


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Level 1 = 8+ HCP, 5+ cards suit or 4 cards suit w/ 2/3 or 3/5 H			Lead	in Partner's Suit	Category Green
Level 2 = 10+ HCP, 5+ cards suit		Suit	3rd/5th	3rd/5th	Country: THAILAND
		NT	4th	4th	Event:
		Subseq			Players: Wanida KATSAKUL , Thanaporn RIMNONG-ANG
		Other:			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd seat, 8-15 HCP, 5+ cards m and 4 cards M		Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
4th seat, 12-15 HCP, BAL		Ace	ATT, AKx(+), Ax(+)	ATT, AKx(+), Ax(+)	AMBRA
		King	CT, AK, AKx(+), KQ, KQx(+), Kx	CT, AK, AKx(+), KQ, KQx(+), Kx	5+ cards M; 1NT F1, 4+ cards ♠; NAT RESP, 1NT RESP NF, 2+ cards ♣; NAT RESP, jump RESP = WK 0-5 HCP
		Queen	QJ, QJx(+), AQJ(+), Qx	QJ, QJx(+), AQJ(+), Qx	2♠ = 22+ or 4 losers w/o 5 cards M, 2♥/♥ = 6+ cards M 5-11 HCP or 21+ or 5+ cards M with less than 4 losers
		Jack	JT, JTx(+), Jx	JT, JTx(+), Jx	2♠ = 5-11 HCP 5+ - 4+ mm, wide range O/C (1-level may be 4 cards and good at 2-level)
		10	HJT(+), HT9(+), Tx	HJT(+), HT9(+), Tx	
JUMP OVERCALLS(Style; Responses; Unusual NT)		9	9x	2 nd	1NT Openings: 15-17 HCP
6+ cards Suit, 5-11 HCP		Hi-x	Hx, Sx	Hx, Sx	2 OVER 1 Responses: many cases
1X-2NT = two lower suit 5+ - 4+, 4NT after M suit opening = 5+ - 5+ mm		Lo-x	3rd/5th	2 nd	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♠-2♠ = ♠ and other 5+ - 4+					2♠ = 6+ cards ♥ 5-11 HCP or 18+ or 5+ cards ♥ with less than 4 losers
Reopening: Same					2♥ = 6+ cards ♠ 5-11 HCP or 18+ or 5+ cards ♠ with less than 4 losers
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		SIGNALS IN ORDER OF PRIORITY			2♠ = 5-11 HCP, 5+ - 4+ mm or strong
if 1♠ 3- cards; 2♠ = NAT, if 1♠ 3+ cards; 1♠-2♠ = ♠ and other 5+ - 4+			Partner's Lead	Declarer's Lead	
1♠-2♠ = ♠ and other 5+ - 4+		Suit:1st	ATT, LO-ENC	CT	
1♥-2♥ = ♠ and other 5+ - 4+		2nd	CT, LO-HI = E	SP	
1♠-2♠ = ♥ and other 5+ - 4+		3rd	SP	None	
1♠-2♠ = ♣ and other 5+ - 4+		NT: 1st	ATT	CT	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	CT	SP	
Against WK NT, NAT, Against STR DBL = Equivalent		3rd	SP	None	
Against STR 2♠ = MM, 8+ HCP		Signals (including Trumps):			
Against STR 2♥ = 6+ M, 8+ HCP					
Against STR 2♥ = 5+ - 4+ ♥ and m, 8+					
Against STR 2♠ = 5+ - 4+ ♠ and m, 8+					
Against STR 2NT = 5+ - 5+ mm 8+ HCP or strong 2 suits any					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		DOUBLES			
DBL = T/O		TAKEOUT DOUBLES(Style;Responses;Reopening)			
O/C = 12+ HCP, 5+ cards suit		NAT			
					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Level 1 = 8+ HCP, 5+ cards suit or 4 cards suit w/ 2/3 and 3/5 H		Negative Double THRU 4♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Level 2 = 10+ HCP, 5+ cards suit		Supportive Double			3rd hand opening may be very light, 5+ - 4+ hand opening may be very light
except 1C : 1D = H or C + S, 1H = S or C+D, 1S = C or D+H, 1NT = S+D,					2-Level Free Bid = NF, Other Level = F1, 4-4 mm open 1♠, 5-5 open 1♥
X = H+C, 2C = 2M, 2D = 1M, 2H = H + m , 2S = S+m , 2NT = 2m					Over 1 Level overcall TRF bid, Over OPP Overcall; Over Opp overcall cue = 5+ - 5+ other suits.
