



DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card	 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
General Style 1 Level = 8-17 HCP, 2 Level = 10-17 HCP		Lead	in Partner's Suit		Category : Green Country: THAILAND Event: 19th World Youth Team Players: Thailand U16 Open Team (All Player)	
Jump = Weak	Suit	4 <sup>th</sup> , MUD	Same			
Response: Jump = Pre, New suit = FI, Cue = FI	NT	4 <sup>th</sup> , TOP	Same			
	Subseq					
	Other:					
INT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
15 - 17 HCP, BAL, with stopper	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
Response same as INT opening	Ace	AKJ10(+),AKx(+),Ax(+)	Same		Natural, 5 cards Majors	
	King	AK,KQ(J/10)x(+)	Same		1♦ Opening = 4 cards+ ♦	
	Queen	QJ, QJx(+)	Same		1♣ Opening = 2 cards+ ♣	
	Jack	J10,J10(+),KJ10x(+)	Same		INT Response = non forcing	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	109,10x(+),K109x(+)	Same			
Jump = 6 - 11 HCP, 6+ cards	9	9x,H98x(+),109x	Same			
2NT = Unusual 2NT 5+/5+ (6-11 HCP or 16+ HCP)	Hi-x	Sx,Sxxx,xSxx	Same			
	Lo-x	xSx,xxxS,xxxxS	Same		INT Openings: 15 - 17 HCP, Balance	
					2 OVER 1 Responses: Forcing 1 Round	
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Michael Cuebid 5+/5+ (6-11 HCP or 16+ HCP)		Partner's Lead	Declarer's Lead	Discarding	2♣ Opening = 22+ HCP or 18+ HCP, 4- loser	
2NT = Unusual 2NT 5+/5+ (6-11 HCP or 16+ HCP)	Suit: 1st	ATT; Hi = ENCR	None	ATT; Hi = ENCR	2♦ Opening = Weak 1 suit Major 6+ (6-11 HCP)	
	2nd	CT; Hi-Lo = E	None	None	2♥ Opening = Weak 2 suits ♥ + Another 5+/5+ (6-11 HCP)	
	3rd	S/P	None	None	2♠ Opening = Weak 2 suits ♠ + Minor 5+/5+ (6-11 HCP)	
VS. NT(vs. Strong/Weak; Reopening;PH)	NT: 1st	ATT	None	Lavinthal	2NT Opening = 20-21 HCP Balance, may be 5 cards Major (5332)	
Multi-Landy	2nd	CT	None	None	3NT Opening = Gambling, Solid Minor	
X = Same HCP	3rd	S/P	None	None	Lebensohl after 2-level over call of INT (NOTE 1)	
2♣ = 2 Majors (5+/5+) (8-14 HCP)	Signals (including Trumps):					
2♦ = 1 Major (6+) (8-14 HCP)	None					
2♥ = ♥ + minor (5+/5+) (8-14 HCP)						
2♠ = ♠ + minor (5+/5+) (8-14 HCP)						
2NT = 2 minor (5+/5+) (8-14 HCP)	DOUBLES					
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES(Style;Responses;Reopening)			SPECIAL FORCING PASS SEQUENCES	
Take out doubles thru 4♠	Cue = Forcing, Game Invitation			None		
NT = 15 - 17 HCP, with stopper	1 Level = 0 - 7 HCP, 3+ cards					
	2 Level = 8 - 11 HCP, 4+ cards					
	INT = 8 - 11 HCP with stopper					
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Same Normal Overcall	Negative Double THRUE 4♦			3rd, 4th hand opening may be light		
OVER OPPONENTS' TAKE OUT DOUBLE					Psychics:	
New suit: forcing at level 1 or level 3, non forcing at level 2				Rare		
RDBL = 10+ HCP						

