

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					WBF TEAM CONVENTION CARD		
OVERCALLS	General Style 8+ HCP 5+ Cards, sound suit	OPENING LEADS	SUIT		3 rd 5 th	4 th	Attitude ✓	Rusinow	
Response	Natural Positive		OTHERS						
	New Suit = Non Forcing		NT		3 rd 5 th	4 th	Attitude ✓	Rusinow	
	Cue Bid = F1		OTHERS						
IN BAL POS	Maximum 12 HCP & 5+ cards suit	SUBSEQUENT LEADS					NCBO		
Responses	Cue = Forcing, Jump=1 RF, New Suit=Not F						PLAYER: CBLT - THAILAND		
							PLAYER: KOBKUL ABHAKARA		
							PLAYER: SUPANG MEKCHARAS		
TAKE-OUT DOUBLE – General Style	Opening Hand Value	CIRCLE OPENING LEADS VS NO-TRUMPS					SYSTEM SUMMARY		
Responses	Limit response, Cue = Game Forcing	Underline leads against suit contracts if different					GENERAL APPROACH AND STYLE		
	Jump = Showing 10+								
IN BAL. POS.	10 HCP Good Suit	A	K	Q	J	10	x	x	
Responses	Limit Response, Natural	A	K	Q	J	10	9	x	
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD		A	K	Q	J	10	9	x	
1NT OVERCALL 2 nd pos	HCP 15-17	A	K	Q	J	10	9	x	
Responses	Same as NT Opening	A	K	Q	J	10	9	x	
	4 th pos HCP 15-17	A	K	Q	J	10	9	x	
Responses	Same as NT Opening	K	J	10	9	8	7	6	
JUMP OVERCALL WEAK INTERM STRONG 2 SUITERS		K	J	10	9	8	7	6	
OTHERS	8-11 12-14 6+ cards 5+ cards	SIGNAL WHEN FOLLOWING SUIT OR DISCARDING USE 1 – ODD NO. OF CARDS, 2 – EVEN NO. OF CARDS D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE BRACKET THE SIGNALING SYMBOL WHEN RARELY USED					2C = Strong Any Distribution		
Responses	Limit Response or Natural								
		CARDS	HIGH	LOW	ODD	EVEN			
		On partner's lead	E, 2, S	D, 1, S			PREEMTIVE OPENINGS (State first any artificial openings)		
UNUSUAL NT OVERCALL: 5-5 in Minor Suits, Opening Hand Value		On declarer's lead	2, S	1, S					
Responses	Limit response, Cue Bid = Game Force	Discarding	E, S	D, S			2H = Weak in H 7-11 HCP		
DIRECT CUE-BID STYLE Michael, Opening hand value		On partner's lead	E, 2, S	D, 1, S			2S = Weak in S 7-11 HCP		
Responses	Natural or Limit Response	On declarer's lead	2, S	S			3C/3D/3H/3S = 6+ cards in suit, 7-11 HCP (Rule of 2 and 3)		
VS NT	Dbl = 16 up. (Capp.. 2C,2D. 2H. 2S, 2NT)	Discarding	S, E	S, D					
Responses	Pass = Penalty, same as NT opening	SIGNALS IN TRUMP SUIT			OTHER SIGNALS				
VS PREEMPTS	Dbl = Optional - 16+ HCP	High-Low = Even cards							
	Suit = Natural Suit 5+ Cards	Low-High = Odd cards						1NT AND 2NT OPENINGS	
	NT = To play	IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE					1NT = 15-17 B/L or Semi B/L		
VS ARTIFICIAL STRONG 1♣ OR 2♣ OPENINGS							2NT = 20-21 B/L or Semi B/L		
	Dbl 1♣ = Should have 13+								
	Dbl 2♣ = Take-out								
	Suit = 5 Cards 8-15 HCP						SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES		
OVER OPPONENTS' TAKE-OUT DOUBLE		SPECIAL FORCING PASS SEQUENCES					Competitive Double DOPI		
	Rdbl = 10+	Drury					Responsive Double Drury		
	New Suit = Non-Forcing						Negative Double RKC		
IMPORTANT: Use symbols ♣ ♦ ♥ ♠ when needed		PSYCHICS: Rare							

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	DESCRIPTION	NEG. DBL THRU	RESPONSES (including modifications over competition)	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1C		2+	12-21 HCP	2S	Natural over 1C opening, 2NT = 10-12 HCP, 3NT=13-15 2D/2H/2S = less than 7 HCP 6+ Suit 3C = 10-12 HCP 5+ C Suit	1C-1D-1H-1S = Forcing for one round	
1D		4+	12-21 HCP	2S	Same as 1C Opening	1D-1H-1S = Forcing for one round	
1H		5+	12-21 HCP		1S = 5+C S, 6+ HCP, 1NT = 6-9 HCP 2C = 10 + HCP, 2+C suit 2H = 6-9 HCP, 3+C support 2D = 10 + HCP 4+C suit 2S= Less than 7 HCP 6+ cards 2NT = 12+ HCP 4 cards support (Jacoby NT)	3C/D/S short suit	
1S		5+	12-21 HCP		Same as 1 H Opening		
1NT			15-17 HCP Balanced, May have 5 cards major		2C = Stayman/ Relay 2D,2H. = Transfer H, S 2S.2NT = Transfer C. D 3C/3D = 2 minor suits, less than 7HCP/ 7+HCP 3H/3S = Short in H/S GF	2D -2NT (Inv), 2D -2H/2S (major 5 4 GF) 2H – 2S (5-5 maj inv), 2S -3H (5-5 maj GF)	
2C	✓		22+ HCP (or 3 losing tricks) , any distr.		2D = Negative or Relay (0-7 HCP) 2H/2S/3C/3D = 8+ HCP 5+card suit 2NT = 8+ HCP Balanced Hand		
2D	✓		Flaneery (H5+, S4)		2NT = Forcing	3C/3D(3cards), 3H (4522 min.), 3S(4522 max) 3NT(H6) 4C/4D (S4, H5, C/D 4)	
2H/2S	✓		Weak, 7-11 HCP, 6+ cards suit		2NT = Asking for short suit, New suit = Forcing Support = 12-13 HCP – Invitation		
2NT			20-21 Balanced Hand		3C = Puppet Stayman, 3D/3H = Transfer H/S)		
3♣/3♦	✓	7+	Natural Pre-emptive		Pre-emptive raise, new suit = forcing	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♥/3♠	✓	7+	6-12 HCP (Rule of 2 & 3)			4NT RKC (0314, 2, 2+Q), K Asking 5NT (0314, 2)	
3NT	✓		Gambling = 7+ Solid minor		4C/4D = to play, 5C/5D to play in C or D 4NT = asking for extra to go to 6C/6D	Asking Bid, Cue bid Quantitative NT Raise	
4♣/4♦		8+	NAMYATS = Solid H/S 7-8 cards		4C – 4H= toplay, 4C – 4D Asking	DOPI	
4♥/4♠		8+	Pre-emptive (Rule of 2 and 3)				