


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 WBFC Convention Card	
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			Category: Precision (BLUE)	
Level 1 = 8+ HCP, 5+ cards suit but canbe 4 (Good suit or Balancing)		Lead	in Partner's Suit		Event: Thailand National Youth Selection	
Level 2 = 10+ HCP, 5+ cards suit	Suit	3rd/5th	3rd/5th		Players: Pimwaree <u>KONG-NGERN</u>	
Level 3 = 12+ HCP, 5+ cards suit	NT	3rd/5th	3rd/5th		Palagorn <u>PHANSAMDAENG</u>	
	Subseq	Lo-Hi=even	Lo-Hi=even		SYSTEM SUMMARY	
	Other:	Top from no honor, second top from no honor with T or 9			GENERAL APPROACH AND STYLE	
INT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			1♠=16+unbal or 17+any , 1♦=2+ cards 10-16 hcp, 1M=5+ cards 10-16 hcp	
2nd seat, 8-15 HCP, 5+ cards m and 4 cards M	Lead	Vs.Suit	Vs. NT		INT=Vul 14-16 hcp/ non-Vul 11-13 hcp allow 5M and shapes 5422, 6322	
4th seat 1NT 11-14 HCP over 1m or 11-16 HCP over 1M , 2NT 18-20 HCP	Ace	CT, AKx(+), Ax(+)	CT, AKx(+), Ax(+)		2♣=6+♣ or 5♣4M 10-16 hcp, 2♦ = (43)15,4414 or 4405 10-16 hcp, 2♥=44+Majors 6-10 hcp	
	King	ATT, AKx(+),AK, KQ, KQx(+), Kx	ATT, AKx(+),AK, KQ, KQx(+), Kx		2♠ = 5+♠ and 5+ minor suit 6-10 hcp, 2NT = 5+♠ 5+♦ 6-10 hcp	
	Queen	QJ, QJx(+), Qx	QJ, QJx(+), Qx			
	Jack	JTx(+), Jx	JT, JTx(+), Jx			
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	AJT(+),KJT(+),T9x(+),HT9(+)	AJT(+),KJT(+),T9(+),HT9(+)	INT Openings: Vul 14-16 hcp/ non-Vul 11-13 hcp allow 5M and shapes 5422, 6322	
6+ cards Suit, 5-11 HCP	9	98x,T9	98x, 98		2 OVER 1M Responses: GF exc.rebid suit	
GHESTEM (Supplement 1)	Hi-x	Sxx,Sxxx,xSxx,xSxxx,HxSx	Sx,Sxx,Sxxx,xSxx,xSxxx,HxSx		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
4NT after M suit opening = 5+ - 4+ mm	Lo-x	xS,HxS,HxxxS	HxS,HxxxS		1♠=16+unbal or 17+any	
1m-(2♥) = 5+♣4+♥	SIGNALS IN ORDER OF PRIORITY			2♣=6+♣ or 5♣4M 10-16 hcp, 2♦ = (43)15,4414 or 4405 10-16 hcp, 2♥=44+Majors 6-10 hcp		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding	2♠ = 5+♠ and 5+ minor suit 6-10 hcp, 2NT = 5+♠ 5+♦ 6-10 hcp
1♣-2♣ = NAT	Suit:1st	ATT, LO-ENC	CT	Circle, S/P	INT=non-Vul 11-13 hcp	
Otherwise GHESTEM (Supplement 1)	2nd	CT, LO-HI = E	SP	None		
	3rd	SP	None	None		
	NT: 1st	ATT	CT	Circle, S/P		
	2nd	CT	SP	None		
	3rd	SP	None	None		
VS. NT (vs. Strong/Weak; Reopening;PH)		DOUBLETS				
Against WK NT NAT , Against STR NT DBL = Equivalent		TAKEOUT DOUBLETS(Style;Responses;Reopening)				
Against STR 2♣ = MM, 8+ HCP	Signals (including Trumps):		Reverse smith			
Against STR 2♦ = 6+ M, 8+ HCP						
Against STR 2♥ = 5+ - 4+ ♥ and m, 8+						
Against STR 2♠ = 5+ - 4+ S and m, 8+						
Against STR 2NT = 5+ - 4+ mm, 8+						
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		Cheapest level of that suit = NAT				
DBL = T/O Lebensohl (Supplement 2)						SPECIAL FORCING PASS SEQUENCES
O/C = 12+ HCP, 5+ cards suit	1NT = 8-11 2NT = 12-13 3NT = 14+				1N-(X)-P = Forcing XX	
VS. ARTIFICIAL STRONG CLUB OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
