


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 	
<b>OVERCALL (Style; Responses; 1/2level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			<b>CATEGORY</b>	GREEN
1 level = 6+ HCP 1 evel responses F1, 2 lvl responses NF Const			<b>Lead</b>	<b>In Partner's Suit</b>	<b>NCBO</b>	Thailand
3 lvl =Limit Const, Cue bid = Limit Raise+ ,1X-3/4X=Pre		<b>Suit</b>	3 <sup>RD</sup> ,5 <sup>TH</sup>	same	<b>EVENT</b>	All Events in 2021
Jump Cue Bid = Mixed Raise 2NT = 4+Card Limit Raise+		<b>NT</b>	4 <sup>TH</sup>	same	<b>PLAYERS:</b>	Asdang RIAMSREE.- Kridsada PROMJAK
		<b>Subseq</b>	as above	same	<b>SYSTEM SUMMARY</b>	
		<b>Other:</b>	A for ATT ,K for CT ,02,Top or 2 <sup>nd</sup> from nothing		<b>GENERAL APPROACH AND STYLE</b>	
<b>1NT OVERCALLS (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>LEADS</b>				
2 <sup>ND</sup> 15-17 HCP System On		<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>		
		<b>Ace</b>	AKJ10(+),AKx(+),Ax(+)	AKJ10x(+)		
4 <sup>TH</sup> over m 11-14 HCP System On		<b>King</b>	AK,KQ(J/10)x(+)	KQ(J/10)x(+),KQ	2/1 GF over Major opening	
4 <sup>TH</sup> over M 15-17 HCP System On		<b>Queen</b>	QJ, QJx(+)	QJ,QJx(+),AQJ(+)	5 cards Major,Better minor	
		<b>Jack</b>	J10,J10(+)	J10,J10x	1NT opening 15-17HCP, can have 5+cards Majors	
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>		<b>10</b>	KJ10x(+),109,10x(+),	HJ10x(+),10x,109x	2♣= 22+HCP any distribution or game in hand	
Weak Jump Overcall Rule of 2 and 3		<b>9</b>	K109x(+),9x,9xx,H98x(+)	H109(+),98x,9x,9xx		
Unusual NT = two lowest unbid suits		<b>Hi-x</b>	Sx,HxSx,Sxx	HSx,Sx,xSxx		
		<b>Lo-x</b>	HxS,HxSx,HxxxS(+)	HxS,HxSx,HxxxS(+)		
		<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>	
Direct Cue Bid = Michaels Cue Bid		<b>Suit</b>	1 <sup>st</sup> Low=Enc	Low=Even	Low=Enc	3NT=Gambling with little outside strength
1♣/1♦ – 2♣/2♦ = Two majors ,2NT = another m + one M			2 <sup>nd</sup> Low=Even	SP	SP	
1♥/1♠ – 2♥/2♠ = another M + one m			3 <sup>rd</sup>			After interfered by transfer response
1♥/1♠ – 2NT = Two minors		<b>NT</b>	1 <sup>st</sup> Low=Enc	Low=Even	Low=Enc	Dbl = 2 suits top
			2 <sup>nd</sup> Low=Even	SP	SP	NT = 2 suits lowest
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>			3 <sup>rd</sup>			Cue= Top+Bottom
Vs Strong NT		<b>Signals (including Trumps):</b>				Overcall = 1 Suit Nat
Dbl = strong 2♣ = 2M 2♦ = 1M 2♥ = ♥ + m 2♠ = ♠ + m 2NT=2m		UDCA				
Vs weak NT		Small trump echo(lo-hi,hi-lo) shows SP				After 1m-1X-2NT 3♣/♦/♥/♠=TRF ,accept when Fit.
Same		<b>DOUBLES</b>				1M-1NT-2NT = 18+ any ,may hv 64 ,TRF resp. is applied
1NT-X-P-2NT(Any 2 suiters 5-5 GF)		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
1NT-X-P-3X GF with suit		Up to 4H, Standard take out or strong				
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		Responses : Natural, Lebensohl				
2X-Dbl –P 2NT= Lebensohl						
1NT-Dbl-? System on 1NT –Dbl-Rdbl (♣+♥ or ♦+♠) ,1NT-dbl-p-?						
Reponse 2♣=No 5cards any suit 2♦=♦5(or 4414) 2♥=♥5 2♠=♠5						<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				2♣-2X-?
After 1♣ Strong DBL=♦ or ♥+♣		Negative Double THRU 4♣				DBL=less or equal 1control
1♦=♥ or ♠+♣ 1♥=♠ or ♣+♦ 1♠=♣ or ♦+♥ 1NT=♣+♦ or ♥+♠		Maximal Double,Lead Direct Double				I ,2Y=1 control with suit
After 1♦ Strong DBL=♥ or ♠+♣						
1♥=♠ or ♣+♦ 1♠=♣ or ♦+♥ 1NT=♣+♦ or ♥+♠ 2♣=♥ or ♠+♣						<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>						Lebensohl after DBL in level-2 ,Rubensohl after 1NT opening
TRF after 1m open and X from xx to 2♣						
For M from Rdbl to 2♥ After TRF to 1NT, continue = L+U NF						
1M-dbl-2NT=M4+ inv+ 1M-dbl-3X = Jump fit						<b>PSYCHICS: SELDOM</b>

