

# WBF Convention Card

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			CATEGORY GREEN EVENT AII EVENT  PLAYERS: Uraivan-Jaturong
<b>OVERCALL (Style; Responses; 1/2level; Reopening)</b> 1 level = 7-17 HCP with at least 1 quick trick 2 level = 9-17 HCP with at least 1 quick trick Responder – add 2 HCP to the general response 15+HCP Cue bid or bid Game		<b>OPENING LEADS STYLE</b>			
			<b>Lead</b>	<b>In Partner's Suit</b>	
		<b>Suit</b>	1 <sup>ST</sup> ,3 <sup>rd</sup> ,5 <sup>th</sup>	1 <sup>ST</sup> ,3 <sup>rd</sup> ,5 <sup>th</sup>	<b>GENERAL APPROACH AND STYLE</b>
		<b>NT</b>	1 <sup>ST</sup> ,3 <sup>rd</sup> ,5 <sup>th</sup>	1 <sup>ST</sup> ,3 <sup>rd</sup> ,5 <sup>th</sup>	
		<b>Sub seq</b>			2/1
		<b>Other:</b>	1 <sup>ST</sup> ,3 <sup>rd</sup> ,5 <sup>th</sup>		
<b>1NT OVERCALLS (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> 4 <sup>th</sup> = 15-18 HCP (Transfer) Responder – Cue bid = 10+HCP ask for major		<b>LEADS</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
		<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
		<b>Ace</b>	AKx(+),AQx(+),Ax(+),ATT	AKx,AKJ10x(+),Ax,ATT	
		<b>King</b>	KQx(+),ATT	KQ(+),KJx(+)	
		<b>Queen</b>	QJ(+),ATT	QJ,QJ10(+),AQJ(+)	
		<b>Jack</b>	J10,J10(+),ATT	J10,J10x(+),ATT	
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b> Weak Jump Overcall Rule of 2 and 3 Unusual NT = two minors or 2 unbid suits		<b>10</b>	10x,109,HJ109x	10x,109,HJ109x	
		<b>9</b>	109,H109x	109,H109x	
		<b>Hi-x</b>	xx,xxxx(+)	xx,xxx(+)	
		<b>Lo-x</b>	K/Q/J/10xx(+),xxxx(+)	A/K/Q/J/10xx(+),xxxx(+)	
		<b>SIGNALS IN ORDER OF PRIORITY</b>			
			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b> Direct Cue Bid = Top + another 5 – 4 0-9 OR 15+ (1C cue bid 2C = S + another at least 5-4 ) 1H cue bid 2H = S + minor at least 5-4)		<b>Suit 1st</b>	ATT Hi = Dis	CT Hi Low =even	HI = Dis
		<b>2nd</b>	CT Hi Low =even	ATT Hi = Dis	LOW = Enc
		<b>3rd</b>	SP Hi = High suit	SP Hi = High suit	
		<b>NT 1st<sup>t</sup></b>	ATT Hi = Dis	CT Hi Low =even	HI = Dis
		<b>2nd</b>	CT Hi Low =even		LOW = Enc
		<b>3rd</b>	SP Hi = High suit		
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b> X = 15+ 2C = H + S 2D = Weak 1 Major 2H = H + minor 2S = S + minor 2NT = 2 minors		<b>Signals (including Trumps):</b> Standard Carding			
		HI-LO show 3 trumps ability to ruff			
		<b>DOUBLES</b>			
		<b>TAKEOUT DOUBLES (Style; Response; Reopening)</b>			
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b> Doubles = Optional, NT bid = 15+ with stopper		9-12 HCP with at least 3 cards in another 3 suits (passed hand)			
		12-15 HCP with at least 3 cards in another 3 suits			
		16+HCP any distribution (with stopper & balance hand bid NT)			<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			DOPI, ROPI
					<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b> Redouble 10+ New suit F1					BLACKWOOD RKC 4NT – 5C 0 or 3 Key Card (KC), 5D 1 or 4KC, 5H 2 or 5KC No Q, 5S 2 or 5KC With Q 1NT May have 6 cards Major or 6 cards minor suit
					PSYCHICS: SELDOM

