

DEFENSIVE AND COMETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>
Natural 7-15 HCP
After Overcall : New Suit = 1RF, NT = Natural
CUE Support INV+
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
2nd = 15-17 BAL or Semi BAL
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump Overcall = Weak
1M-2NT = 5+♣ & 5+♦
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>
Cue Minor = 2 Majors (5+/5+)
Cue Major = Other Major + Minor (5+/5+)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X= 14+
2♣= ♥+♠
2♦= 1 Suit Major
2♥/♠= 5Major+4+minor
2NT = 2 Minors
<u>VS Weak NT</u> : DBL=12+ Other same as VS 1NT Strong

<b>VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)</b>
Natural
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
1-Level Bid = Natural in Suit Bid
X=♣
1NT = 44+minors
Other same as overcall 1NT Strong
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
1♣/1♦(X) : System ON, ReDBL = 10+ Usually Not Fit, XYZ ON
1♥/1♠(X) : System ON, ReDBL = 10+ Usualy Not Fit, XYZ ON

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1st 3rd 5th	SAME	
NT	2st 3rd 5th	SAME	
Subseq	C/T	SAME	
Other :	Vs.A=ATT		
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	
10	HJT(+), HT((+), Tx	SAME	
9	109(+), 98(+), 9x	SAME	
Hi-x	Sx	SAME	
Lo-x	(H/x)xS, (H/x)xSx, (H/x)xSxx	SAME	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENC	Hi = ENC	Odd = ENC
Suit 2	Hi/Lo = Even	Hi/Lo = Even	Hi/Lo = Even
3	S/P	S/P	S/P
1	Lo = ENC	Hi = ENC	Lo = ENC
NT 2	Hi/Lo = Even	Hi/Lo = Even	Hi/Lo =Even
3	S/P	S/P	S/P
<b>Signals (including Trumps) :</b>			
Hi/lo in Trump suit = Ability to Ruff			
DOUBLES			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Natural 12+			
Limit Reponse, CUE = F1, Jump CUE = ASK Stopper			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLs / ReDBLs			

W B F CONVENTION CARD
<b>CATEGORY : GREEN</b>
<b>NCBO : THAILAND</b>
<b>PLAYERS :</b>
<b>Dechapol - Supachok</b>
<b>EVENT : ALL EVENTS</b>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
GENERAL APPROACH AND STYLE
5-Card Majors / Short C 2+ / Unbalance D
1NT = (14)15-17 Possible 5M, 6/7m, 5422
2♣ = 20+ Strong Any GF or Strong NT 23+
2♦ = 4-10 6+Major
2♥/♠ = 5Major+4+minor
2NT = 21-22 Possible 5M, 6/7m, 5422
3NT = Solid minor No side A,K
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♣	12-20 HCP 2+C May have 5D if Balance	1♦/1♥ = TRF ♥/♠, 1♠ = 6+ No Major, 1NT = 11-12, 2NT = 13-15, 3NT = 16-18, 2♣ = GF ♣, 2♦ GF ♦, 2♥ = 5♥4♣ 6-9 2♠ = 2 Minors 6-9, 3♣ = 6-9 No M, 3♦/3♥/3♠ = Weak 7+Cards, 4♠/5♠ = To Play		
1♦		3	3♣	12-20 HCP 4+D Unbal	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♣	12-20 HCP 5+♥ May Have 4 Cards in 3rd/4th Seat	1♠ = 4+Cards, 1NT = 1RF, 2♣ = GF, 2♦=♥3+ 3-7 or GF♦, 2♥=♥3+ 8-10, 2♠ = 4+♥ INV+ Short ♠, 2NT = Jacoby GF 13+, 3♠ = 4+♥ INV 10-11, 3♦ = 4+♥ INV Have Short 6-9, 3♥ = Weak Raise, 3♠/4♠/4♦ = GF with Void 3NT=5-card raise GF 11+, 4NT = RKC	1♥-2NT : 3♣=Min, 3♦=Max Short minor, 3♥=Min 6+H, 3♠=Max Short S, 3NT=18-20, 4♠/♦=5+ Cards ♠/♥(14+)	2♣/2♦ Dury
1♠		5	3♣	12-20 HCP 5+♠ May Have 4 Cards in 3rd/4th Seat	1NT = 1RF, 2♣=GF, 2♦=♥5 8+ ,2♥= ♠3+ 3-7 or GF♦, 2♠ =♠3+ 8-10, 2NT = Jacoby GF 14+, 3♠ = 4+♠ INV 10-11, 3♦ = 4+♠ INV Have Short m 6-9 3♥ = 4+♠ INV Short 6-9 ♥, 3♣ = Weak Raise, 4♠/4♦/4♥ = GF with Void, 4NT = RKC	1♠-2NT : 3♣=Min, 3♦=Max Short minor, 3♥=Max Short S, 3♠=Min 6+S, 3NT=18-19, 4♠/♦/♥=5+ Cards ♠/♥(14+)	2♣/2♦ Dury
1NT				15-17 BAL or Semi-BAL Possible 5422, 6/7m	2♣ = Ask 5M, 2♦/♥/♠/NT = 4 Ways TRF, 4♠ = ASK Aces (04123), 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		21+ Any or 23+NT or 18+ 4lrs	2♦ Waiting Bid, 2X 8+ 5+Suit, 2NT 8+ 2minors, Jump Bid 6+ good Suit		
2♦	X	0		4-9 6+Major	2♥ P/c, 2♠ Invite if ♥, 2NT Asking Bid, 3♦ Invite 4Major, 4♣ Bid your Major 4♠ Asking for TRF, 4♥/♠ Toplay	2♦-2NT : 3♣ max, 3♦ min ♥, 3♥ min ♠ 2♦-2NT-3♣-3♦ R: 3♥ =♠, 3♠ = ♥	
2♥		5		4-9 5+♥+4+minor	2NT Asking Bid, 3♠ P/c 2♠, 3♦ 1RF 4♠ Asking Keycards	2♥-2NT: 3♣ min ♠, 3♦ min ♦, 3♥ max ♠ 3♠ max ♦	
2♠		5		Same as 2♥	2NT Asking Bid, 3♠ P/c 3♦, 3♥ 1RF 4♠ Asking Keycards	2♠-2NT: 3♣ min ♠, 3♦ min ♦, 3♥ max ♠ 3♠ max ♦	
2NT				21-22 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 (04123), 4♦/♥ = ♥/♠, 4♠ = 5+/5+ ♠/♦		
3♠/♦/♥/♠		6		Pre-emptive			
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			
							<b>High Level Bidding</b>
							Intervention After RKC (0314) or Aces Asking : DOPI REPO
							Cue bid showing first or second-round controls
							kickback