

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			<div>WBFC Convention Card</div> <div><div><div></div><div></div><div></div></div><div><div></div><div></div><div></div></div></div>
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			
General Style 1Level = 7 - 15 HCP, 2Level = 10+ HCP		Lead	in Partner's Suit	
Jump = WK	Suit	1st, 3rd, 5th	Same	
	NT	2nd, 4th	Same	Category: Green
RESP: Jump = PRE, New suit = F, CUE = F	Subseq			Country: THAILAND
	Other:			Event: 19th World Youth Team
				Players: Thailand U21 Open Team
				Rukson <u>KONGSATTRA</u> - Phonlakrit <u>JINDAKUL</u>
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
15 - 17 HCP, BAL with stopper	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
RESP: Same as 1NT Opening	Ace	AKx(+), AKQ(+), A(+), Ax	Same	Natural, 5 cards Majors
	King	AK, KQ(+), Kx, KQ	Same	1♦ Opening = 4+ cards ♦
	Queen	QJ, QJx(+), Qx	Same	1♣ Opening = 2+ cards ♣ Can be 4 cards ♦ if (41)44
	Jack	J10, J10x(+), AQJx(+), Jx	J10(+), Jx(+)	1NT Response 1M = F1
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	AJ10(+), KJ10(+), 10x, 109(+)	HJ10(+), H10(+)	
Jump = WK	9	AQ9(+), HJ9(+), H109(+), 9x, 98x(+)	109(+)	1NT Openings: 15 - 17 HCP BAL, may be 5 cards (5332), (5422)
RESP: New suit = F	Hi-x	Sx, Sxx, HxSx, HxSxx	xSx, HSxx	2 OVER 1 Responses: Game forcing
CUE = Top + Lower unbid suit	Lo-x	HxS, HxSx, HxSxx, HxxxxS	xSx, xS, HxxS	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2NT = 2 Lower unbid suits	SIGNALS IN ORDER OF PRIORITY			2♣ Opening = 23+ HCP, or 21+ HCP UNBAL, or 18+ HCP at most 4 losers
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding
CUE = Top + Lower unbid suit, WK or 16+ HCP	Suit:1st	ATT, Lo=ENC	None	ATT, Odd=ENC, EVEN=S/P
2NT = 2 Lower unbid suits, WK or 16+ HCP	2nd	S/P, Lo=Lower suit	None	None
RESP: 2NT = Ask 2nd suit, Next unbid suit = P/C	3rd	None	None	None
	NT: 1st	ATT, Lo=ENC	None	ATT, Odd=ENC, EVEN=S/P
VS. NT(vs. Strong/WK; Reopening;PH)	2nd	S/P, Lo=Lower suit	None	None
2nd Hand:	3rd	None	None	None
DBL = PEN, 2♣ = MM, 2♦ = 1 suit M	Signals (including Trumps):			
2M = Mm, 2NT = mm	Lo=ENC in Partner's Lead			
3rd or 4th Hand:				
X = 1 suit, 2♣ = ♣ and Any, 2♦ = ♦ and M	DOUBLES			
2♥ = MM, 2♠ = ♠ weaker than DBL	TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS( Doubles; CUE-bids; Jumps; NT bids)	CUE = F, Game Invitation			
Take out doubles thru 4♣	1Level = 0-7 HCP, 4+ cards (Can be 3 cards)			
NT = 15 - 17 HCP, with stopper	2Level = 8 - 11 HCP, 4+ cards			
	1NT = 8-11 HCP with stopper			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			None
(1♣♦) - DBL = Suit, (1♣♦) - 1M = Suit	Negative Double THRU 4♦			
(1♣♦) - 1NT = mm, 2♣ = MM				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
(1♣♦) - 2♦ = 1 suit M				4 cards ♦ opening 1♦ except (41)44 opening 1♣
(1♣♦) - 2M = Mm				3rd, 4th hand opening may be light
OVER OPPONENTS' TAKE OUT DOUBLE				
New suit F at level 1 and 3, non F at level 2				Psychics
RDBL = 10+ HCP, F1				Rare

