

DEFENSIVE AND COMETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Natural 7-15 HCP
After Overcall : 2C = ART F1 ->2D = Min Overcall, New Suit = NF, NT = Natural CUE = Support INV Only (Except 1C Opening)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd = 15-17 BAL or Semi BAL, System ON
4th = 12-15 Not Promise Stopper : CUE = 1RF, System OFF, 2NT = INV, Jump Bid = Suit INV
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump Overcall = Weak 1M-2NT = 5+♣ & 5+♦
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)
Cue Minor = 2 Majors (5+/5+) Cue Major = Other Major + Minor (5+/5+) Jump Cue = ASK Stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = 5+Cards Suit (10-16, May Have 2nd Suit) Or Strong 16+ Any, Penalty Seeking 2♣ = ♥ & ♠ 2♦ = ♦&♥ 2♥ = ♣ & ♥ 2♠ = ♠ & Minor (Usually 5+♠) 2NT = 2 Minors <u>VS Weak NT</u> : DBL=12+, Suit=NAT, 2NT=2 Minors
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Natural
VS. ARTIFICIAL STRONG OPENINGS
1-Level Bid = Natural in Suit Bid 1NT = 2 Minors, 2♣ = 2 Majors 4+/4+, 2♦/2♥/2♠ = Weak 6+ Cards
OVER OPPONENTS' TAKE OUT DOUBLE
1♣/1♦(X) : System ON, ReDBL = 10+ Usually Not Fit, XYZ ON 1♥/1♠(X) : System ON, ReDBL = 10+ Usually Not Fit, XYZ ON

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd / 5th	SAME	
NT	3rd / 5th	SAME	
Subseq	3rd / 5th	SAME	
Other :			
LEADS			
Lead	VS. Suit	VS. NT	
Ace	A, AKx(+), AKJ(+), AKQ(+)	SAME	
King	AK, KQ, KQ(+)	SAME	
Queen	QJ(+), QJ, Qx	SAME	
Jack	JT(+), Jx	J10(+), Jx, AQJ(+)	
10	HJT(+), T9x, Tx	SAME	
9	H109(+), 98(+), 9x	SAME	
Hi-x	Sx	SAME	
Lo-x	(H/x)xS, (H/x)xSx, (H/x)xxxS	SAME	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENC	Hi = ENC	Lo = ENC
Suit 2	Hi/Lo = Odd	Hi/Lo = Odd	Hi/Lo = Odd
3	S/P	S/P	S/P
1	Lo = ENC	Hi = ENC	Lo = ENC
NT 2	Hi/Lo = Odd	Hi/Lo = Odd	Hi/Lo = Odd
3	S/P	S/P	S/P
Signals (including Trumps) :			
SMITH : Hi = ENC			
Hi/Lo in Trump Suit = Ability to Ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural 12+			
Limit Reponse, CUE = F1, Jump CUE = ASK Stopper			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLs / ReDBLs			

W B F CONVENTION CARD
CATEGORY : GREEN
NCBO : THAILAND
PLAYERS : Kritsakorn SIANGLIO Pitchapruerk KUYSUWAN
EVENT : ALL EVENTS
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
GENERAL APPROACH AND STYLE 5-Card Majors / 3-Card Minors 1NT = (14)15-17 Possible 5M, 6/7m, 5422 2♣ = 20+ Strong Any GF or Strong NT 24+ 2♦ = 7-11 Weak♥ / 19+ Strong Any Not GF, 22-23 NT 2♥ = 10-15 Flannery 4♠ & 5/6♥ 2♠ = 7-11 Weak♠ Usually 6 Cards 2NT = 20-21 Possible 5M, 6/7m, 5422
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
SPECIAL FORCING PASS SEQUENCES
Natural
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
3rd / 4th Seat : 1♥/1♠ May Be Light and Possible 4 Cards
Psychics : Sometimes

