

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 GREEN</b> <b>NCBO CBLT</b> <b>EVENT All event</b> <b>COUNTRY THAILAND</b> <b>PLAYERS Kanokporn Pavinee SITTHICHAROENSAWAT</b>
Standard overcall		<b>Lead</b>	<b>In Partner's Suit</b>	
Responses:	<b>Suit</b>	4 <sup>th</sup> , MUD	4 <sup>TH</sup> , MUD, H	
Level 1 or 2 = NF, Fit Jump = Game Invitation	<b>NT</b>	4 <sup>TH</sup> ACE/UB, TOP	4 <sup>TH</sup> , TOP, H	
Jump raise = Pre-empt., Cue Bid = support Game Invitation	<b>Subseq</b>			
Jump Cue Bid = Ask for Stopper	<b>Other:</b>			
	Top of sequence, Top or Second Top of nothing			
<b>1NT OVERCALLS (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	<b>LEADS</b>			
2 <sup>nd</sup> & 4 <sup>th</sup> = 15-18 HCP, Balance	<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Responses : system on unless intervene by Opp.	<b>Ace</b>	AKx(+),AQx(+),Ax(+),	AKJ10x(+), Ax, Axx	
Opp. X same response as Take Out Double	<b>King</b>	AK,KQx(+),	AK,AKx,KQ(+), AKJx(+)	
Of 1NT by Opp below	<b>Queen</b>	QJ, QJ(+),	QJ,QJ10(+)	
	<b>Jack</b>	J10,J10(+), AQJx	J10,J10x, AQJx(+)	
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>	<b>10</b>	109,10x(+),HJ10(+)	10x,109x,HJ10(+)	
Weak Jump Overcall Rule of 2 and 3	<b>Hi-x</b>	xx,xxxx(+)	xx,xxx(+)	
	<b>Lo-x</b>	K/Q/J/10xx(+),xxxx(+)	A/K/Q/J/10xx(+),xxxx(+)	
	<b>SIGNALS IN ORDER OF PRIORITY</b>			
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		<b>Partner's Lead</b>	<b>Declarer's lead</b>	<b>Discarding</b>
Direct Cue Bid = Michaels Cue Bid	<b>Suit 1st</b>	L-even, H-odd	L-even, H-odd	HI = DIS
1C/1D – 2C/2D= Top another ,2NT = bottom , bottom	<b>2nd</b>	ATT	ATT	LOW=ENCRG
1H/1S – 2H/2S = another M + one m	<b>3rd</b>	SP		SP
1H/1S – 2NT = Two minors	<b>NT 1st'</b>	L-Even, H-ODD	L-even, H-odd	HI=DIS,
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	<b>2nd</b>	ATT	ATT	LOW=ENCR
VS Weak NT : same	<b>3rd</b>	SP	SP	SP
VS Strong NT : reverse Capp -> Double = Strong	<b>Signals (including Trumps):</b>			
2C = two suit major 2D = one suit Major	<b>Enrg./Disc.</b>			
2H = H + m 2S = S + m	Hi-Lo show 3 trumps w ability to ruff			
2NT = two minor	UDCA discard on NT, (HI = DIS, LOW = ENCRG)			
	<b>DOUBLES</b>			
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Double = Optional (normally T/O)	Up to 4H, Standard take out or strong			
Cue-bid/Jump = Strong	Responses : Natural, Lebensohl			
2NT = 15-18 HCP, 3NT = To play				
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
	Negative Double = 8+ HCP			
	Free Bid = 5+cards, forcing for at least 1 round			
	VS Unusual, Multi, Michael			
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>	X , XX support M 3cards, until 2H bid.			
1NT: ignore X , system on				
1NT : xx = transfer to 2C (C/D)				
1M : xx= 10+HCP, Free bid=NF, Raise=Pre-empt, System on				
<b>OPENING BID DESCRIPTIONS</b>				
<b>SYSTEM SUMMARY</b>				<b>GENERAL APPROACH AND STYLE</b>
				Two over one Game Force
				1NT opening 15-17 HCP may have 5 cards M
				2C= 22+HCP any distribution or game in hand
				2D= Multi, 2H/2S = 2 suits weak (M+m)
				3NT=Gambling
				1H/1S -> 1NT = Forcing for one round
				<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
				New Minor Suit Forcing
				Lebensohl after
				1NT opening & Opp. Interfere
				Weak two opening by Opp.
