

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	NCBO	<div>CBLT - THAILAND</div>	
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							PLAYER:	<div>SUPANG MEKCHARAS</div>	
Responses Cue = Forcing, Jump=1 RF, New Suit=Not F										
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	<div>A K K Q Q J J 10 10 x x x</div>							Natural System with 5 cards majors, 4 cards Diamond Opening		
Responses Limit Response, Natural	<div>A K x K Q x Q J x J 10 x 10 9 x x x</div>							Strong NT 15-17 HCP		
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD	<div>A K J x K Q x x Q J 10 9 J 10 9 8 10 9 x x x x x</div>							Strong 2C		
1NT OVERCALL 2 nd pos HCP 15-17	<div>A K 10 x K Q J x K Q 10 x K J 10 9 9 8 x x x x x x</div>							2D = Flannery 11-15 HCP		
Responses Same as NT Opening	<div>A Q J x K J 10 x K Q 10 9 x K 10 9 8 x x x x x x</div>									
4 th pos HCP 15-17	<div>A J x x K x x Q x x J x x 10 x x</div>									
Responses Same as NT Opening	<div>K J x x x K x x x Q x x x J x x x 10 x x x</div>							STRONG OPENING CALLS (other than 1NT and 2NT)		
JUMP OVERCALL WEAK INTERM STRONG 2 SUITERS	<div>K x x x x x K x x x Q 10 9 x J x x x x 10 x x x x</div>									
OTHERS 8-11 12-14	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		
6+ cards 5+ cards										
Responses Limit Response or Natural										
	SUIT	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	NT	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								SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES		
Suit = 5 Cards 8-15 HCP										
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	1C-1D-1H-1S = Forcing for one round	
					2D/2H/2S = less than 7 HCP 6+ Suit		
					3C = 10-12 HCP 5+ C Suit		
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,		2C = Stayman/ Relay	2D -2NT (Inv), 2D -2H/2S (major 5 4 GF)	
			May have 5 cards major		2D,2H. = Transfer H, S 2S,2NT = Transfer C. D	2H – 2S (5-5 maj inv), 2S -3H (5-5 maj GF)	
					3C/3D = 2 minor suits, less than 7HCP/ 7+HCP		
					3H/3S = Short in H/S GF	1NT – 4NT = Quantitative	
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	Asking Bid, Cue bid	
					4NT = asking for extra to go to 6C/6D	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)				