x=5+♣,1R=trf 5+,1♠=4+♠5+m,1NT=4+♥5+m	Nagative Double THRU 4H					IMPORTANT NOTES
2♣=6+♦ or 5+4+♥♠, 2♦=6+♥ or 5+4+♣♠	Supportive Double					3rd hand opening may be very light, 5+ - 4+ hand opening may be very light
2♥= 6+♠ or 5+4+♦♠, 2♠= 5+4+♠♠, 2N= 5+4+♥m	1♣-x-xx=6-7 HCP					2-Level Free Bid = NF, Other Level = F1
	1♦-x-xx=4+cards ♥					In non-vul board vs vul, we can opening,overcall or preempt with cheaper hand
	1♥-x-xx=4+cards ♠					Psychics: Sometimes
OVER OPPONENTS' TAKE OUT DOUBLE		1♠-x-xx=Balance				
Level 1, 1♦=4+cards ♥, 1♥=4+cards S, 1♠=Bal, 1NT=5+ cards ♣	1NT-x-xx= ♦ with ♠ or ♣					
	1NT-x-P-P-xx=forced					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		0	4♥	16+ HCP Unbal or 17+HCP any	1♠=0-7HCP, 1♥=8-11 HCP, 1♣ = 8+ HCP 5+ cards, 1NT = 12+ HCP 5+♥ 2♣ = 12+ HCP 5+♦, 2♦= 12+HCP 5+♣. 2♥=14+ HCP Bal, 2♠=4441 12+HCP 2NT = 12-13 HCP Bal, 3X=7X 3-7 HCP	1♣-1♦ -1N-Lakebeach response 1♣-1♥-1N-Nat 1NT response 1♣-1♦ -2N-Nat 2NT response	If responder is Passed hand 1♥-2♦ are 5+ cards 8-11 HCP Transfer after interference
1♦		2	4♥	10-16 HCP May have longer club and 5M	1♥/1♠ = (3)4+ cards, 1NT = 8-11 HCP Bal 2♣ = 10+ HCP 5+cards, 2♦ = 10+ HCP 5+cards, 2NT = 11-12 HCP Bal 2♥=5♣4♥ NF, 2♠ = 5♣4♥ INV, 3♣ = PRE both minors, 3♦=PRE ♦	1♦-1M-1N-2♣=Forcing to 2♦ 1♦-1M-1N-2♦=FG 1♦-1♥-1♣-2♠=FG	Transfer after interference
1♥		5	4♦	10-16 HCP	1♠ = 5+ HCP, 4+ cards F1, 1NT = Semi Force 2♣ = FG (Supplement 5), 2♦ = 5+♦ FG+, 2♥ = SUPP 2-3 cover 2♠ = 6+♣ WK, 2NT = 4+ cards ♥ FG, 3♣ = 10-11 HCP 3+♥ SUPP Bal 3♦ = 6-9 HCP 4+ cards SUPP UBAL, 3/4♥ = 0-5 HCP 4+ cards SUPP 3♠ = Some SGL, 3NT/4♣/4♦ = Void ♠/♣/♦ 10-12 HCP	1M-2M-3X=short INV 1M-2M-2M+1=ask for help suit 1M-2NT-3♣=min, others extra	2♣ = Dury 4+card SUPP 8-11 HCP 2♦ = Dury 3card SUPP 8-11 HCP Rubensoh after 2X overcall (Supplement3)
1♣		5	4♦	10-16 HCP	Related to 1♥ Exc. ; 3♥ = INV 6cards ; 2♥=5+♥ GF		Same as 1♥
1NT		2		non-Vul 11-13 BAL or Vul 14-16 BAL	Lakebeach Response (Supplement 4)		
2♣	/	5	4♥	10-16 HCP 6+♣ or 5♣4M	2♦=INV+,2M=5cards NF,2NT=Forcing to 3♣,3♠-3♥=Trf 6+cards INV		
2♦	/	0	4♦	10-16 HCP 4315 or 3415 or 4414 or 4405	P/2♥/2♠/3♣/4♥/4♠/5♣ =To play 2NT = Ask, 3♥/3♠/4♣=INV	2♦-2♥-2♠= Shape 4=3=1=5 After 2NT 3♣=4♥,3♦=4315,3M=4414 3NT=4405max	
2♥	/	4	4♦	4+ ♥ and 4+ ♣ 6-10 HCP.	2NT=Ask, Others= To play	After 2NT 3♥=34 min,3♥=4414 3M=3♥max,3NT=4♥max,4X=35	
2♠	/	5	4♥	5+ ♣ and (4+♠or♦ suit) 6-10 HCP.	2NT = Ask, 3♣ = P/C, 3♦ = NAT NF, 3♥= NAT NF 3♠/4♣=PRE, 3NT/4♠=To play		
2NT				5+♣ and 5+♦ 6-10 HCP.	3m = To play, 3♥ = FG 3♠ = INV, 3NT = To play		
3♣/3♦		6		PRE	3X-4X=SUPP WK, 3♣-4♦=RKCB, 3♦-4♠=RKCB		
3♥/3♠		6		PRE	3X-4X=SUPP WK, 4♣=RKCB		
3NT	/			One solid m suit or semi solid m suit	4♣ = P/C,4♦ = F1		High Level Bidding
4♣/4♦		6		6♥/6♠ Respectively 10-16 HCP			4NT Asking Ace trump contract BWRKC; 0/3, 1/4, 2/5 w/o Q, 2/5 w/ Q, ♥/♠ Trump after 3M Next step Even number key cards
4♥/4♠		6		PRE			♣/♦ Trump ater 4m Next step Even number key cards
							Cue style: first or second round controls up the line