Opening	Artificial	Min.	Neg Dbl	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION
1♣	No	3	4♥	11-21HCP	1♦/1♥/1♠=5+HCP 4+cards suit 1RF 1NT=6-9 HCP normally no Major 2♣=Inverted minors(10+) 2♦=♠5 + ♥5+ 5-9 2♥♠5 + ♥4 5-9, 2♠♠6 + ♥4 5-9 3♦/♥/♠=SPL 15+	2 ways check back after 1X-1Y-1Z After 1♣-2♣, 2♦=INV 2♥/♠/3♣ =15+ with control 2NT= 18+ 3♦/♥/♠=SPL
1♦	No	3	4♥	11-21HCP	1♥/1♠=5+HCP 4+cards suit 1NT=6-9 HCP normally no Major 2♣=10HCP 4+cards 1RF 2♦=Inverted minors(10+) 2♥♠5 + ♥4+ 5-9, 2♠♠6 + ♥4 5-9 3♦ = PRE(5-9)	2 ways check back after 1X-1Y-1Z 2♦=11-14 2♥/♠/3♣ =15+ with control 2NT= 18+ 2♥=11-14 2♠/3♣ =15+ 2NT=18 + After 1♦-2♣-2♦ 2♥/♠ = 15+ 2NT/3♣=10-12 3♦=GF 3♥/♠=SPL After 1♦-2♦-2♥ 2♠ = 15+ 2NT/3♣/♦=10-12 3♥/♠/=SPL
1♥	No	5	4♣	11-21 HCP	1♠=5+HCP 4 cards suit -1RF 1NT=F1 2♣/2♦ =GF 3+cards 1RF 2♥=6-9 HCP 3+cards support 2♠ =Jacoby 2NT=13-16 bal GF 3♣/3♦ = Bergen Raise	2 ways check back after 1♥-1♠-1NT 2♣= Gazzilli (can be strong) 1M-1NT-2NT = 18+ any ,may hv 64 ,TRF resp. is applied 1M-1NT-3♦/♠/♥ =18+ normally M5+5+
1♠	No	5	4♥	11-21 HCP	Same as 1♥ Opening 3♣=Jacoby 3♦/♥= Bergen Raise	
1NT	No			15-17 HCP Bal.	2♣= Stayman, 2♦/2♥= Transfer(TRF 2H then bid 2S=Art inv.) 2♠ =1m weak or 2m weak or strong in 2 m 12+ or 2254(45)12+ 2NT=m6+ GF 3♣=5♠5♣ 8-9 HCP 3♦ =♠5♠5 GF 10-11HCP 3♥/3♠ GF short in suit bid 2 suits minor 5/4 or 4/5 3NT To play , 4♦/♥ texas transfer	1NT-2♦-2♥-2♠!-2NT=waiting (After this TRF resp is applied)
2♣	Yes	0	4♥	22+HCP or Game in hand	2♦ 0-1 control, 2♥ 2 control, 2♠ 3+ control 3 of suit any 6+ cards 3+ control After 2♣-2♦ 2♥=relay 2♠(next 2NT=bal 25+, 3 of suit=Nat)	Ace = 2 control, K = 1 control Rebid 2NT 22-23 HCP Bal ->3♣= Muppet After 2♣-2♦ -2♥ 3of suit = weak 6+cards <1control
2♦	No	6	4♥	6-9HCP Weak two in either M	2NT= asking->3♣/ 3♦=♥/♠ min 3♥=♠ max 3♠=♥ max	4♣=ask for trans M 4♦=trans ♥ (after bid 4♠=to play) 4♥=p/c
2♥	No	6	4♥	♥ and other suit 5-5(if ♥+♠ 5-8 hcp)	2♠/3♣/3♦ = pass or correct ,2NT= F1 ask for 2 <sup>nd</sup> suit	3♠ = S6+ inv+ ,3NT= ask for short
2♠				♠ and other suit 5-5(if ♥+♠ 9-10hcp)	2NT = F1 ask for 2 <sup>nd</sup> suit , 3♣/♦ =pass or correct	3♥ = H6+ inv+, 3NT = ask for short
2NT	No		4♥	21-22 HCP Balance May have 5 cards suit	3♣ Muppet JTB, 3♦/3♥= transfer ,3♠ 1/2minors GF 4♣/4♦ =NF 4♥/4♠(short 2m 10+) 4NT(2254 10+)	3♠ TRF 3NT then 4♣/♦ =♦/♠suit GF 4♥/♠=short 3145(54) 2155
3♣/3♦	No	6	4♥	Pre-emptive	New Suit Forcing	<b>High level bidding</b>
3♥/3♠	No		4♥	Pre-emptive	Bid Game – To play	4NT = RKCB 0314, Exclusion RKCB may use in 5 Level
3NT	Yes		4♥	Gambling – one solid suit		After opponent overcall 4X 4NT = have 1st control in X suit
4♣/4♦	No	6		Pre-emptive		After trump fit, bid other suit in 5-level = exclusion, ROPI, DOPI
4♥/4♠	No			Rule of 2 and 3		