Opening	Tick If Artificial	Min. No. of Card	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C	/	3	5D	12-21 HCP Natural	1D/1H/1S 6+HCP 4+cards suit 1RF 1NT 6-9 HCP No Major - Non Forcing 2C 10+ HCP at least 5 cards 2D/2H/2S 15+ HCP 6+cards suit GF 2NT Bal. 10-12 HCP, 3NT 12-15 HCP	1NT/2C/2 in partner suit = Min 12-15 HCP 2NT = 18 -19 HCP 3C 15-18 HCP 3X same P suit =15-18 HCP Bid Game/3NT/Jump New Suit = 19-21 HCP 4 <sup>th</sup> Suit = Game Force 4N Asking A 5C 0/3 5D 1/4 5H 2 No Q C 5S 2 with QC	Pass = Min. 6-9 G Inv. = 10-12 HCP Game = 13-15 HCP New Suit level 2 NF New S Level 3 Force. Jump same suit=Inv.
1D		3	5C	12-21 HCP Natural	1H/1S 6+HCP 4+cards suit 1NT 6-11 HCP No Major,2D 10+ HCP 4+cards support 2C 12+HCP 4+cards F1 2H/2S/3C 15 HCP 6+cards 2NT Bal. 10-12 HCP, 3NT 12-15 HCP 3D 6-9 HCP,5 cards	Same as 1C Opening Suit shows stopper in suit / 2NT shows stopper	
1H		5	5D	11-21 HCP Natural	1S 6+HCP 4+cards suit F1 1NT 6-11 HCP Semi Forcing 2C/2D 12+HCP 5+cards Game Forcing 2H 6-9 HCP at least 3+cards support 3C,3D Bergen Raise, 2NT Jacoby 2S asking Short 12 HCP+ 3H 10-11 HCP 3+cards H/ 3S,4C,4D void In suit 15+HCP 4H To play 4N Asking A	Same as 1D Opening 2NT = Short S 3C 3D short in suit bid 3H No short 18+ 3NT no Short 15-17 4H min	
1S		5	5D	11-21 HCP Natural	Same as 1H Opening 3H asking short	5C 0/3 5D 1/4 5H 2 No Q C 5S 2 with QC	
1NT				15-17 HCP Bal.	2C Stayman 2D/2H 5 cards Transfer 2S Transfer 3C 2NT Transfer 3D 3C,3D invite to Game 3H,3S singleton in suit bid Game Forcing 3NT To play, 4C/4D RKC in suit, 4NT Quantitative	2D = No M then 2H pass or correct 2S asking Minor	
2C	/	0	5D	22+HCP or Game in hand	2D Negative or Relay 2H/2S/3C/3D at least 5 cards suit 7 HCP+ 2NT 8-10 HCP Balance	2H/2S/3C/3D Forcing for 1 round 2NT 25-27 HCP Balance 3NT 28-30 HCP Balance, Jump suit = Forcing	
2D	/	5	5D	Weak 2 1 Suit Major 6-11 or Strong 2N	2H pass or correct, 2S asking	Answer for 2S, 2N strong 2N 22-24, 3C min H, 3D min S, 3H max H, 3S max S	
2H/2S		5	5D	Weak 2 suit M + m 6-11 5/4	2N asking, 3C pass or correct minor new suit F1	3C,3D min with suit, 3H strong C 3S strong D	
2NT				Bal 20-21 HCP May have M 5 cards	3C Stayman 3D 3H transfer 3S minor stayman		
3C/3D/		6		Pre-emptive	New Suit Forcing		
3H/3S				Rule of 2 and 3			
3NT				Gambling – one solid minor	Bid Game – To play		
4C/4D		6		Pre-emptive			
4H/4S				Rule of 2 and 3			