Note #	Description
Supplement 1	GHESTEM overall 1♣ - 2♦ = 5+♥ 5+♠ 8+hcp 1♣ - 2NT = 5+♥ 5+♦ 8+hcp 1♣ - 3♣ = 5+♠ 5+♦ 8+hcp 1♦ - 2♦ = 5+♠ 5+♣ 8+hcp 1♦ - 2NT = 5+♥ 5+♣ 8+hcp 1♦ - 3♣ = 5+♠ 5+♥ 8+hcp 1♥ - 2♥ = 5+♠ 5+♣ 8+hcp 1♥ - 2NT = 5+♠ 5+♦ 8+hcp 1♥ - 3♣ = 5+♠ 5+♦ 8+hcp 1♠ - 2♠ = 5+♥ 5+♣ 8+hcp 1♠ - 2NT = 5+♠ 5+♦ 8+hcp 1♠ - 3♣ = 5+♥ 5+♦ 8+hcp
Supplement 2	Lebensohl after takeout preemptive 2X 2Y=weak 2N=weak lower X or GF 3m=8-11hcp 4+cards 3X=GF asking stop 3N=To play
Supplement 3	Rubensohl after 1M-(2X) or 1N-(2X) Dbl=point 2Y=NF 2N and above= transfer5+ inv+ transfer to X=3cards supp inv+ transfer to M=4cards supp inv+

