

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALL (Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			
1 Level = 8-17HCP, Light Overcall, can be a good 4 cards suit.		Lead	In Partner's Suit	
2 Level = 10-17HCP, 5+ Good Suit.	Suit	Top/ 4 th / 2 nd	Top; 3 rd / 4 th	
With 14-17HCP, we will overcall and re-opening by take out double.	NT	4 th / Top for UB	Top; 3 rd / 4 th	
	Subseq	3 rd	3 rd	
	Other:	Top or 3 rd from 3 Cards		
	Opening Lead against NT may not always lead from long suit.			
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	LEADS			
2 nd Seat = Good 15-18HCP, Stopper(s) & Semi / Balance Hand.	LEAD	Vs. Suit	Vs. NT	
4 th Seat = 11-14HCP, Partial Stopper or better, Semi / Balance.	Ace	AKx (x)	AKJ109 (x) to UB	
	King	KQx (x), AK, AKx→Count	KQ10 (x)	
	Queen	QJx (x), AKQ (x)	QJx (x), AKQ (x)	
	Jack	J10x (x)	J10x (x)	
JUMP OVERCALL (Style; Responses; Unusual NT)	10	109x (x), A/KJ109 (x)	109 (x), A/KJ109 (x)	
Weak Jump Overcall = Good 5+ Cards Suit	9	A/K/Q109 (x)	A/K/Q109 (x)	
2NT = 2m	High-x	High	High	
	Low-x			
	SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding
Jump Cue-bid = Ask for stopper, try 3NT	Attitude	Reverse	Only trump and	VS NT = Std
Direct Cue-bid = Natural, Real suit	Counting	Reverse	Counting may	VS Trump =
	S/P	Standard	Be shown.	Reverse
VS. NT (vs. Strong / Weak; Reopening; PH)				
2 nd &4 th Seat. VS Strong NT VS Weak NT				
Double One 6+ Suit One 6+ Suit / Take-out				
2♣/♦/♥ D.O.N.T. D.O.N.T.				
2♠/2NT << Good ♠5+&m5+ / Good 2m, @5+, Inv. >>>				
3♣/3♦ << Good ♥5+&♠5+ / Good ♥5+&♦5+, Inv. >>>				
3♥ << Good ♥5+&♠5+, Inv. >>				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			
VS 3♣/3♦: Overcall = 13+HCP, T/O double = 13+HCP	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS 3♥/3♠: Overcall = 15+HCP, T/O double = 15+HCP	11-21HCP; 11-15=Take out & Pass; 16-18= Take out & Re-bid			
Overcall 3NT = 17+HCP	19-21=Take out & Cue-bid/ Jump re-bid			
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
None	Negative Double up to 4♥; Supporting Double up to 2♠			
OVER OPPONENTS' TAKE OUT DOUBLE				
Re-double = 10+HCP, other free bid = NF				
OPENING BID DESCRIPTIONS				

WBF Convention Card

CATEGORY Green Precision

NCBO Thailand **EVENT** All Events

PLAYERS: KY.Chodchoy Sopholphanich – Somchai Baisamut

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣=Strong hand of 16+HCP; 1♦=11-15HCP, minor(s) Suit or
Balanced hand out of 1NT size; 1♥/1♠=11-15HCP, M5+, 7-5LTC;
1NT=Semi/Balanced hand of (14)15-17HCP; General Approach
Free bid at 2 Level = NF, at 1&3 Level = F1
1♥/1♠-2♣ = Promised ♠3+ but 1♥/1♠-2♦ = Promised ♦5+
4th Suit in any timing = F1, New minor is F1

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Response to Precision Trump Asking bid:

1st Step = 0 Top, xxxxx (x)
2nd Step = 1 Top, Txxxx
3rd Step = 2 Tops, TTxxx
4th Step = 1 Top, Txxxxx (x)
5th Step = 2 Tops, TTxxxx (x)
6th Step = 3 Tops, TTTxx (x)

Response to Control Asking Bid

1st Step = None of Control
2nd Step = Qxx or Doubleton
3rd Step = Kxx or Singleton
4th Step = Axx or Void
5th Step = AKx or Aqx

SPECIAL FORCING PASS SEQUENCES

Only in 1♣ opening VS interference, sometimes 1♣ opener may
Make the forcing pass to let the responder tell his value.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

After 1♥/1♠ opening in 3rd & 4th Seat, responder bid 2♣ = Dury
Any free-bid = None forcing