OVER OPPONENTS' TAKE OUT DOUBLE					Psychics: Rare
Over 1 Level DBL, every bid 1 step lower					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	11-21 HCP NAT	1♥/1♠ = 5+ HCP, 4+ cards F1, 1NT = 5-9 HCP, No M, NF 2♣ = 10+ HCP SUPP, 3♣ = 8-10 HCP 6+ cards SUPP 2♥/2♥ = TRF 6+ cards, 2NT = 4-7 HCP 6+ cards SUPP	2♣ = CB, Suppliment 2	Same
1♦		4	4♦	11-21 HCP NAT	1♥/1♠ = 5+ HCP, 4+ cards F1, 1NT = 6-9 HCP, No M, NF 2♣ = 10+ HCP, 2♦ = 6-9 HCP SUPP 2♥/2♠ = WK NF, 2NT = WK ♠, 3♣ = 7-9 HCP SUPP, 3♦ = WK SUPP		
1♥		5	4♦	11-21 HCP NAT	1S = 5+ HCP, 4+ cards F1, 1NT = F1 2C = C suit INV / Any GF, 2D = D suit INV or H SUPP 4-7 HCP, 2H = 8-10 HCP SUPP , 2S = S suit FG, 2NT = 4+ cards SUPP FG, 3C = 10-11 HCP 3+ cards SUPP, 3D = 6-9 HCP 4+ cards SUPP UBAL, 3H = 0-5 HCP 4+ cards SUPP, 3S = 10-13 HCP H support with short 3NT/4C/4D = SPL		Dury : 2C=SUPP3 8-11,2D=SUPP4 8-11
1♠		5	4♦	11-21 HCP NAT	1NT = F1 , 2C = C suit INV / Any GF, 2D = H suit F1 2H = S support 3-7 HCP SUPP or D suit INV, 2S = 8-10 HCP SUPP , 2NT = 4+ cards SUPP FG, 3C = 10-11 HCP 3+ cards SUPP, 3D = 6-9 HCP 4+ cards SUPP UBAL, 3H = 10-13 HCP H support with short , 3S = PRE, 3NT/4C/4D = SPL		Dury : 2C=SUPP3 8-11,2D=SUPP4 8-11
1NT			4♦	15-17 BAL	HEEMAN, Suppliment 1		
2♣	✓	0	4♦	22+ or 4 losers w/o 5 cards M	2♦ = Relay, 2♥ = 5+S 5+ 2♠ = 5+H, 2NT/3♣ = TRF 6+ cards, 3♦ = 5+ - 5+ MM, 3♥/3♠ = SPL no 4M, 3NT = 5+ - 5+ mm	Suppliment 3	
2♦	✓	0	4♦	6+ cards ♥ 5-10 HCP or 18+ HCP 4losers	2♥ = P/C, 2♠ = 5+ cards NF, 2NT = Relay INV, 3♣/3♦ = 6+ cards F1	Suppliment 4	
2♥	✓	0	4♦	6+ cards ♠ 5-10 HCP or 18+ HCP 4losers	Same as 2♦		
2♠	✓	0	4♦	5-10 HCP or 21+ HCP 5+ - 4+ mm	2NT = Relay, 3♣/3♦/3NT/4♣/4♦/5♠/5♦ = To play, 3♥/3♠ = suit,	Suppliment 5	
2NT			4♦	21-22 HCP BAL	3♣ = PUP STAY, 3♦/3♥ = TRF 3♠ = Minor suit STAY, STR hand w/ 5+ - 4+ mm 4♠ = Asking ACE, 4♥/4♥ = TRF	3♦ = 4 cards M, 3♥ = no M, 3♠ = 5 cards, 3NT = 5H Response to 3♠, 3NT = No m 4♣/4♦ = 4 cards, 4♥ = 5 cards ♣ 4♠ = 5 cards ♦	
3♣/3♦		6	4♦	PRE			
3♥/3♠		6	4♦	PRE			
3NT	✓		4♦	Gambling - One solid suit, no more than K outside suit	4♠ = P/C		
4♣/4♦		6	4♦	PRE			
4♥/4♠		6	4♦	PRE			
						High Level Bidding	
						4NT Asking Ace trump contract BWRKC; 0/3, 1/4, 2/5 w/o Q, 2/5 w/ Q, DOPI/ROPI	
						♥/♠ Trump after 3M Next step Even number key cards	
						♣/♦ Trump ater 4m Next step Even number key cards	
						Cue style: first or second round controls up the line	

Note #	Description
2	1m - 1♥ - 1♠ - 2♣ = CB 2♦ = 3 cards SUPP 2♥ = Min w/o 3 cards SUPP 2♠ = Max w/o 3 cards SUPP UNBAL 2NT = Max w/o 3 cards SUPP BAL 1m - 1M - 1NT - 2♣ = PUPP ♦
3	2♣ - 2♦ 2♥ = ♥ suit or (41)44 or 25+ HCP BAL 2♠ = ♠ suit or 44(41) 2NT = 23-24 HCP BAL 3♣/3♦ = suits 3♥/3♠ = Asking Stopper
4	2♦ - 2NT 3♣ = 9-10 HCP, 2+ cards ♣ 3♦ = 5-6 HCP or STR 3♥ = 7-8 HCP 3♠ = 9-10 HCP, 1- cards ♠
5	2♠ - 2NT 3♣ = MIN 3♦ = MAX 3♥/♠ = STR, Short 3NT = STR, 5+ - 5+