3S=Bad S	
2H	No	5-5	4S	5-10 HCP with 5+5 (H + another)	New suit = 1RF		
2S	No	5-5	4S	5-10HCP with 5+5 (S+minor)	2NT = asking for minor suit 3C = Pass or Correct		
2NT	No		4S	20-21 HCP Balance Can have 5 cards Major	3C = Puppet Stayman 3D/3H = TRF 5+M 3NT = To play	3D = 4 cards M, 3H/3S =5 cardsM , 3NT =no M	
3C/3D	No	7	4S	Pre-emptive	New Suit Forcing		
3H/3S		7	4S	Pre-emptive	Bid Game – To play		
3NT	Yes			Gambling – one solid minor suit	4C = Pass or Correct	<b>High Level Bidding</b>	
4C/4D	No	7	4S	Pre-emptive	New suit = To play	BWRKC = 0/3 , 1/4, 2w/oQ, 2w/Q , DOPI , ROPI	
4H/4S	No	7		Pre-emptive	New suit = To play	5NT = King asking , 6C= 1 King , 6D= 2Kings , 6H = 3Kings	