


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
Style: NAT NF (NVUL may 5) 9-17 HCP, NVUL any 4+ cards		Lead			Category: Blue	
BUT VUL at least good 5+ cards, 2+DFT, LSR L/T 9		SUIT			Country: Thailand, U26 Women Team	
RESP : similar RESP as opening bids		NT			Event: 18th World Youth Bridge Team Championships 2023	
		Subseq			Players: PenpicchaMAJAN - BunyaweeCHOEICHUENKLIN	
Reopening : same as above but imply few cards in opponent's suit, Defensive Tricks 3+		Other:			SYSTEM SUMMARY	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			GENERAL APPROACH AND STYLE	
2nd : = 11-14 HCP Intent to play BUT MAY UNBAL m5(431) or m6(322)		Lead			1C= F1 16+ hcp ; RESP1D= 0-8 or 13+ hcp any // others = 9-12 hcp NAT	
RESP : similar RESP as opening bids		Vs. Suit			1D= 12-15hcp normally D4+ except BAL D2 or 3 M=4, 1M= 12-15hcp M5+	
4th LIVE : = same		Ace			1NT= 12-15 hcp C4+ MAY UNBAL 4414 or C5(431) or C6(322)	
RESP : same		King			2C=12-15 hcp H4+S4+ UNBAL NEVER 4441 & 4450 (Open 1D)	
		Queen			2D=8-11 hcp H4+S4+ UNBAL MM AT LEAST 5+ 4+	
		Jack			STYLE:1M RESP ; 1H1S= F1// others = NAT NF = 2/1 = NF	
JUMP OVERCALLS(Style; Responses; Unusual NT)		10			1S-1NT=F1// others= NAT NF = 2/1 = NF	
(1C)2D= 8-11 HCP H4+S4+ : RESP = Similar as opening		9			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1m Jump O/C 2M = Wk M5+ may have m4+ RESP = Similar as opening		H-x			Open1C= F1 any 16+ hcp // Open1D=D4+12-15 or BAL M=4 & D=2 or 3	
Jump O/C nX = NAT PRE X6+ : RESP = Similar as opening		Lo-x			Open 1M=12-15hcp M5+ //Open 1NT=12-15 hcp C4+ MAY UNBAL OFF SHAPE	
Jump O/C 2NT = 5-13 HCP w/ 2 lowest suit 5+ 4+		SIGNALS IN ORDER OF PRIORITY			Open2C= 12-15 hcp H4+S4+ //Open2D=8-11 hcp H4+S4+ //;2M= <14 M5+ (may have m4+)	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead			Open2NT = PRE C5+& D5+ < 11 in 1st or 2nd seat; 3rd seat may 13 HCP	
(1m)2C= 12-15hcp H4+S4+; RESP : 2D= ASK // 2M= Play // Others = NAT NF		SUIT:1st			Open 3m = m6+ 8 - 13 HCP, if 12=13hcp normally have singleton or void	
(1D)2D= 8-11hcp H4+S4+; RESP : 2NT= ASK // 2M= Play // Others = NAT NF		2nd			Open 3NT = m6+(Solid) 8 - 13 HCP, <7 LSR (RESP4C=P/C//4D= 2nd round CTRL finding)	
Jump Cue-bid (1X) 3X= Ask for stopper, try 3NT //no stopper bid Cheapest Available Suit		3rd			1C RESP 1D=0-8 or 13+hcp any distributor	
		NT: 1st			1D RESP 1H=12+ hcp any OR 7-11 H4+; others RESP = 7-11 hcp NAT NF	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd			1H RESP 1S=12+ hcp any OR 7-11 S4+; others RESP = 7-11 hcp NAT NF	
2nd Live : Vul Dependent Style (VUL =sound & constructive // NonVUL may light)		3rd			1S RESP 1NT=9+ hcp F1; others RESP = 7-11 hcp NAT NF	
DBL=PEN Oriented (advancer pass w/ 2+ tricks // escape 2C w/o X6+ or escape 2X=X6+)		Signals (including Trumps):same			1NT RESP 2C= F1 9+ hcp or L/T 9hcp w/ MM4+5+	
(1NT) DBL=PO1NT (Pass) escape 2C(Pass or DBL)2NT=F1 to 3C//others=NF(Jump=INV)		Established suit & hold up by partner's A : hi lo = even(2 or 4) // lo hi = odd(3 or 5)			2C RESP 2D=9+ hcp F1	
