

WBF Convention Card

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		
OVERCALL (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE		
1 level = 8-15 HCP, 5 Cards+(May be 4 Cards in competitives)			Lead	In Partner's Suit
2 level = 10-15 HCP, 5 Cards+ (May be 4 cards in competitive and in Delay overcalls)		S uit	4 th , MUD	4 th , MUD, H
Responses: New suit=5+ cardsF1, Cue-bid= 10+points F1 1NT=8-10HCP, 2NT=11-13HCP		NT	4 th , MUD	4 th , MUD, H
		Subseq		
		Other:	Normal	
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)		LEADS		
same as open 1NT		LEAD	Vs. Suit	Vs. NT
		Ace	AKx(+),AQx(+),Ax(+)	AKJ10x(+), Ax
		King	AK,KQx(+)	AK,KQx(+), KQTx(+)
		Queen	KQ,QJ, QJ(+)	KQ,QJ,QJ10(+),AQJ(+)
		Jack	J10,J10(+)	J10,J10x
JUMP OVERCALL (Style; Responses; Unusual NT)		10	109,10x(+), HJ10x(+)	10x,109x, HJ10x(+)
Weak Jump Overcall Rule of 2 and 3		Hi-x	xx,xxxx(+)	xx,xxx(+)
Unusual NT = two lowest unbid suits		Lo-x	K/Q/J/10xx(+),xxxx(+)	A/K/Q/J/10xx(+),xxxx(+)
		SIGNALS IN ORDER OF PRIORITY		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead
Direct Cue Bid = Top and Another unbid suit		Suit 1st	ATT	SP
		2nd	CT	CT
		3rd	SP	
		NT 1st'	ATT	SP
		2nd	CT	CT
		3rd	SP	
VS. NT (vs. Strong / Weak; Reopening; PH)				Discarding
CAP vs. strong, Natural vs. weak				CNT
2C one suit hand, 2D 5-5+ cards major		Signals (including Trumps): Encrg./Disc.		
2H 5 cards in heart and 5 cards minor – 2NT asking		Smith Echo on 2 nd trick of NT		
2S 5 cards in spade and 5 cards minor – 2NT asking				
2NT 5-5+ cards minor, Double = same as open 1NT+				
		DOUBLETS		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)		
Doubles = Optional 16+ HCP, Cue bid= Forcing for 1 round		If opponents opening 11+ HCP Any		
NT bid = 16+ with stopper, Jump = Good suit		Negative Double 8+HCP with 4+suit or 10+HCP Any		
		Reopening= 15+ HCP(except if partner trap-passed)		
		Responses: New Suit= 0-7HCP, Jump new suit= 8+HCP Cue-bid=GF		
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
		Negative Double, Support Double		
OVER OPPONENTS' TAKE OUT DOUBLE		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
1NT opening – X – System on including weak NT		RKC Blackwood, DIPO, RIPO, Splinter		
1NT opening – Opp. Overcall – Lebensohl, slow=stopper				
Suit Opening- X – XX= 10+HCP, X-1M= 0-9				
OPENING BID DESCRIPTIONS		PSYCHICS: Rare		

SC System

PLAYERS: Chattawat, Sommai

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card Majors

1NT bal 15-17

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1C weak balance or strong unbalance

