

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBFC Convention Card
<b>OVERCALL (Style; Responses; 1/2level; Reopening)</b>	<b>OPENING LEADS STYLE</b>			<b>CATEGORY</b> GREEN <b>NCBO</b> CBLT <b>EVENT</b> All event <b>COUNTRY</b> THAILAND <b>PLAYERS</b> ANN MALAKUL TARISTCHOLLATORN CHODCHOY
Suction overcall over 1C Strong opening		<b>Lead</b>	<b>In Partner's Suit</b>	
	<b>Suit</b>	4 <sup>th</sup> , 2 <sup>nd</sup> TOP MUD	4 <sup>TH</sup> , 2 <sup>nd</sup> TOP,MUD	
	<b>NT</b>	4 <sup>TH</sup> , 2 <sup>nd</sup> TOP	4 <sup>TH</sup> , 2 <sup>nd</sup> TOP	
	<b>Subseq</b>			
	<b>Other:</b>			
	Top of sequence, 2 <sup>nd</sup> Top of nothing			
<b>VS 1C Strong OPENING</b>	<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
Dbl = 14+ , 1X = suit overcall natural	<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>
1NT= 6C+ or D+H 5-5 (maybe 5-4)	<b>Ace</b>	AKx(+),AQx(+),Ax(+),	AKJ10x(+), Ax, Axx	
2C = 6D+ or H+S 5-5 (maybe 5-4)	<b>King</b>	AK,KQx(+),	AK,AKx,KQ(+), AKJx(+)	Two over one Game Force
2D = 6H+ or S+C 5-5 (maybe 5-4)	<b>Queen</b>	QJ, QJ(+),	QJ,QJ10(+),AQJ(+)	1NT opening 14-17 HCP, can have singleton
2H = 6S+ or C+D 5-5 (maybe 5-4)	<b>Jack</b>	J10,J10(+),KJ10x(+)	J10,J10x, HJ10x(+)	2C= 21+HCP any distribution or game in hand
<b>VS 2 ♦ MULTI</b>	<b>10</b>	109,10x(+),K/Q109x(+)	10x,109x,H109(+)	2D= Multi, 2H/2S = Intermediate
Dbl = Take out in ♠, promise 4♥ 11-14 or 15+ any	<b>Hi-x</b>	xx,xxxx(+)	xx,xxx(+)	3NT=Gambling
2♥= Take out in ♥, promise 4♠ 11-14	<b>Lo-x</b>	K/Q/J/10xx(+),xxxx(+)	A/K/Q/J/10xx(+),xxxx(+)	1H/1S -> 1NT = F1
4♣= 5♣+ and 5M+, 4 losers or less				
4♦= 5♦+ and 5M+, 4 losers or less	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		<b>Partner's Lead</b>	<b>Declarer's lead</b>	<b>Discarding</b>
1♣/1♦ - 2♣/2♦ = spade + other	<b>Suit 1st</b>	CT	CT	HI = Disc.
1♣/1♦ - 2NT = another minor + Heart	<b>2nd</b>	CT	CT	LOW=Encrg.