O/C by Bids = NonVUL = light bid promise only shape // BUT VUL = Value & shape for G/T		DOUBLES			2D RESP 2NT=9+ hcp F1	
2C= any 5+ cards may have 2nd suit=4 // 2X= similar as opening		TAKEOUT DOUBLES(Style;Responses;Reopening)			2H RESP 2S =9+ hcp F1	
4th Reopening = same Vul Dependent Style BUT NON VUL = very good hand		Style: A: 9+M3+, Style ELC Equal Level or Converted may unnecessarily be 15+ hcp			2S RESP 2NT=9+ hcp F1	
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		RESP(+T/O Level 2) :/=PEN, Cheapest bid = F1 hcp 9+ or 0-8 hcp NAT // bids = 0-8 hcp NAT			SPECIAL FORCING PASS SEQUENCES	
VS 2m=m5+;X=12+VUL=T/O NVUL=PEN m4+// NVUL(2C)2D=T/O or D5+ 15+ or H5+ L/T 15		Reopening: normally similar NVUL may a little bit light ; RESP similar			After1C opening then RHO O/C w/1X or 2m or DBL, if RESP Pass = 0-4 hcp OR 7+ hcp	
VS 2D = wk M5+ ; DBL= 12+ M4+//2H=C5+15+//2S=D5+15+//2NT=15-17BAL//3m=m5+L/T15					1C RESP1D then RHO O/C w/1X or 2m or DBL, if opener Pass = 20+ hcp or L/T 5 LSR	
VS 2M= wk M5+ ; VUL DBL=14+ T/O BUT NVUL DBL=14+ OPT=M3+// 2NT=15-17BAL M=2						
2nd Live VS 3C3M=5+M12+ // DBL= OPT14+//3D=14+&M44+//3NT=14+D5(4)+//4C=H5+S5+						
VS 3D3M=5+M12+ // NVUL DBL= OPT14+//VUL DBL= T/O//3NT= C5+//4m=M5+M4+						
VS 3H DBL= OPT18+ //3A=18+/-A5+//3NT= 16+/- Non4+//4m=16+/-m5+//4H=5044						
VS 3S DBL= OPT18+ //3NT= 18+/- Non4+ may m6//4m=16+/- m4+44+//4H=16+/- 45+						
4th; Level 2=11+//Level 3=14+ // VUL DBL=T/O 14+ // NVUL DBL=OPT X3+ // NT= play						
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
(1m16+) DBL= Good 14+ // bid= similar as above O/C ; (1C) Pass may = 14-17 BAL		NVUL Neg. DBL up to 2A= 9+hcp may have 5+ suit (bid =NF)//from 2NT or 3X=PEN or OBAR			Determine call by LTC (LSR:loser), Defensive Trick(DFT), L/D, Seat, VUL, not hcp(may +/- 3)	
		OBAR DBL up to 7A = I am unwilling to Pass ...normally = extra hcp or compensates			MIB=M 1st In Bidding, 4+suits O/C // sometimes bid M from 3 cards	
		Responder or Advancer DBL (XX) = 10+ hcp ; RESP = try PEN from opponent's bid 1X or 2X			may light 1D/1M from 9 hcp	
		Opener's DBL(XX) = not minimum hcp, one more Defensive Trick			may open 1C from 13 hcp if 4 or less losers	
OVER OPPONENTS' TAKE OUT DOUBLE		Obviously Cue Bid Double = SHOULD NOT L/D in suit that the side had already shown.			IMP tactics= Aggressive bids in NonVUL or Advantage VUL+ Always try game in VUL	
ReDBL= 9+hcp Intent to PEN or G/T, other free bids = NAT L/T 9 hcp NF		DBL(XX) to answer the Interrupted Asking Convention = 1st or 2nd (if P=1st)step of answering			PEN PASS in level 1 or 2 = 3+ trump tricks and sufficient DFT// Level 3+ = 2+trumps	
		NonVUL DBL By Weak hand = I have 1DFT, what we do? Defense or Sacrifice Bid?			PSYCHICS: rare & not intend	
		DBL Trump Contract By Weak hand without support = I have 1DFT, few trumps & void.				
		DBL game or slam level after trap pass = first lead the first dummy's bid suit please.				