## Supplementary note may require

<p>1. 2♦ multi Weak 2 in either M 5-10</p> <p>Case 1      2♦      2♥/♠    P/C                              3♥/♠    P/C                              4♥      P/C</p> <p>Case 2 2♦                      3♣/♦♣/♦    6+cards GF    2NT        asking see 2.1</p> <p>Case 2.1      2♦      2NT      asking                      3♣ min ♥6                      3♦ min ♠6                      3♥ max ♠6                      3♠ max ♥6</p> <p>Case 3      2♦      4♣      asking for transfer M                              4♦      Another Solid M,pick a M</p>	<p>4 Rubensohl 1NT    2♦      2♥/♠    To play                              2NT      Transfer 3♣                              3♣ Invitation Stayman                              3♦ TRF ♥ inv+                              3♥ TRF ♠ inv+                              3♠ TRF 3NT with partial stopper with game value                              3NT denies a stopper (Fast denies)                              Double Takeout or penalty</p> <p>1NT      2♠      2NT TRF 3♣ Inv+(See below)                              3♣ TRF ♦ inv+                              3♦ TRF ♥ inv+                              3♥ ♥4 GF                              3♠TRF 3NT with partial stopper with game value                              3NT To play,promise with a stopper</p> <p>1NT      2♠      2NT TRF 3♣ 3♣                      3♦ GF with ♦5+                              3♥ GF with ♥5+                              3♠ Transfer 3NT with partial stopper and game value                              3NT denies a stopper (Fast denied)</p> <p>1NT      2♦      3♣ Invitation Stayman 3♥/♠ fit but no strength 4♥/♠ fit and strength 3N Stopper, no major 3♦ Denies Stopper or major</p> <p>1NT      2♦      3♦/♥ TRF ♥/♠ inv+ 3♥/♠ = no fit or strength 4♥/♠ = fit and strength</p> <p>1NT      2♠      3♠ TRF 3NT with partial stopper with game value 3NT with partial stopper 4X no stopper</p>
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2.  
After open 1♣-2♣ , 1♦-2♣ , 1♦-2♦

Bid next step = min 11-14  
Bid 2NT any 18+ TRF resp. is applied  
Bid any suit else will be Control with 14+-17hcp GF

3.  
Against transfer bid  
Double 2 Top suit  
Lowest NT 2 Lowest suit  
Cue Bid Top+Bottom  
Other suits Natural 1 suiter

Note.

Transfer response after 1M-1NT-2NT

Example

1.  
1♥ 1NT  
2NT! 3♣=♦5  
3♦=♥<=3(min)  
3♥=♣5+(can't be ♠)  
3♠=TRF 3NT min(1.1)  
3NT max 9-12hcp (1.2)

1.1 Opener rebid

3NT = Toplay  
4♣/♦= ♥6+♠/♦ 4♥ = Toplay  
4♠=Fit in ♣/♦  
4NT=RKCB in ♥

4♥ = Toplay

1.2 Opener rebid

Pass = To play  
4♣/♦= ♥6+♠/♦ 4♥ = Toplay  
4♠=Fit in ♣/♦  
4NT=RKCB in ♥

4♥ = Toplay

2.

1♠ 1NT  
2NT! 3♣=♦5  
3♦=♥5  
3♥=♠<=3(min)  
3♠=♣5  
3NT = To play

Opener rebid

4♣/♦=♠6+♠/♦ 4♥=Fit in ♣/♦  
4♠=To play  
4NT=RKCB in ♠

Transfer response after 1NT-2♦-2♥-2♠-2NT(waiting)

Responder rebid

3♣ = ♥5+♦4(1)  
3♦= ♥5+ interest in 3NT(2)  
3♥= ♥5+S5(3)  
3♠= ♥5+♠4 GF with distr. Maybe ♥6+ ♠4+ (4)  
3NT= ♥6+ Solid or Semi-solid in ♥ with AKQ+ or AKJ+(5)  
4♣/D = ♥5+♠5 GF with distr.(6)

Open rebid

1.  
3♦=min ..continue 3♥ NF  
3♥=♥3+max  
3♠=♦-fit (max)  
3NT = To play (no fit)  
4♥=♥3+max

2.

3♥=♥<=3+min NF  
3♠=♥3+max  
3NT=♥<3 max

3.

Pass = min ♥3 (good at both m) otherwise should bid game  
3♠ = min ♠3, ♥<3 (good at both m) otherwise should bid game  
3NT=max (good at both m), no interest game in M

4♣/♦=CUE

4♥/♠ = To play

4.

3NT/4♥/5♣ = To play  
4♦ = fit in ♥ and interest  
4♠=fit in ♠ and interest

5.

Pass/4♥ = To play

6.

4OM = m fit interest  
4NT = RKCB in ♥