1♥/1♠ - 2♥/2♠ = another M + one m	<b>3rd</b>	SP		SP
1♥/1♠ - 2NT = Two minors	<b>NT 1st</b>	CT	CT	SP
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	<b>2nd</b>	CT	CT	CT
Strong 1NT opening (Minimum range >= 15)	<b>3rd</b>	SP	SP	
Double = 15+	<b>Signals (including Trumps):</b>			
2♠ = Both Majors (4+/4+) 0+hcp 2♦ = 1 suit Major 5+ 0+hcp	Encrg./Disc.			Bergen Raise
2♥ = H + minor (5+/4+) 0+hcp 2♠ = S + minor (5+/4+) 0+hcp	Lavinthal discard on NT			Jacoby 2NT,Cue-bid
2NT = Both minors (5+/4+) 0+hcp				
<b>Weak 1NT opening (Minimum range &lt;15)</b>	<b>DOUBLES</b>			After Opp. Overcalls M Opening with another M
Double 2 <sup>nd</sup> /4 <sup>th</sup> seat = 12+hcp any distribution	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			Cue-bid = 3+ cards support, 2NT = 4+ cards support
The rest overcall same as vs. Strong NT				
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	Up to 4H, Standard take out or strong			
Double = Optional (normally T/O)	Responses : Natural, Lebensohl			If m Opening : Cue-bid/New suit = F1
Cue-bid/Jump = Strong				
2NT = 15-18 HCP				
<b>1NT OVERCALLS OVER MAJOR (2nd/4th Live; Responses; Reopening)</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>
2 <sup>nd</sup> & 4 <sup>th</sup> = 15-17 HCP, Balance	Negative Double = 7+ HCP			DOPI, ROPI
	Free Bid = 5+cards, F1			
	VS Unusual, Multi, Top another			
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>	4NT overcall after high level bidding = 2 suiters			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
System on after X 1NT x xx P: 2C = no 5 cards except club				
xx = force opener to bid 2C (1NT x xx P :2D/2H/2S = 5 cards)				
2C= C+other / 2D= D+other / 2H= H & S				
<b>OPENING BID DESCRIPTIONS</b>				<b>PSYCHICS:</b> Sometimes

Opening	Tick If Artificial	Min. No. of Card	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C		3	3S	11-20 HCP Natural	1D= Relay, 1H/1S 4+HCP 4+cards suit 1NT 8-10 HCP No Major 2C inverted minor GF at least 5 cards 2H/2S = 5H/S+5D cards NF 6-10 2NT Bal. 11-12 HCP, 3NT 13-14 HCP 3C 6-9 at least 5 cards. 4C = RKC	Two ways check back (2C =INV, 2D = GF)	
1D		3	3S	11-20 HCP Natural	Same as 1C opening 1NT = 6-9 HCP 2D inverted minor GF at least 5 cards 2H/2S = 5-6S+4H cards NF 6-10 3D=6-9 at least 5 cards 4D = RKC		
1H		5	3S	11-20 HCP Natural	1S 4+HCP 4 cards suit 1NT 4-12 HCP F1 2C 2+card, 2D 4+cards, 2H 8-10 HCP with support 2NT GF support 4+ cards 3C 4+ sup. 5-10 HCP/ 3D 4+sup. 11-12 HCP 3H 0-6 HCP 4+cards support 3S 4 cards+ 12-15 HCP any singleton 4H To play 4NT RKC		
1S		5	3S	11-20 HCP Natural	Same as 1H Opening		
1NT				14-17 HCP May have singleton	2C NF Stay-man 2D,2H Transfer // 2S = 1 Minor weak or 2 Minor weak or 2 Minor GF 2NT = 1 Minor suit strong // 3C = 6C+4 other GF 3D = 6D + 4 other GF 3H/3S = Short H /S GF 3NT To play 4d/4H = Texas transfer		
2C	/	0	3S	21+HCP or Game in hand	2D = Positive with A or K or 3Q 2H = Negative no A or K or 3Q no 5cards 2S = Negative no A or K or 3Q with 5cards Spade 2NT = Negative no A or K or 3Q with 5cards Heart 3C = Negative no A or K or 3Q with 5cards Club 3D = Negative no A or K or 3Q with 5cards Diamond		
2D	/	0	3S	Weak a major or 23-24 HCP	2NT F1 ask suit 2H/2S = pass or correct	3C= Max any 3D = Min H 3H = Min S	
2H		5		Heart intermediate 10-12	2NT = F1 asking short suit		
2S		5		Spade intermediate 10-12	2NT = F1 asking short suit		
2NT				20-21 HCP Balanced	Puppet stay-man 3D/3H = transfer, 4S Baron invitation		
3C/3D		6		Pre-emptive			
3H/3S				Pre-emptive			
3NT				Gambling			
4C/4D		6		Pre-emptive			
4H/4S		6		Pre-emptive		28/1/2024	