Note #	Description
Supplement 4	Lakebeach response after 1N 2C=Force 2D weak D or inv+4M 2C-2D-2H=Force 2S at least 4S 2C-2D-2S=at least 4-4M inv 2C-2D-2N=4H inv, above 4H GF 2C-2D-2H-2S same as above but 4S 2D=Transfer 5H 2D-2H-2S=5H inv, above GF 2H=Transfer 5S inv+ 2S= Ask range or C weak or GF 2S-2N=min/3C=max-3D=control ask 2N=Ask 5cards M 2N-3C=no5M/3M=5M 2N-3C-3D=(31)(54) 3C=Transfer 6D 3D=6m short om 3M=55m short M GF
Supplement 5	1M-2C reresponse 2D=min no4oM 2H=4oM 2S=4D max 2N=Single suit max 3X=Club max 54/64/55spl low/55spl hi 2D-2H=asking same as above but min 2H-2S=asking with no supp oM 2H-2N=asking with supp oM

Supplement 6

12.1 1♣-(X)

- Pass : 0 – 5 hcp
- XX : 6 – 7 hcp
- 1NT : Balance or 4441 8+ hcp
- Non-jump : 5+cards 8+ hcp
- Jump : 6 – 7 hcp 6 cards
- Double-jump : 6 – 7 hcp 7 cards

12.2 1♣-(1♦)

- Pass : 0 – 5 weak or trap pass
- X : 6+ balance 3 + ♦ if GF may be 2
- 1♥ : 5 + ♥ 6+hcp
- 1♠ : 5 + ♠ 6+hcp
- 1NT : 5 + ♣ 6+hcp
- 2♣ : 4♠ 6+hcp
- 2♦ : 4♥ 6+hcp
- 2M : 6M 4 – 7hcp
- 2NT-3♥ : Transfer weak 7 cards or Solid 8 –
- 3♠ : Running suit No stopper
- 3NT : Running suit + stopper

12.3 1♣-(1♥)

- Pass : 0 – 5 weak or trap pass
- X : 6+ balance 3 + ♥ if GF may be 2
- 1♠ : 5 + ♠ 6+hcp
- 1NT : 5 + ♣ 6+hcp
- 2♣ : 5 + ♦ 6+hcp
- 2♦ : 4♠ 6 – 7 hcp 0 – 1♥
- 2♥ : 4♠ 8+ hcp 0 – 2♥
- 2♠ : 6♠ 4 – 7
- 2NT-3♥ : Transfer weak 7 cards or Solid 8 – 11
- 3♠ : Running suit No stopper
- 3NT : Running suit + stopper

12.4 1♣-(1♠)

- Pass : 0 – 5 weak or trap pass
- X : 6+ balance 3 + ♠ if GF may be 2
- 1NT : 5 + ♣ 6+hcp
- 2♣ : 5 + ♦ 6+hcp
- 2♦ : 5 + ♥ 6+hcp
- 2♥ : 4♥ 6 – 7 hcp 0 – 2♠
- 2♠ : 4♥ 8+ hcp 0 – 1♠
- 2NT-3♥ : Transfer weak 7 cards or Solid 8 – 11
- 3♠ : Running suit No stopper
- 3NT : Running suit + stopper

13.1 1♦-(X)

- XX : ♥
- 1♥ : ♠
- 1♠ : NT
- 1N : ♣ F1
- 2♣ : ♣ NF
- 2♦ : ♦ NF
- 2M : as without X
- 2NT : ♦ inv+
- 3m : as without X
- 3M : Preemptive

13.2 1♦-(1♥)

- X : 4♠ or GF balance
- 1♠ : 5 + ♠ NF
- 1NT : ♣
- 2♣ : ♦
- 2♦ : 5 + ♠ GF
- 2♥ : 6♠ inv+
- 2♠ : 6 + ♠ Weak

13.3 1♦-(1♠)

- X : 4♥ or GF balance
- 1NT : ♣
- 2♣ : ♦
- 2♦ : 6♥ 7+ hcp
- 2♥ : 5♥ NF
- 2♠ : 5♥ GF

13.4 1♦-(1NT)

- X : Penalty
- 2♣ : MM or ♦
- 2R : Trf
- 2♠ : Nat
- 2NT : mm
- 3♣ : Nat

13.5 1♦-(2♣)

- 2♦ : ♥
- 2♥ : ♠
- 2♠ : ♦
- 2NT : Nat
- 3♣ : MM
- 3♦ : Preemptive
- 3M : GF

X then M is NF