				Opener reverse
				VS Unusual, Michael [1], Multi[2]
				4 <sup>th</sup> Suit GF
				Bergen Raise
				Jacoby 2NT
				After Opp. Overcalls M Opening or M overcall :
				Cue-bid or New suit = 3 cards support
				2NT = 4+ cards support at least game inv.
				If m Opening or m overcall : Cue-bid/New suit = 4 cards sup.
				2NT = 5+ cards support at least game inv.
				<b>SPECIAL FORCING PASS SEQUENCES</b>
				DOPI, ROPI
				OPP X , 1NT: / force to xx (res bid/ = stand x, 2c= C4+other, 2D= D+M, 2H = both M 44)
				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
				We do not pass when unclear
				<b>PSYCHICS: SELDOM</b>

Opening	Check 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 5+HCP 4+cards suit 1NT 7-10 HCP No Major 2C inverted minor 11+ at least 5 cards 2D H5+ S4, 2H S5+H4 7-10, 2S weak 2NT supp pre-emptive , 3NT 13-14 HCP 3C 7-9 HCP. 4C RKC. (after cue bid 4NT = RKC) Next step ask for QC, 5D = K asking, (5NTGrand Slam Interest)	Two ways check back (2C = NF, 2D = GF) 2H=Relay, Other show stopper  After 2NT -> 3C= sign off 4D=0/3 4H=1/4 4NT=2 w/o Q 5C=2 w Q Bid specific K, 5NT with 2 K	
1D		3	3S	11-20 HCP Natural	Same as 1C opening 2H S5 + H4 7-10 ,2S weak 4D RKC (after cue bid 4NT = RKC) 5C = K asking (5NT Grand Slam Interest)	4H=0/3 4S=1/4 4NT=2 w/o Q 5C=2 w Q Bid specific K, 5NT with 2 K	
1H		5	3S	11-20 HCP Natural	1S 4+HCP 4 cards suit 1NT 6+ HCP 1RF 2C/2D GF 4+cards suit, 2H 5-9 HCP with support 2S weak 2NT supp 4 15+ 3C 4+ sup. 7-9 HCP/ 3D 4+sup. 10-14 HCP 3H 0-6 HCP 4+cards support , 3S splinter any suit 4C,4D void , 4H To play 4NT RKC	2C = F1 at least 2 cards  2NT = Relay asking for opener short suit New suit level 3=short suit, level 4= suit  Start Cue bid if no honor in partner's short suit 5C=0/3 5D=1/4 5H=2 w/o Q 5S=2 w Q	
1S		5	3S	11-20 HCP Natural	Same as 1H Opening	2NT , 3C & 3D	
1NT				15-17 HCP Bal. May have 6 cards minor Or 5 cards Major suit	2C relay, 2D Transfer H , 2H transfer S 2S asking min/max 2NT Transfer minor 3C C6+ invitation 3D D6+ invitation 3H → 5-5 minor (invite), 3S → 5-55 minor (GF) 3NT To play , 4D/4H texas transfer 4C Gerber, 4NT Quantitative,	With Max and 4+ cards support bid show value 3C bid → 3H (C5 >D4), 3S (D5>C4)	
2C	/	0	3S	22+HCP or Game in hand	2D relay, 2H ,2S, 3C, 3D suit 8+	Rebid 2NT 22-23 HCP Bal ->3C= Romex	
2D	/	0	3S	Weak a major	2NT F1 ask suit 2H /2S = pass or correct	3C= Max , 3D min H suit , 3H min S suit	3D ask -> 3H=S. 3S=H
2H		6		10-12 HCP	2NT asking	3c min, 3d max,	
2S		6		10-12 HCP	2NT asking	3c min, 3d max,	
2NT				20-21 HCP Balanced	3C = Romex (asking for major, or other)  3D/3H = transfer	3D response = no major or have S4 3H response = H 4 or 5 3S response = S5 , 3NT both Major	
3C/3D		6		Pre-emptive	New Suit Forcing		
3H/3S				Pre-emptive	Bid Game – To play		
3NT				Gambling – solid minor			
4C/4D/		6		Pre-emptive	Next suit forcing	Cue bid control, otherwise sign off	
4H/4S		6		Pre-emptive	New Suit Forcing		