


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card 	
OVERCALL (Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			CATEGORY	GREEN
Sound at 2 level:up about 18 hcp New suit n=nf jump new suit=inv		Lead	In Partner's Suit	NCBO	THAILAND
Jump raise = preemptive 1NT=8-11, stopper; RESP DBL vales or T/O, NOT Pen : depends on level cue Fwith new suit or STR raise	Suit	3 rd /5 th	same	EVENT	
Jump cue=mix rise 3 rd bid new suit :new suit jum below game=Fit	NT	4 TH , 2 nd from weakness	same	PLAYERS:	Rawit SOOKKASEM-Nutwarun LIMPONG
Dbl=4 th suit cue in resp=STR raise 4 th bid =NF	Subseq		same	SYSTEM SUMMARY	
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	LEADS			GENERAL APPROACH AND STYLE	
15-18 HCP AS 1NT OPENING	LEAD	Vs. Suit	Vs. NT	STANDARD AMERICAN: Yellow card	
LEB	Ace	AKJ10(+), AKx(+), Ax(+)	AKJ10x(+)	5 cards Major, 4 cards Diamond	
Reopen : 1nt = 10-14 hcp 2nt=18-19	King	AK, KQ(J/10)x(+)	KQ(J/10)x(+), KQ	1NT opening 15-18 HCP, can have 5+cards Majors	
4 th =Nat 15-18 Bal	Queen	QJ, QJx(+)	QJ, QJx(+), AQJ(+)	2♠= 22+HCP any distribution or game in hand	
JUMP OVERCALL (Style; Responses; Unusual NT)	Jack	J10, J10(+), KJ10x(+)	J10, J10x, HJ10x(+)	Weak 2	
1-suit PRE	10	109, 10x(+), K109x(+)	10x, 109x, H109(+)		
2-suit 2nt=2lowest suit	9	9x, 9xx, H98x(+)	98x, 9x, 9xx, H98x(+)		
REOPENING 2nt= 18-19 bal Jump C/O=6+good hand then,	Hi-x	Sx, HxSx, Sxx	HSx, Sx, xSxx		
REOPEN 2NT, new suit= F1	Lo-x	HxS, HxSx, HxxxS(+)	HxS, HxSx, HxxxS(+)		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
MICHAELS CUE		Partner's Lead	Declarer's Lead	Discarding	3NT=Gambling with little outside strength
Jump cue :NAT/minor in direct; else stopper askig	Suit	1st	ATT; Hi =ENCR	same	
		2nd	CT; Hi-Lo=E	same	
		3rd	S/P	same	
VS. NT (vs. Strong / Weak; Reopening; PH)	NT	1st	ATT low=enrcr	same	
CAPPELLETTI X=PEN maybe light		2nd	CT	same	
2♣ = 1 suit hand (any suit)		3rd	S/P	same	
2♦ = 2 Majors at least 9 cards	Signals (including Trumps): Leviathan				
2♥ = ♥ + minor	Remainder Count=STND				
2♠ = ♠ + minor	Trumps; Hi-Lo shows interest in ruff or S/P				
2NT = 2 minors	DOUBLES				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
LEB	May be light with classic shape, 1m-(DBL)-1M-2M=NAT, Cue bid=GF				
Dbl=t/o	1NT=7-11 with stopper				
3-level cue=stopper ask				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
X=Majors NT=minors	Negative Double THRU 4♠				
				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE				4NT = Ace asking 0-3, 1-4, 2 same rank, 2 difference rank	
New suit =F1 jump shift=NF				DOPI, ROPI	
Double jump in new suit =SPL				PSYCHICS: SELDOM	
				Open 1NT can be 5M or 6m or 4M5m	

Opening	Artificial	Min.	Neg Dbl	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	No	3	3♣	11-21HCP	1♦/1♥/1♠=5+HCP 4+cards suit 1RF 1NT=6-9 HCP No Major – NF 2♣=F1 3♣ =PRE	4 th Suit = Game Force	
1♦	No	3	3♣	11-21HCP	1♥/1♠=5+HCP 4+cards suit 1NT 6-9HCP No Major 2♣=10HCP 4+cards 1RF 2NT Bal.= 11-12 HCP, Limited bid 2♦=F1 3♦=PRE	Same as 1♣ Opening	
1♥	No	5	3♣	11-21 HCP	1♠=4+HCP 5 cards suit -1RF 1NT=F1 2nt=GF bal 4M 2♣/2♦ =10HCP 4+cards 1RF 2♥=6-9 HCP at least 3+cards support	Same as 1♦ Opening	
1♠	No	5	3♣	11-21 HCP	Same as 1H Opening		
1NT	No			15-17 HCP Bal. 5M/6m or 4M5m is ok	2♣= Stayman , 2♦/2♥ Transfer 2♠ minor stayman 3c/3d inv 3♥/3♠ SPLS both minors 3NT To play, 4♠=A asking	2NT = 15-16 HCP, 3C/D/H/S= 4+cards suit 17-18	
2♣	Yes	0		22+HCP or Game in hand	2♦ Negative or Relay 2♥/2♠/3♣/3♦ at least 1A+1K at least 5 cards suit 2NT 8-10 HCP Balance without 1A+1K	2♥/2♠/3♣/3♦ 1RF 2NT 23-24 HCP Balance 3NT 25-27 HCP Balance, Jump suit = GF	
2♦	yes	0		4+/5+ 5+/4+ Majors	2H/2S 0-14 HCP 3 cards+ 2NT=12+ support M 3C/D=to play	See Note 1	
2♥/2♠	No	6		6-10HCP with 6+ cards suit	New suit =1RF		
2NT	No			20-22 HCP Balance May have 5 cards suit	3♣ Puppet Stayman, 3♦/3♥ Transfer 3NT to play		
3♣/3♦	No	6		Pre-emptive	New Suit Forcing		
3♥/3♠	No			Rule of 2 and 3	Bid Game – To play		
3NT	Yes	7		Gambling – one solid suit			
4♣/4♦	No	6		Pre-emptive			
4♥/4♠	No			Rule of 2 and 3			

HIGH LEVEL BIDDING

Blackwood modified
Gerber
Dopi.Ropi

Supplementary Details

Note 1 : Subsequence after 2D-2NT

3C = 5-9 HCP	5-4-x-x, 4-5-x-x
3D = 5-9 HCP	5-5
3H = 5-9 HCP	4-6-x-x
3S = 5-9 HCP	6-4-x-x
3NT = 9-11 HCP	4-5-x-x
4C = 9-11 HCP	5-4-x-x
4D = 9-11 HCP	5-5
4H = 9-11 HCP	4-6-x-x
4S = 9-11 HCP	6-4-x-x