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C	/	0	3S	16+ HCP F1	1D = 0-8 HCP or 13 HCP+ 1H/S/2C/D = 9-12 HCP, 5 cards+ 1NT = 9-12 HCP no 5 cards	1C-1X-next step = 19 HCP+ or 5- loser 1C-1X-NT = 16-18 HCP no 5 cards 1C-2m-2NT = 16-18 HCP no 5 cards M//1C-2m-3m=key cards ask	SIMILAR 1C(1X OR 2m) PASS=SPECIAL FORCING PASS 1C(P)1D(1X OR 2m) PASS=SPECIAL FORCING
1D	/	2	3S	12-15 HCP normally D4+ or if D= 2 or 3 must be BAL w/ M=4	1H = 7-11 HCP H4 cards+, or 12 HCP+ any distribution 1S = 7-11 HCP S4 cards+ 1NT = 7-11 HCP MAY HAVE M= 4 cards 2C/D = 7-11 HCP 5 cards+	1D-1H-1S = 4 cards or 14-15 HCP //OTHERS=12-13HCP NAT NF 1D-1S-1NT = 14-15 HCP ANY //OTHERS=12-13HCP NAT NF	1D-1H=NF PH NVUL may LIGHT OPEN 9 HCP 1D(O/C) Negative Free Bid = NF VUL=8-9HCP
1H		5	3S	12-15 HCP H5 cards+ NO S4+	1S = 7-11 HCP 5 cards+, or 9 HCP+ Many distribution BUT NOT 12+HCP H4+ 1NT = 7-11 HCP no 5 cards 2C/D = 7-11 HCP 5 cards+ 2H = supp 3+ cards (None Vul. = 0-8 HCP), (Vul. = 7 - 11 HCP) 2S = supp 4 cards+, 12 HCP+ Forcing to 2NT 3H/4H = (Non Vul. = To Play), (Vul = Game INV.)	1H-1S-1NT = 14-15 HCP any // 1H-1S-2X=11-13 HCP NAT [1H1S2C MAY 1H-1NT-2X=NAT11-13//1H-1NT-2S=14-15 NOT H5(332) (2NT)//1H-1NT- 1H- 2m - nX = 11-13 NAT // 1H-2m-2S=14-15 F1 // 1H-2m-2S-2NT=9- 1H-2H-2S= M G/T // 1H-2H-2NT=NAT H5(332) INV// 1H-2H-3m=m4+ G/T 1H-2S= H4+ S/T F2NT SEE SUPP	PH NVUL may LIGHT OPEN 9 HCP 1H(O/C) Negative Free Bid = NF VUL=8-9HCP 1H-2N=C5+D4+ <8HCP
1S		5	3S	12-15 HCP S5 cards+ NO H4+	1NT = 7-11 HCP no 5 cards, or 9-11 HCP W/ S3+ 2C/D/H = 7-11 HCP 5 cards+ 2S = supp 3 cards (None Vul. = 0-8 HCP), (Vul. = 7 - 9 HCP) 2NT = supp 4 cards+, 12 HCP+ Forcing 3C 3S/4S = (Non Vul. = To Play), (Vul = Game INV.)	1S-1NT-2X=L/T 11-13 HCP// 1S-2NT or 3X=14-15 HCP NF 1M-2m-2NT or 3m=14-15HCP INV OR G/T NF 1S-2H-2S=S7+ or 6133//2N=14-15 HCP 5233 or 51(43)//3m=m5+ 1MM-2S/2NT= MGT(nM=Play//2N or 3X=worst suit) // 3X=X4+ NF 1S-2NT= SLAM TRY S/T = S4+ SEE SUPP	1S-1NT=9-11 HCP S<3 NF 1S(O/C) Negative Free Bid = NF VUL=8-9HCP 1S-2NT=C5+D4+