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	4♦	Case 1: 11 - 20 HCP, 2+ cards ♣ Case 2: 11 - 20 HCP, (41)44	1Level = 6+ HCP, 4+ cards (may be 3 cards), F1 1NT = 6 - 10 HCP, No 4 cards Major, NF 2♣ = Inverted Minor 2NT = 10 - 12 HCP, No 4 cards Major, NF 3♣ = SUPP 5+ cards, PRE 4♣ = Setup trump ♣, RKCB	New minor F1 4th suit F1 1♣ - 1X - 1NT/2♣ = 12 - 15 HCP 1♣ - 1X - 3♣ = 16 - 20 HCP, F1 1♣ - 1X - 2NT = 18 - 20 HCP, BAL	Same as opening
1♦		4	4♦	11 - 20 HCP, 4+ cards ♦	Same as 1♣ opening	Same as 1♣ opening, 1♦-1X-2♣ = (xx)(5+4+)	Same as opening
1♥		5	4♦	11 - 20 HCP, 5+ cards ♥	1♣ = 6+ HCP, 4+ cards ♣, F1 1NT = F1 2♣ = 3+ cards ♣, Game forcing 2♦ = 5+ cards ♦, Game forcing 2♥ = 6 - 9 HCP, SUPP Jacoby 2NT (Note 3), Bergen Raises (Note 4)	New suit F1 4th suit F1 After show SUPP: Next step = Asking (Note 2) Gazzili	1♥ - 2NT = 10 - 11 HCP, no SUPP 2/1 by PH NF
1♠		5	4♦	11 - 20 HCP, 5+ cards ♠	Same as 1♥ opening	Same as 1♥ opening	Same as 1♥ opening
1NT			4♦	15 - 17 HCP, BAL, may be 5 cards (5332), (5422)	PUP (Note 5) 2♦/♥NT = TRF (Note 5) 2♣ = Ask MIN-MAX 3♣♦ = 4 - 7 HCP, long suit, INV 3♥♠ = 8+ HCP, (xx)55, short in suit 4♣ = BW, 4NT = QUANT	Over Stayman: Rebids are M INV Over 2♦/♥TRF: Rebids 2nd suit are GF After 1NT-2♣ 2NT=MIN, 3X=MAX with 4+ cards After 1NT-2♣ 2♦ 3♣ = Ask m (Note 6)	Same as opening
2♣	✓	0	4♦	Case 1: 21+ HCP, UNBAL Case 2: 23+ HCP, Any distribution Case 3: 18+ HCP, at most 4 losers	2♦ = 0-1 CTR 2♥ = 1-2 CTR 2♠ = 2 CTR 2NT = 3+ CTR Level3 = 1 - 2 CTR, 6+ cards in suit with H	NAT After 2♣ 2X-2NT: RESP same as 2NT Opening	Same as opening
2♦	✓	0	4♦	6 - 11 HCP, WK 1 suit M	2/3/4♥ = P/C 2♣ = SUPP♥INV, 2NT = INV New suit = F1	After 2NT: 3♣♥ = ♥ MAX/MIN, 3♦♠ = ♠ MAX/MIN	Same as opening
2♥		5	4♦	6 - 11 HCP, WK ♥ 5+ cards and m 4+ cards	3/5♣ = P/C 2NT = INV New suit = F1	After 2NT: 3♣♥ = ♣ MIN/MAX, 3♦♠ = ♦ MIN/MAX	Same as opening
2♠		5	4♦	6 - 11 HCP, WK ♠ 5+ cards and m 4+ cards	Same as 2♥ opening	Same as 2♥ opening	Same as opening
2NT				21 - 22 HCP, BAL, may be 5 cards (5332), (5422)	PUP (Note 5) 3♦♥ = TRF 3NT = S/O 4♣ = BW, 4NT = QUANT	(Note 5)	Same as opening
3Level		6	4♦	PRE	New suit = F1	NAT	New suit = NF
3NT			4♦	Gambling solid m	4/5♣ = P/C	High Level Bidding	
4♣	✓	0		Namyats, ♥ 8+ cards, STR	4♦ = RKC, 4♥ = S/O	CUE BID = 1st or 2nd round control.	
4♦	✓	0		Namyats, ♠ 8+ cards, STR	4♥ = RKC, 4♠ = S/O	Blackwood (0 or 4, 1, 2, 3)	
4♥		7		Namyats, ♥ 7+ cards, Weaker than 4♣	4NT = RKC	RKCB (0 or 3, 1 or 4, 2 w/oQ, 2w/Q)	
4♠		7		Namyats, ♠ 7+ cards, Weaker than 4♦	4NT = RKC	DOPI (DBL = Step 1, Pass = Step 2, Bid = Step 3 or Step 4)	
						ROPI (RDBL = Step 1, Pass = Step 2, Bid = Step 3 or Step 4)	

