

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			<div>WBF Convention Card</div> <div>CATEGORY GREEN EVENT OPEN TEAM 2021 PLAYERS: Mantanee-Sommai-Jaturong</div> <div>SYSTEM SUMMARY</div> <div>GENERAL APPROACH AND STYLE</div> <div>STANDARD AMERICAN</div> <div>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</div> <div>SPECIAL FORCING PASS SEQUENCES</div> <div>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</div> <div>BLACKWOOD MODIFIED 4NT – 5C 0 or 3 Key Card (KC), 5D 1 or 4KC, 5H 2 or 5KC Min, 5S 2 or 5KC Max DOPI, Gerber PSYCHICS: SELDOM</div>
OVERCALL (Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			
1 level = 7-17 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 , 4 th	
Responder – add 2 HCP to the general response	NT	1 st , 4 th	1 st , 4 th	
15+HCP Cue bid or bid Game	Sub seq			
	Other:	1 st , 4 th		
1NT OVERCALLS (2 nd /4 th Live; Responses; Reopening)	LEADS			
4 th = 13-15 HCP (Transfer)	LEAD	Vs. Suit	Vs. NT	
Responder – Cue bid = 10+HCP ask for major	Ace	AKx, ATT	AKx, ATT	
	King	KQx(+), AK ,ATT	KQ(+), AK, KJx(+)	
	Queen	QJ, QJ(+),ATT	QJ,QJ10(+),AQJ(+)	
	Jack	J10,J10(+),HJ10x(+),ATT	J10,J10x,J109x,HJ10x(+)	
JUMP OVERCALL (Style; Responses; Unusual NT)	10	H109x	10x,H109x	
Weak Jump Overcall Rule of 2 and 3	9	9x,T9 may be J9x	9x,T9 may be J9x	
Unusual NT = two minors or 2 unbid suits	Hi-x	xx,xxxx(+)	xx,xxx(+)	
	Lo-x	K/Q/J/10xx(+),xxxx(+)	A/K/Q/J/10xx(+),xxxx(+)	
	SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	
Direct Cue Bid = Top + another 5 – 4 8+	Suit 1st	ATT	CT	OOD-EVEN
(1C cue bid 2C = S + another at least 5-4	2nd	CT		LOW = Dis
1H cue bid 2H = S + minor at least 5-4	3rd	SP		LAV
	NT 1st ^t	ATT	CT	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	CT		
X = 15+	3rd	SP		
2C = 2 suits Major 4+/4+	Signals (including Trumps): Standard Carding			
2D = 1 suit M	HI-LO show 3 trumps ability to ruff			
2H = H Suit and Minor suit 5+/4+				
2S = S suit Minor suit 5+/4+	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	9-12 HCP with at least 3 cards in another 3 suits (passed hand)			
Doubles = Optional,	12-15 HCP with at least 3 cards in another 3 suits			
NT bid = 16+ with stopper	16+HCP any distribution (with stopper & balance hand bid NT)			
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			
	Bid by Opener = Asking Help Suit Bid			
OVER OPPONENTS' TAKE OUT DOUBLE				
OPENING BID DESCRIPTIONS				

Opening	Tick If Artifi cial	Min. No. of Card	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C	/	2	6D	12-21 HCP Natural	1D/1H/1S 6+HCP 4+cards suit 1RF 1NT 8-10 HCP No Major – Non Forcing 2C 6-9 HCP at least 5 cards – NF 2D/2H/2S 2-5 HCP 6+cards suit NF 2NT Bal. 10-12 HCP, 3NT 12-15 HCP 3C 10-11 HCP /3D, 3H, 3S Singleton in Suit 15+ HCP 4C RKC	1NT/2C/2 in partner suit = Min 12-15 HCP 2NT = 19 -20 HCP 3C/3 in partner suit = Medium 16-18 HCP Bid Game/3NT/Jump New Suit = 19-21 HCP 4 th Suit = Game Force	Pass = Min. 6-9 G Inv. = 10-12 HCP Game = 13-15 HCP New Suit level 2 NF New S Level 3 Forc. Jump same suit=Inv.
1D		4	6C	12-21 HCP Natural	1H/1S 6+HCP 4+cards suit 1NT 6-10 HCP No Major,2D 6-9 HCP 5+cards support 2C 10+HCP 4+cards FC 2H/2S/3C 2-5 HCP 6+cards suit NF 2NT Bal. 10-12 HCP, 3NT 12-15 HCP 3D 10-11 HCP/ 3H,3S,4C Singleton in Suit 15+ HCP 4D RKC	Same as 1C Opening Suit shows stopper in suit / 2NT shows stopper	
1H		5	6D	11-21 HCP Natural	1S 6+HCP 4+cards suit Forcing 1NT 6-10 HCP NF 2C/2D 10+HCP 3+cards 2H 6-9 HCP at least 3+cards support 2S weak 2N Jacoby 3NT 13-15 HCP 3H 3-9 HCP 4+cards 3S, 4C,4D sing. In suit 12+HCP 4H To play 4NT Blackwood Modified	Same as 1D Opening	
1S		5	6D	11-21 HCP Natural	1NT 6-10 HCP NF, 2C/2D,2H 10+HCP,2S 6-9 HCP 2NT Jacoby 3S 3-9 HCP 4+ cards 4C,4D,4H sing. In suit 12+HCP 2C Stayman, 2D/2H/2NT 3ways Transfer		
1NT				15-17 HCP Bal. May have 5 cards Major or 6 cards minor suit	2S ask Min Max,3C/3D 7-8 HCP 6+cards suit 3H/3S 12+HCP singleton suit 3NT To play, 4C Gerber, 4nt Quantitative		
2C	/	0	6D	22+HCP or Game in hand	2D Negative or Relay 2H/2S/3C/3D 5 cards suit 2NT 8-10 HCP Balance	2H/2S/3C/3D Forcing for 1 round 2NT 22-24 HCP Balance 3NT 25-27 HCP Balance, Jump suit = Forcing	
2D	/	6	6D	Weak 2 D suit	2H,2S Forcing ,2N asking	2N ans 3C bad min 3D good Max 3H Bad Max 3S Good Max 3NT Solid	
2H		5/4	6D	Weak 2 H suit	New suit forcing for 1 round,2NT asking	Same 2D	
2S		5/4	6D	Weak 2 S suit	New suit forcing for 1 round ,2NT Asking	Same 2D	
2NT				20-21 HCP Balance No have 5 cards suit	3C Stayman, 3D/3H Transfer 3S minor stay man 3NT to play		
3C/3D/ 3H/3S		6		Pre-emptive Rule of 2 and 3	New Suit Forcing Bid Game – To play		
3NT				Gambling – one solid minor			
4C/4D		6		Pre-emptive			
4H/4S				Rule of 2 and 3			