1NT	/		3S	12-15 HCP INTENT TO PLAY MAY UNBAL 4414 OR C5(431) OR C6(322)	2C =9+ hcp or L/T 9hcp w/ MM4+5+ 2R= TFR M5+ cards 2S=TRF C6+ // 2NT=TFR D6+ 0+hcp 3X=12+ hcp 3suiter X= singleton or void	1NT RESP 2C Opener rebid 2D=No M=4 // 2M=M=4 1NT RESP 2R= TRF M5+...super accept 2S or 2NT =INV HCP=14(15) M=4 1NT RESP 3X = 3 suiter X L/T 2 card...S/A = ask key card	PHNVUL may 9 HCP same
2C	/	0	3S	12-15 HCP S4+H4+ UNBAL MM AT LEAST 5+ 4+ BUT NEVER 4441 & 4450 (Open 1D)	2D=9+hcp // others = NAT NF	2C-2D-2M=M5+OM4 //2NT=H5+S5+//3C=11-13H5 //3D=S5//3H=H5+S5+	2C-2D=9-11 HCP
2D	/	0		8-11 HCP S4+H4+ UNBAL MM AT LEAST 5+ 4+ (8 HCP 4441 & 4450 = PASS)	nM= play // 2NT=9+ hcp ask //nm = 7t11 hcp m6+ NF	2D-2NT-3C=10-11HCP //3D= 8-9hcp H5+S5+// 3M=8-9HCP OM=5+& M=4	2D-2NT= 9-11 HCP
2M	/	5		4-10 M5+ (may have 2nd suit m4+) PH may 13HCP	2S/2NT= ask hcp // new suit or 2H2NT(=S)= ask How Many Cards (HMC)	After ask HMC ... 1st step = 3 or more /// 2nd step=0 or 1 //// 3rd step=2	2H-2S or 2S-2NT=NF
2NT	/			4-10 hcp C5+ D5(4)+ VUL dependent PH may 13HCP	3m=Play//nM=M6+ NF//3NT= Play BUT 4m= ask Key cards	2NT 4m= ask Key cards may end at 4 or 5M	2NT-4m= NF & play
3X		6		4-10 hcp X6+ NAT PRE VUL dependent	New suit = F1 maybe4+, maybe L/D or LIB	ask HMC ... 1st step = 3 or more /// 2nd step=0t1 //// 3rd step =2	New suit = L/D NF
						HIGH LEVEL BIDDING	
3NT	/			Solid(semi) m7+ w/o side A L/T 14 HCP	PASS or 4M = Play // 4= P/C // 4= ask feature (4M = in M // 4N = in m)	5 or 6 Key Card Asking or K.C.A. 1st step = 3 or more /// 2nd step=0t1 //// 3rd step =2 Key cards	
4X		7		4-10 hcp X6+ NAT PRE VUL dependent		& DOPI if KCA was intervenced	