# WBF Supplementary Sheet



Note #	Description
1	Lebensohl
	2NT F to 3♣ RESP may now pass or make a minimum bid in a suit, NF.
	2Level new suit bids are not encouraging.
	3Level new suit bids are forcing.
2	Ask quality after show support major suit
	Step 1 = MAX with short.
	Step 2 = MIN with short.
	Step 3 = MAX without short.
	Step 4 = MIN without short.
3	Jacoby 2NT
	1M - 2NT = SUPP 4+ cards, 12+ HCP
	After 2NT:
	3♣ = Show short ♣. Bidding 4♣ next show void.
	3♦ = Show short ♦. Bidding 4♦ next show void.
	3♥ = If ♥ are trumps show 18-20 HCP.
	3♥ = If ♠ are trumps show short ♥. Bidding 4♥ next show void.
	3♠ = If ♠ are trumps show 18-20 HCP.
	3♠ = If ♥ are trumps show short ♠. Bidding 4♠ next show void.
	4♣/♦ = Show 5 cards in suit.
	4♥ = If ♥ are trumps show 12 - 14 HCP.
	4♥ = If ♠ are trumps show 5 cards ♥.
	4♠ = If ♠ are trumps show 12 - 14 HCP.
4	Bergen Raises (Response 1M opening)
	3♣ = Show 9 - 11 HCP, SUPP 4+ cards.
	3♦ = Show 6 - 8 HCP, SUPP 4+ cards.
	3♥ = If ♥ are trumps show 0-5 HCP, SUPP 4+ cards. If ♠ are trump show 12+ HCP, SUPP 4+ cards, short ♥.
	3♠ = If ♠ are trumps show 0-5 HCP, SUPP 4+ cards. If ♥ are trump show 12+ HCP, SUPP 4+ cards, short ♠.
	4♣/♦ = Show 12+ HCP, SUPP 4+ cards, short in suit.

# WBF Supplementary Sheet



5	Responses to 1NT and 2NT Opening	
	After 1NT - 2♣:	
	2♦ = Show 4 cards M.	
	2♥/♠ = Show 5 cards in suit.	
	2NT/3NT = No 4 cards M	
	After 1NT - 2♣ - 2♦:	
	2♥ = Show 4+ cards ♠	
	2♠ = Show 4+ cards ♥	
	2NT = INV.	
	3♣ = Ask m (Note 6)	
	3♥ = Show 55(xx), INV	
	3♠ = Show 55(xx), S/T	
	3NT = S/O	
	After 1NT - 2♦/♥(TRF):	
	2NT = MAX, SUPP 3 cards.	
	3♥/♠ = MAX, SUPP 4+ cards.	
	After 1NT - 2NT(F to 3♣ - 3♣)	
	3♦ = S/O.	
	3♥ = ♣, S/T.	
	3♠ = ♦, S/T.	
	After TRF M, bid new M suit are GF show (54+).	
6	Ask Minor after Puppet Stayman	
	After 1NT - 2♣ - 2♦ - 3♣	
	3♦ = Show 4 cards ♦	
	3♥ = Show 4 cards ♥, no 4 cards m, 3433 or 44(32).	
	3♠ = Show 4 cards ♠, 4333.	
	3NT = Show 4 cards ♣	