

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<h1>WBF Convention Card</h1> CATEGORY GREEN 2021 ALL EVENT OPEN TEAM PLAYERS: TAWEESITH ,CHAIRAT,JATURONG
OVERCALL (Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE				
1 level = 8-17 HCP with at least 1 ½ quick trick		Lead	In Partner's Suit		
2 level = 10-17 HCP with at least 1 ½ quick trick	Suit	1 st ,2 nd ,4 th	1 st , ,2 nd ,3 rd ,4 th		
Responder – add 2 HCP to the general response	NT	1 st , ,2 nd ,4 th	1 st ,2 nd ,3 rd 4 th		
15+HCP Cue bid or bid Game	Sub seq				
	Other:	1 st , 2 nd ,4 th			
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
4 th = 15-17 HCP	LEAD	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Responder – 2C = stayman, transfer,minor stayman	Ace	AK, Ax, ATT	AK, ATT		STANDARD AMERICAN
	King	KQx(+), AKx ATT	KQ10(+), AKJx,		
	Queen	QJ, QJ(+),ATT	QJ10,QJ9(+),AQJ(+)		
	Jack	J10,J10(+),HJ10x(+),may be Jxx	J10,J10x,J109x,HJ10x(+)		
JUMP OVERCALL (Style; Responses; Unusual NT)	10	H109x	10x,H109x		
Weak Jump Overcall Rule of 2 and 3	2nd	xxx	xxx		
Unusual NT = two minors or 2 unbid suits	2nd	xx,xxxx(+)	xx,xxx(+)		
	4th	K/Q/J/10xx(+),xxxx(+)	A/K/Q/J/10xx(+),xxxx(+)		
	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 5 – 5 8+	Suit 1st	ATT	CT	HI = Enc	
(1C cue bid 2C = S + another at least 5-5	2nd	CT		LOW = Dis	
1H cue bid 2H = S + minor at least 5-5	3rd	SP		Nat Discards	
	NT 1st^t	ATT	CT	Lavinthal discard on NT	
VS. NT (vs. Strong) . (vs. Weak NT => Natural)	2nd	CT			
X = 15+	3rd	SP			
2C = H and S suit 5/4	Signals (including Trumps): Standard Carding				
2D = Major suit 6+P	Hi-Lo Encourage Hi-Lo = Even				
2H = H Suit and Minor suit					
2S = S suit and Minor suit					
2NT = Both minor 5/4	DOUBLES				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
Doubles = Optional,	9-12 HCP with at least 3 cards in another 3 suits (passed hand)				
NT bid = 16+ with stopper	12-15 HCP with at least 3 cards in another 3 suits				
	16+HCP any distribution (with stopper & balance hand bid NT)				
					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
	After Opening 2C -> 2D (Relay) -> when responder support suit ->				
	Next bid = Asking Help Suit Bid				
	After Opening 2C -> 2D (Relay) -> Jump suit (trump) -> Next suit				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Bid by Opener = Asking Help Suit Bid				BLACKWOOD MODIFIED 4NT – 5C 0 or 3 Key Card (KC),
OVER OPPONENTS' TAKE OUT DOUBLE					5D 1 or 4KC, 5H 2 or 5KC Min, 5S 2 or 5KC Max
					DOPI, Gerber, Exclusion blackwood
					PSYCHICS: SELDOM

OPENING BID DESCRIPTIONS							
Opening	Ask If Artificial	Min. No. of Card	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C		3	4S	11-21 HCP Natural	1D= 4+card 5+HCP, 1H/1S 5+HCP 4+cards suit 1NT 8-11 HCP No Major, 2C 10+ HCP 5+ cards 2D/2H/2S = 6+ cards NF, 2NT Bal. 11-12 HCP, 3NT 13-14 3C 6-9. 4C = RKC	After 4C RKC Next step ask for QC , 5D = K asking, (5NTGrand Slam Interest)	
1D		3	4S	11-21 HCP Natural	Same as 1C opening 1NT = 6-11 HCP ,2D 10+ HCP 4+ cards, 2H/2S = 6+ cards NF, 3D 6-9 4D = RKC		
1H		5	4S	11-21 HCP Natural	1S 4+HCP 4 cards suit , 1NT 6-12 HCP F1 2C/2D GF 4+cards suit, 2H 6-9 HCP with support 2NT GF support 4+ cards 13+ 3C 4+ sup.7-9 HCP/ 3D 4+sup. 10-12 HCP 3H 0-6 HCP 4+cards support 4C,4D Splinter (support 4 cards) 13-15 HCP 4H To play 4NT RKC		
1S		5	4S	11-21 HCP Natural	Same as 1H Opening		
1NT				Bal15-17 HCP	2C Stay-man, 2D/2H/2NT/3C =Transfer 2S =minor stayman, 3D D6+ invitation , 3NT= to play 3H,3S singleton in suit 5/4 minor		
				May have any singleton			
				May have 5+ card Major			
				May have 6+ card minor			
2C	/	0	4S	21+HCP or Game in hand	2D =Relay 2H = 5cards Positive 8+ HCP 2S = 5cards Positive 8+HCP 2NT = 8-10 HCP Balance 3C = 5cards Positive 8+HCP 3D = 5cards Positive 8+HCP	3C =stayman	
2D	/	0	4S	Weak a major 6-11 HCP	2NT F1 ask suit 2H = pass or correct 2S = pass or correct with support H Game invitation 3C,3D =Sign off 7+cards in the suit 3H = pass or correct with support S Game invitation	3C= Min H 3D = Min S 3H = Max S 3S = Max H	
2H		5		H+minor (5+/4+) 5-10 HCP	2S= F1 asking 2NT= F1 5cards in Spade	3C=min C,3D=min D,3H=Max C,2NT= Max D	
2S		5		S+Minor (5+/4+) 5-10 HCP	2NT = F1 Asking 3H = F1 5cards in H	3C=min C,3D=min D,3H=Max C,3S= Max D	
2NT				20-21 HCP Balanced	3C = Puppet stay-man 3D/3H = transfer 3S = minor stay man 3NT= To play	2N 3S Then 3N no minor, 4C 4D suit 5 cards 4H = 4 cards C,4S = 4 cards D, 4N = 2m	
3C/3D		6		Pre-emptive	New Suit Forcing		
3H/3S				Pre-emptive	Bid Game – To play		
3NT				Gambling – solid any Minor			
4C/4D		6		Pre-emptive			
4H/4S		6		Pre-emptive			