1D weak unbalance or strong balance

2C club + Major at least 5-4 9-15 HCP

2D Multi

2H 5-5 heart + Minors

2S 5-5 Spade + another

2NT 5-5 2 Minors

3NT 6-5 Minors

4C 6-5 heart + spade

4D 5-6 heart + spade

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

RKC Blackwood, DIPO, RIPO, Splinter

PSYCHICS: Rare

				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C		2	4D	1. 12-14 HCP balance 2. Strong 16+ unbalance 3. 22+ Any 4. 12-14 1 suited solid Minor	1D 0-5 HCP Any // 8-9 HCP , 12+ HCP no Majors 1H,1S 6+HCP 4 cards suit 1RF 1NT 6-7 HCP NF 2C 6-7 HCP 4-4 Majors 2D 6-7 HCP 5 cards suit NF 2H,2S 0-5 HCP 5 cards suit NF 2NT 10-11 HCP No Majors 3C 6-7 HCP 7 cards suit NF	1NT show 12-14 HCP balance 1C/1D/1H , 1C/1H/1S , 1C/1S/2C show 18+ Any 2C,2D 16-17 5cards suit NF 2H 16-17 HCP 4cards suit NF 2S 16-17 HCP 5-5 Minors 1RF 2NT 24-25 HCP Raise in partner suit show 12-14 HCP Jump in partner suit show 16-17 HCP	
1D		4	4D	1. 12-15 HCP unbalance 2. 18-21 HCP balance	1H,1S 4cards suit 1RF 1NT 4-9 HCP or 12+HCP No Majors 2C 0-3 HCP at least 3 cards 2D 10-11 HCP 5-4 heart+spade 2H,2S 10-11 HCP 5 cards suit // 2NT 10-11 HCP no Majors // 3C 10-11 HCP club suit short in diamond	1H,1S,2C,2D show 12-15 HCP 1NT,2H,2S,2NT show 18-21 HCP Raise in partner suit show 12-15 HCP 3C,3D show support partner suit 18-21 HCP	
1H		5	4D	12-21 HCP Natural	1S 6+HCP 4 cards suit 1RF, 1NT 6-9 HCP NF 2C/2D 10+HCP 4+cards 1RF, 2H 6-9 HCP 3+ sup. 2S 10-11 HCP 6+cards 3S, 4C,4D= Splinter 3NT 12-13 HCP Balance, 4H To play, weak hand 4NT RKC Blackwood	Same as 1D Opening Any bids = help suit game invitation	
1S		5	4D	12-21 HCP Natural	Same as 1H Opening	Same as 1H Opening	
1NT				15-17 HCP Balance	2C Stayman, 2D/2H=Transfer 2S = Asking for Min or Max HCP, 2NT =Transfer 3C for Club, Diamond, Club and Heart, Diamond and Spade 3C/3D/3H/3S 2 suited GF 4C RKC Gerber(include K of Clubs), 4NT Asking for Ace without King of Clubs	5C=0/3, 5D=1/4, 5H= 2 w/o Q, 5S= 2 w/ Q After 4C, 4D=0/3, 4H=1/4, 4S= 2/5 without Q, 4NT=2/5 with Q After 4NT, 5C=0/3, 5D=1/4 ,5H =2 same, 5S= 2 diff	
2C	/	0	4D	9-15 HCP 5 cards of club + 4 cards of Majors	2D asking for Majors 2NT artificial force	3C Min 5 cards ,3D Min 6 cards , 3H/3S Max 5 cards , 3NT Max 6 cards	
2D	/	0	4D	Multi: Weak Major or strong NT(22-23 HCP)	2H,2S= Pass/Correct, 2NT= opening hand, suit asking	After 2NT; 3C=6+H 5-8 HCP, 3D= 6+S 5-8 HCP 3H= 6+H 9-11 HCP, 3S=6+S 9-11 HCP, 3NT= Strong NT	
2H/2S	/	0	4D	5-11 HCP with 5-4H/S and another suit	2NT= Asking for another long suit	3C= Club(5-9HCP), 3D=Diamond(5-9HCP), 3H=Club(9-11HCP), 3S= Diamond(9-11HCP), 3NT= Major(If open 2H= 5-9HCP if open 2S= 9-11 HCP)	
2NT	/	0		5-5 Minors			
3C/3D		6		Pre-emptive, Rule of 2 and 3	New Suit Forcing		
3H/3S		6		Pre-emptive, Rule of 2 and 3	Bid Game – To play		
3NT				6-5 Minors			
4C/4D		6		6-5 , 5-6 Majors			