SUPP 1 1X1Y1Z

1X

1Y

1Z

2D= FG

2C=F 2D

OTHERS=NAT NF

SUPP 2 M S/T

2.1.1 SPLINTER RELAY = RESP HAS A SINGLETON

1H

2S=F2NT

2NT

3C=12+hcp H4+ X=SINGLETON F3D=ASK

3D

3H= SINGLETON S

3S= SINGLETON C

3NT= SINGLETON D

2.1.2 CULBERTSON RELAY = RESP HAS A 2-QUICK LOSERS IN 1 SUIT

1H

2S=F2NT

2NT

3D=12+hcp H4+ X= 2-QUICK LOSERS F3H=ASK

3H

3S= 2-QUICK LOSERS IN S

3NT= 2-QUICK LOSERS IN D

4C= 2-QUICK LOSERS IN C

2.1.3 DENIAL CUEBID RELAY = RESP HAS A 2-QUICK LOSERS IN 2 SUIT

1H

2S=F2NT

2NT

3H=12+hcp H4+ X=NO 2-QUICK LOSERS F3S=ASK

3S

3NT= NO 2-QUICK LOSERS IN C

4C= NO 2-QUICK LOSERS IN D

4D= NO 2-QUICK LOSERS IN S

2.1.4 KEY CARD ASKING = RESP HAS 5+REAL HELPER CARDS (RHC)

1H

2S=F2NT

2NT

3S=12+hcp H4+ ASK KEY CARDS

3NT=3+ KEY CARDS & ASK BACK

4C=L/T 2KEY CARDS

4D=2KEY CARDS=1A+HK OR 2A SAME SHAPE

4H=2KEY CARDS=2A SAME COLOR OR RANK

4S=2KEY CARDS+VOID C ASK BACK EXCLUSION C A

4NT=2KEY CARDS+VOID D ASK BACK EXCLUSION D A

5C=2KEY CARDS+VOID S ASK BACK EXCLUSION S A

SUPP 2.2 M S/T

2.2.1 SPLINTER RELAY = RESP HAS A SINGLETON

1S

2NT=F2NT

3C

3D=12+hcp S4+ X=SINGLETON F3H=ASK

3H

3S= SINGLETON C

3NT= SINGLETON D

4C= SINGLETON H

2.2.2 CULBERTSON RELAY = RESP HAS A 2-QUICK LOSERS IN 1 SUIT

1S

2NT=F3C

3C

3H=12+hcp S4+ X= 2-QUICK LOSERS F3S=ASK

3S

3NT= 2-QUICK LOSERS IN H

4C= 2-QUICK LOSERS IN C

4D= 2-QUICK LOSERS IN D

2.2.3 DENIAL CUEBID RELAY = RESP HAS A 2-QUICK LOSERS IN 2 SUIT

1S

2NT=F3C

3C

3S=12+hcp H4+ X=NO 2-QUICK LOSERS F3NT=ASK

3NT

4C= NO 2-QUICK LOSERS IN D

4D= NO 2-QUICK LOSERS IN H

4H= NO 2-QUICK LOSERS IN C

2.2.4 KEY CARD ASKING = RESP HAS 5+REAL HELPER CARDS (RHC)

1S

2NT=F3C

3C

3NT=12+hcp H4+ ASK KEY CARDS

4C=3+ KEY CARDS & ASK BACK

4D=L/T 2KEY CARDS

4H=2KEY CARDS=1A+HK OR 2A SAME SHAPE

4S=2KEY CARDS=2A SAME COLOR OR RANK

4NT=2KEY CARDS+VOID C ASK BACK EXCLUSION C A

5C=2KEY CARDS+VOID D ASK BACK EXCLUSION D A

5D=2KEY CARDS+VOID S ASK BACK EXCLUSION H A

2.3.1 1H RESP 12+H4+RESP HAS VOID

1H

2NT=VOID C

3C= VOID D

3D=VOID S

2.3.2 1S RESP 12+H4+RESP HAS VOID

1S

3C=VOID C

3D= VOID D

3H=VOID H