Opening	Tick if Artificial	Min. No. Cards	Neg. Dbl. Thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	Passed Hand & Competitive Bidding
1♣	/	2	4♦	12 - 21 HCP, 2+ cards ♣	1 Level = 6+ HCP, 4+ cards (may be 3 cards if 12+ HCP), F1 1NT = 6-9 HCP, No 4 cards Major, NF 2♣ = 6-9 HCP, supp 5+ cards, NF 2NT = 10-11 HCP, No 4 cards Major, BAL, NF 3♣ = 10-11 HCP, supp 5+ cards, NF 4♣ = Setup trump ♣, RKC	New suit F1 4th suit GF 1♣ - 1X - 1NT/2♣ = 12-14 HCP 1♣ - 1X - 3♣ = 15-21 HCP, F1 1♣ - 1X - 2NT = 18-19 HCP, BAL	Same as opening
1♦		4	4♦	12 - 21 HCP, 4+ cards ♦	Same as 1♣ opening	Same as 1♣ opening, 1♦-1X-2♣ = 5+/4+ or 4+/5+	Same as opening
1♥		5	4♦	12 - 21 HCP, 5+ cards ♥	1♠ = 6+ HCP, 4+ cards ♠ 1NT = 6-9 HCP, No 4 cards ♠ 2♣ = 10+ HCP, F1 2♦ = 10+ HCP, 5+ cards ♦, F1 2♥ = 6-9 HCP, supp 3 cards 2NT = Jacoby (Note 3), 3C/3D Bergen Raises (Note 4)	New suit F1 4th suit GF Ask Quality (Note 2) Ask Help Suit (Note 2)	Same as opening except Jacoby 2NT 1♥ - 2NT = 10 - 11 HCP, BAL. no supp.
1♠		5	4♦	12 - 21 HCP, 5+ cards ♠	Same as 1♥ opening	Same as 1♥ opening	Same as 1♥ opening
1NT			4♦	15 - 17 HCP, Balance	2♣ = Stayman (Note 5) 2♦/2♥/2♠/2NT = Transfers (Note 5) 4♣ = Setup trump ♣, RKC	Over 2♦/2♥ transfers: rebid 2nd suit is GF	Same as opening
2♣	/	0	4♦	Case 1: 22+ Any distribution Case 2: 18+ HCP, 4-loser	2♦ = Negative or Relay 2♥ = 5+cards ♥ and at least 1A+1K 2♠ = 5+ cards ♠ and at least 1A+1K 2NT = Balance and at least 1A+1K 3♣/♦ = 5+ cards ♣/♦ and at least 1A+1K	Natural After 2♣-2X-2NT: response same as 2NT (Stayman)	Same as opening
2♦	/	0	4♦	6 - 11 HCP, weak 1 suit Major 6+	2♥/2♠/3♥/3♠/4♥ = Pass or Correct 2NT = Invitational	After 2♦-2NT : 3♣/♥ = ♥ MAX-MIN, 3♦/3♠ = ♠ MAX-MIN	Same as opening
2♥		5	4♦	6 - 11 HCP, weak ♥ + minor 5+/5+	3♣ / 3♦ = Pass or Correct, New suit F1 2NT = Invitational	After 2♥-2NT: 3♣/♥ = ♣ MIN-MAX, 3♦/3♠ = ♦ MIN-MAX	Same as opening
2♠		5	4♦	6 - 11 HCP, weak ♠ + minor 5+/5+	Same as 2♥ opening	Same as 1♥ opening	Same as opening
2NT			4♦	20 - 21 HCP, BAL, may be 5 cards	Puppet Stayman (Note 6) 3♦/3♥ = Transfers 3NT = To Play 4♣ = Setup trump ♣, RKC	(Note 6)	Same as opening
3 Level		6	4♦	Preemptive	New suit = F1	Natural	New suit = NF
3NT	/		4♦	Gambling Solid Minor	4♣/5♣ = Pass or Correct	High Level Bidding	
						Blackwood (0 or 4, 1, 2, 3)	
						RKC (0 or 3, 1 or 4, 2 w/o Q, 2 w/Q) (4 Aces + King of trump)	
						DOPI (Dbl = Step1, Pass = Step2, Bid=Step3 or Step4)	
						ROPI (Rdbl = Step1, Pass = Step2, Bid=Step3 or Step4)	

## WBF Supplementary Sheet



Note #	Description
1	Lebensohl
	2NT forcing to 3♣. Responder may now pass or make minimum bid in a suit, NF.
	2-level new suit bids are not encouraging.
	3-level new-suit bids are forcing.
2	Ask after show support major suit
	2NT = Ask for Quality.
	Another Suit = Ask for Help Suit.
3	Jacoby 2NT
	1M - 2NT = 12+ HCP, Support 4+ cards
	After 2NT:
	3♣ = Show singleton or void ♣ (Bidding 4♣ next show void)
	3♦ = Show singleton or void ♦ (Bidding 4♦ next show void)
	3♥ = if ♥ are trump show 18-21 HCP
	3♥ = if ♠ are trump show singleton or void ♥ (Bidding 4♥ next show void)
	3♠ = if ♠ are trump show 18-21 HCP
	3♠ = if ♥ are trump show singleton or void ♠ (Bidding 4♠ next show void)
	3NT = 15-17 HCP 5332, 5422, 6322
	4♣ = Show 5 Card ♣
	4♦ = Show 5 Card ♦
	4♥ = if ♥ are trump show 12-14 HCP
	4♥ = if ♠ are trump Show 5 Card ♥
	4♠ = if ♠ are trump show 12-14 HCP
4	Bergen Raises (Response 1M opening)
	3♣ = Show 6 - 9 HCP, support 4+ cards
	3♦ = Show 10 - 11 HCP, support 4+ cards
	3♥ = if ♥ are trump show 0 - 5 HCP, support 4+ cards
	3♥ = if ♠ are trump show 12+ HCP, support 4+ cards, short ♥
	3♠ = if ♠ are trump show 0 - 5 HCP, support 4+ cards
	3♠ = if ♥ are trump show 12+ HCP, support 4+ cards, short ♠
	4♣ = Show 12+ HCP, support 4+ cards, short ♣
	4♦ = Show 12+ HCP, support 4+ cards, short ♦

## WBF Supplementary Sheet



Note #	Description
5	Response to INT Opening
	INT - Response :
	2♣ = Stayman, 8+ HCP
	2♦ = Transfer ♥, Show 5+ cards ♥
	2♥ = Transfer ♠, Show 5+ cards ♠
	2♠ = Transfer ♣, Show 6+ cards ♣
	2NT = Transfer ♦, Show 6+ cards ♦
	After INT - 2♣ = Stayman :
	2♦ = No 4 cards Major
	2♥ = Show 4 cards ♥
	2♠ = Show 4 cards ♠
	After INT - 2♦/2♥ (Transfer) :
	2NT = Show Max with Support 3 cards
	3♥/3♠ = Show Max with Support 4 cards
	After INT - 2♠/2NT (Transfer) :
	2NT/3♣ = Support 3+ Card with 1+ Honnor
	3♣/3♦ = Signoff
6	Response to 2NT Opening
	2NT - Response :
	3♣ = Puppet Staymen, 4+ HCP
	3♦ = Transfer ♥, Show 5+ cards ♥
	3♥ = Transfer ♠, Show 5+ cards ♠
	Subsequent 2NT - 3♣ :
	3♦ = Show 4 cards Major
	3♥ = Show 5 cards ♥
	3♠ = Show 5 cards ♠
	3NT = No 4 Cards Major