PSYSICS: Very rare

Opening	Tick If Artificial	Min. No. of Card	Neg Dbl Thru				
				DESCRIPTIONS	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	0	4♥	Any Good 16+HCP, unbalance or 14+ HCP, unbalance with 5LTC(-), or 18+ HCP, NT.	1♦=0-7HCP; 1♥/1♠/2♣/2♦=8+HCP; 5+Suit, FG; 1NT=8-11/12-14/15+NT; 2♥/2♠=5-7, M6+, 2NT=12+, 4441, 3♣/3♦/3♥/3♠=8-11, 4441/4414/4144/1444, 3NT=solid6+	1♣-1♦: 1♥@ 20+: 1♠=0-4, 2 nd Neg., 1NT=5-7NT 2♣/2♦/2♥/2♠=5-7, ♦/♥/♠/♣5+; 2NT/3♣/3♦/3♥=5-7, 1444/4441/4414/4144	
1♦	X	2	4♥	11-15HCP, Unbalance; or 11-14HCP, Balance Hand	1♥/1♠ = 6+HCP, M4+; 1NT=7-10HCP, Balance hand, W/out M4; 2♣/2♦=11+HCP, Inverted minor raise. 2♥/2♠=6-9HCP, M6+; 3♣/3♦= 6-9HCP, m5+, preemptive.	1♦-1♥/1♠: 3♥/3♠= Max 1♦ with M4 Support 1♦-1♥/1♠: 3♠=Max 1♦, 2m, 5+&5+	
1♥		5	4♥	11-15HCP, ♥5+	1♠=6+HCP, ♠4+ □1NT=5-12HCP, F1 □ 2♣/2♦ = 11+ HCP, m4+ □ Reverse Bergen raise: 3♣ = ♥4+, 10(±) HCP, 3♦ = ♥4+, 7(±)HCP, 3♥/4♥ = Preemptive raise	1♣-1♥/1♠: 1NT-2♣=Puppet to 2♦, to play 2♦or Invitational Value, 2♦=Any GF Value 1♥-1♠: 4♠/4♦= Max 1♥, ♠4, Splinter Pass -1♥/♠	2♣ = Durry
1♠		5	4♥	11-15HCP, ♠5+	1NT=5-12HCP, F1 □ 2♣/2♦=11+HCP,m4+ Reverse Bergen raise: 3♣ = ♠4+, 10(±)HCP, 3♦ = ♠4+, 7(±)HCP, 2♠ = ♠3+, 7-10HCP, 3♠/4♠ = Preemptive,		2♣ = Durry
1NT			4♥	15-17HCP, Semi / Balance hand: can Be M5332,m6322, m4m5-22,M4m5-22 And M5m4-22	2♠= Garbage Stayman, 2♦/2♥= Jacoby Transfer to 2♥/2♠; 2♠=Max/Min Inquiry?; 2NT= Puppet to 3♣; 3♣/3♦= Weak/Strong 2m@5+, 3♥/3♠=Splinter in the M, OM=4, 2m=4-4/3-5, FG. 4♦/4♥=Texas T/F to 4♥/4♠	Super Accept after Jacoby Transfer = 4 cards Support & Max 1NT. 1NT-2♠: 2NT→Min 1NT; 3♣/3♦/3♥/3♠→Max 1NT, ♠/♦/♥/♠4+	
2♣		5	4♥	11-15HCP, ♣5+ & Possible w/M4	2♦=Relay, 9+HCP, 2♥/2♠=Sign off, M5+, 6-10HCP, 2NT=11-13HCP, invitation to 3NT; 3♠= Light invitation; 3♦=Sigh off, ♦6+, 6-9HCP; 3♥/3♠=11+HCP, FG.		
2♦	X	1	4♥	11-15HCP, Shortage in ♦:4414/4315/3415	2♥/2♠=Sign off; 2NT=Relay, F1, 3♥/3♠=Invitation; 4♥/4♠=FG	2♦-2NT: 3♣=3415; 3♦=4315; 3♥=4414/ 4405, Min., 3♠=4414/4405, Max; 3NT=4144, Max, With singleton Ace/ King	
2♥/2♠		5+	4♥	6-11HCP, usually M6+, weak two bid.	2NT = Asking for Shortage, New Suit = F1	Modified Sub-sequences after 1♣-1NT=8+NT	
2NT			4♥	22-23HCP	3♣ = Stayman; 3♦/3♥= Jacoby Transfer to 3♥/3♠; 3♠ = FG with 2m	1♣ 1NT (1)8-11, (2)12-14, (3)15+HCP 2♣@ 2♦ 8-11NT, ♥4	
3♣/3♦		6+	4♥	6-11HCP, Preemptive	New suit = F1	2♥ 8-11NT, ♠4 2♠ 12-14NT	
3♥/3♠		6+	4♥	6-11HCP, Preemptive	New suit = F1	2NT 8-11NT, w/out M4 3♣ 15+NT, ♠4, Baron Style	
3NT		7+	4♥	Gambling 3NT with solid m7+ & not More than an out side K/Q	4♠ = P/C, sign off	3♦ 15+NT, ♦4, denies ♠4 3♥ 15+NT, ♥4, denies m4 3♠ 15+NT, ♠4, Shape=4333	
4♣/4♦		7+	4♥	6-13HCP, Preemptive	New suit = To play	1♣ 1NT 2♦ Asking for Support & Range of 1NT	
4♥/4♠		7+		6-13HCP, Preemptive	New suit = To play	2♥→1 st = Poor Support & 8-11HCP 2♠→2 nd = Good Support & 8-11HCP 2NT→3 rd = Poor Support & 12-14HCP 3♣→4 th = Good Support & 12-14HCP 3♦→5 th = Poor Support & 15+HCP 3♥→6 th = Good Support & 15+HCP	
						7 th Version: As of June29, 2012	

