


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div>WBFC Convention Card</div>	
OVERCALL (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			CATEGORY	GREEN
1 level = 7+ HCP			Lead	In Partner's Suit	NCBO	Thailand
Natural		Suit	4 TH , MUD	same	EVENT	APBF 2013 – Open Team
		NT	4 TH , TOP	same	PLAYERS:	Kirawat-Pornthep-Patnarin
		Subseq	as above	same		
		Other:	A vs NT asks CT/ UB Zero or two higher, Top or Second Top of nothing			
1NT OVERCALLS (2 nd /4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
15-17 HCP		LEAD	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
		Ace	AKJ10(+),AKx(+),Ax(+)	AKJ10x(+)	STANDARD AMERICAN: Yellow card 2 Over 1	
		King	AK,KQ(J/10)x(+)	KQ(J/10)x(+),KQ	5 cards Major,4 cards Diamond	
		Queen	QJ, QJx(+)	QJ,QJx(+),AQJ(+)	1NT opening 15-17 HCP,	
		Jack	J10,J10(+),Jx	J10,J10x,Jx	2♠= 22+HCP any distribution or game in hand	
JUMP OVERCALL (Style; Responses; Unusual NT)		10	109,10x(+),KJ10x(+)	10x,109x, HJ10x(+)		
Weak Jump Overcall Rule of 2 and 3		9	9x,9xx, K109x(+)	98x,9x,9xx, H109(+)		
Unusual NT = two lowest unbid suits		Hi-x	Sx,HxSx,Sxx	HSx,Sx,xSxx		
		Lo-x	HxS,HxSx,HxxxS(+)	HxS,HxSx,HxxxS(+)		
		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	
Direct Cue Bid = Top+Another		Suit 1 st	ATT LOW=ENC	SP	ATT	3NT=Gambling with little outside strength
1C/1D – 2C/2D= S+Another ,2NT = H+m		2 nd	CT LOW=EVEN	CT	SP	
1H/1S – 2H/2S = another M + one m		3 rd	SP LOW=LOW SUIT		CT	
1H/1S – 2NT = Two minors		NT 1 st	ATT	SP	ATT	
VS. NT (vs. Strong / Weak; Reopening; PH)		2 nd	REVERSE CT	CT	SP	
CAPPELLETTI		3 rd	SP			
2♣ = 1 suit hand (any suit)		Signals (including Trumps):Leviathan				
2♦ = 2 Majors at least 9 cards		LO-Hi show 3 trumps w ability to ruff				
2♥ = ♥ + minor		Lavinthal discard on NT/smith echo				
2♠ = ♠ + minor		DOUBLES				
2NT = 2 minors		TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Up to 4H, Standard take out or strong				
Natural		Responses : Natural, Lebensohl				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
Natural		Negative Double THRU 4♣			Natural	
		Free bid = NF				
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE					4NT = RKCB	
Natural					Cue bid	
					DOPI, ROPI	
					PSYCHICS: SELDOM	

Opening	Artificial	Min.	Neg Dbl	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION
1♣	No	2	4♣	12-21HCP	1♥/1♠=5+HCP 4+cards suit 1RF 1NT=6-9 HCP No Major – NF 2♣=6-9 HCP at least 5 cards – NF 3♣ =11-12 HCP,Limited bid 2NT =11-12 HCP,Limited bid	New minor=Forcing 4 th Suit = Game Force
1♦	No	4	4♣	12-21HCP	1♥/1♠=5+HCP 4+cards suit 1NT 6-9HCP No Major 2♣=10HCP 4+cards 1RF 2NT Bal.= 11-12 HCP, Limited bid 3♦ =11-12 HCP, Limited bid	Same as 1♣ Opening
1♥	No	5	4♣	12-21 HCP	1♠=5+HCP 5 cards suit -1RF 1NT=F1 2♣/2♦ =10HCP 4+cards 1RF 2♥=6-9 HCP 3+cards support ,2NT = Jacoby 3♠/3♦ = Bergen Raise	Same as 1♦ Opening
1♠	No	5	4♣	12-21 HCP	Same as 1H Opening	
1NT	No			15-17 HCP Bal.	2♣= Stayman, 2♦/2♥/2NT Transfer 2♠ ask HCP 3♣/3♦7-8HCP 6+cards suit - Game Invitation 3♥/3♠ 6+cards suit – Slam Invitation 3NT To play, 4♠=A asking	2NT = min, 3 of 4+cards suit maximum
2♣	Yes	0	4♣	22+HCP or Game in hand	2♦ Negative or Relay 2♥/2♠/3♠/3♦ at least 1A+1K at least 5 cards suit 2NT 8-10 HCP Balance without 1A+1K	2♥/2♠/3♠/3♦ 1RF 2NT 23-24 HCP Balance 3NT 25-27 HCP Balance, Jump suit = GF
2♦	No	0	4♣	6-10HCP , Weak a major	2NT Ask feature.	
2♥/2♠	No	5	4♣	6-10HCP ,♥/♠+m 5 ⁺ -5 ⁺	2NT Ask feature.	
2NT	No		4♣	21-22 HCP Balance May have 5 cards suit	3♣ Puppet Stayman, 3♦/3♥ Transfer 3NT to play	
3♣/3♦	No	6	4♣	Pre-emptive	New Suit Forcing	
3♥/3♠	No		4♣	Rule of 2 and 3	Bid Game – To play	
3NT	Yes		4♣	Gambling – one solid suit		
4♣/4♦	No	6	4♣	Pre-emptive		
4♥/4♠	No			Rule of 2 and 3		

HIGH LEVEL BIDDING

RKCB

Dopi.Ropi

Cue Bid