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	3♣	11-19 HCP Usually 3 Cards (May Have 4 Cards ♦)	1♦/1♥ = TRF ♥/♠, 1♠ = 6+ No Major, 1NT = 11-12, 2NT = 13-15, 3NT = 16-18, 2♣ = INV No M (Opener 2NT=11-13), 2♦/2♥ = ♥/♠ 6+ Cards Weak or Strong, 2♠ = 2 Minors 6-9, 3♣ = 6-9 No M, 3♦/3♥/3♠ = Weak 7+Cards, 4♣/5♣ = To Play			
1♦		3	3♣	11-19 HCP Usually 4 Cards, 3 Cards if 4-4 Majors	1♥/1♠ = Natural, 1NT = 6-11, 2NT 11-12, 3NT = 13-15 2♣/2♦ = 10+ Usually No M (Opener 2NT=11-13), 2♥/2♠/3♣ = Weak 6+Cards, 3♦ = 6-9 No M, 3♥/3♠/4♣ = Weak 7+Cards, 4♥/5♥ = To Play			
1♥		5	3♣	11-19 HCP 5+♥ May Have 4 Cards in 3rd/4th Seat	1♠ = 5+Cards, 1NT = 1RF, 2♣/♦ = GF, 2♥ = 8-10, 2♠ = 4+♥ INV+ Short m, 2NT = Jacoby GF 14+, 3♣ = 4+♥ INV+ Short ♠, 3♦ = 4+♥ INV+ No Short, 3♥ = Weak Raise, 3♠/4♠/4♦ = GF with Void, 4NT = RKC	1♥-2NT : 3♣=Min, 3♦=Max Short Any, 3♥=Max 5422, 3♠=Max with 6+♥ no Short, 3NT=18-19, 4♣/♦=5+ Cards ♣/♦(14+)		
1♠		5	3♣	11-19 HCP 5+♠ May Have 4 Cards in 3rd/4th Seat	1NT = 1RF, 2♣/♥/♥ = GF, 2♠ = 8-10, 2NT = Jacoby GF 14+, 3♣ = 4+♠ INV+ Short m, 3♦ = 4+♠ INV+ No Short 3♥ = 4+♠ INV+ Short ♥, 3♠ = Weak Raise, 4♣/4♦/4♥ = GF with Void, 4NT = RKC	1♠-2NT : 3♣=Min, 3♦=Max Short Any, 3♥=Max 5422, 3♠=Max with 6+♠ no Short, 3NT=18-19, 4♣/♦/♥=5+ Cards ♣/♦/♥(14+)		
1NT				15-17 BAL or Semi-BAL Possible 5422, 6/7m	2♣ = Ask 5M, 2♦/♥/♠/NT = 4 Ways TRF, 4♣ = ASK Aces (14302Min2Max), 3♣/♦/♥/♠ = GF Short ♣/♦/♥/♠ With 5431/4441/5440, 3NT = To Play, 4♦/4♥ = ♥/♠, 4♠ = 5+/5+ ♣/♦, 4NT = QUANT	1NT-2♦-2NT or 1NT-2♥-2NT = Super Accept, 1NT-2♦/♥-3♥/♠ = Min		
2♣	X	0		20+ HCP Strong Any GF or NT 24+	2♦ = 0-1 CTRL(0-7), 2♥ = 0-1 CTRL (8+), 2♠/NT/3♣ = 2/3/4 CTRL	Opener Rebids 2NT = 24-25, 3NT = 26-27		
2♦	X	0		1) Weak 2♥ (7-11) 2) 19+ Strong Any, Not Promise GF 3) 22-23 NT BAL Or Semi BAL	2♥ = Sign Off, 2♠/3♠/3♦ = NAT 1RF, 2NT = ASK, 3NT = To Play	2♦-2NT : 3♣=Min+Bad, 3♦=Min+Good, 3♥=Max+Bad, 3♠=Max+Good, 3NT=22-23 4♣/♦/♥/♠ = Strong ♣/♦/♥/♠		
2♥	X	5		11-15 HCP Flannery 4S & 5/6♥	Pass/2♠ = Sign Off, 2NT = ASK, 3♣/3♦ = 6+♣/♦INV To 3NT, 3♥/3♠ = GF With Short Any (Start CUE), 3NT/4♥/4♠ = To Play, 4♣/4♦ = RKC Agree ♥/♠	2♥-2NT : 3♣=4531, 3♦=4513, 3♥=4522 Min 3♠=4522 Max, 3NT=46XX, 4♣/♦=4504/4540		
2♠		5		5-10 Usually 6 Cards ♠	2NT = ASK, 3♣/3♦/♥ = Suit 1RF, 3♠ = Weak Raise, 4♣ = ASK Keycards	2♠-2NT : 3♣=Min+Bad, 3♦=Min+Good 3♥=Max+Bad, 3♠=Max+Good		
2NT				20-21 HCP, May Have 5 Cards M Or 6/7 Cards m, Possible 5422	3♣ = Ask 5M, 3♦/♥ = TRF ♥/♠, 3♠ = To Bid 3NT, 3NT = 5+♠ & 4♥ 4♣ = ASK Aces (14302Min2Max), 4♦/♥ = ♥/♠, 4♠ = 5+/5+ ♣/♦			
3♣/♦/♥/♠		6		Pre-emptive	Suit = 1RF, 3NT = To Play, 4♣ = ASK Keycards			
3NT				7+Cards Solid Minor	4/5/6♠=P/C, 4♦=ASK Short : 4♥/4♠=Short ♥/♠, 4NT=Short Minor, 5♣/♦=No Short			
4♣/♦/♥/♠		7		Pre-emptive	4NT = ASK Keycards : 0, 1 No Q, 1 with Q, 2 No Q, 2 with Q			
High Level Bidding								
Intervention After RKC (1430) or Aces Asking :								
Pass = 1/4, Double = 0/3, Next Step = 2 No Q, 2 with Q								
4♣ After Weak Opening = ASK Keycards :								
0, 1 No Q, 1 with Q, 2 No Q, 2 with Q								
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