


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALL (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			CATEGORY	GREEN
Standard overcall			Lead	In Partner's Suit	NCBO	THAILAND
Response		Suit	4 TH , MUD	same	EVENT	
Level 1 or 2 = NF, Fit jump = Game inv.		NT	4 TH , TOP	same	PLAYERS	Prapongse MAIJARERN
Jump raise = Pre-empt, Cue bid = support Game inv.		Subseq	as above	same		Nitjaree SATAYARAK
Jump Cue Bid = Ask for Stopper		Other:	A vs NT asks CT/ UB Top of sequence, Top or Second Top of nothing		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		
		Ace	AKJ10(+),AKx(+),Ax(+)	AKJ10x(+)	Two over one Game Force	
		King	AK,KQ(J/10)x(+)	KQ(J/10)x(+),KQ	5 cards Major,4 cards Diamond	
		Queen	QJ, QJx(+)	QJ,QJx(+),AQJ(+)	1NT opening 15-18 HCP, can have 5+cards Majors	
		Jack	J10,J10(+),KJ10x(+)	J10,J10x, HJ10x(+)	2♣= 22+HCP any distribution or game in hand	
JUMP OVERCALL (Style; Responses; Unusual NT)		10	109,10x(+),K109x(+)	10x,109x,H109(+)	Weak 2	
Weak Jump Overcall Rule of 2 and 3		9	9x,9xx,H98x(+)	98x,9x,9xx,H98x(+)		
Unusual NT = two lowest unbid suits		Hi-x	Sx,HxSx,Sxx	HSx,Sx,xSxx		
		Lo-x	HxS,HxSx,HxxxS(+)	HxS,HxSx,HxxxS(+)		
		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding	
Direct Cue Bid = Michaels Cue Bid		Suit	1 st ATT;Hi =ENCR	same	HI = ENCR	3NT=Gambling with little outside strength
1♣/1♦ – 2♣/2♦= Two majors ,2NT = another m + one M			2 nd CT;Hi-Lo=Even	same	LOW=DIS	
1♥/1♠ – 2♥/2♠ = another M + one m			3 rd S/P	same	SP	
1♥/1♠ – 2NT = Two minors		NT	1 st ATT;Hi =ENCR	same	HI = ENCR	
VS. NT (vs. Strong / Weak; Reopening; PH)			2 nd CT;Hi-Lo=Even	same	LOW=DIS	
CAPPELLETTI			3 rd S/P	same	SP	
2♣ = 1 suit hand (any suit)		Signals (including Trumps):Leviathan				
2♦ = 2 Majors at least 9 cards		LO-Hi show 3 trumps w ability to ruff				
2♥ = ♥ + minor		Lavinthal discard on NT/smith echo				
2♠ = ♠ + minor		DOUBLES				
2NT = 2 minors		TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		May be light with classic shape,1m-(DBL)-1M-2M=NAT,Cue bid=GF				
Double = Optional (normally T/O)		1NT=7-11 with stopper				
Cue-bid/Jump = Strong						
2NT = 15-18 HCP, 3NT = To play						SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				DOPI, ROPI
		Negative Double THRU 4♣				
						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE						4NT = RKCB
System on						Cue bid
						Free bid 1RF except level 2 NF
						PSYCHICS: SELDOM

Opening	Artificial	Min.	Neg Dbl	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	No	2	4♣	12-21HCP	1♥/1♠/1♣=5+HCP 4+cards suit 1RF 1NT=6-9 HCP No Major – NF 2♣=6-9 HCP at least 5 cards – NF 3♣ =11-12 HCP,Limited bid 2NT =11-12 HCP,Limited bid	New minor=Forcing 4 th Suit = Game Force	same as unpass
1♦	No	4	4♣	12-21HCP	1♥/1♠=5+HCP 4+cards suit 1NT 6-9HCP No Major 2♣=10HCP 4+cards 1RF 2NT Bal.= 11-12 HCP, Limited bid 3♦ =11-12 HCP, Limited bid	Same as 1♣ Opening	same as unpass
1♥	No	5	4♣	12-21 HCP	1♠=5+HCP 4 cards suit -1RF 1NT=6+ HP 1RF 2♣/2♦ = 4+cards GF 2♥=5-9 HCP 3+cards support 2NT GF support 4+ cards 13+ 3♣ 4+ sup.7-9 HCP/ 3♦ 4+sup. 10-12 HCP	Same as 1♦ Opening	same as unpass
1♠	No	5	4♣	12-21 HCP	Same as 1H Opening		same as unpass
1NT	No			15-18 HCP Bal. May have 5 cards Major	2♣= Stayman, 2♦/2♥/2NT Transfer 2♠ ask HCP 3♣/3♦7-8HCP 6+cards suit - Game Invitation 3♥/3♠ 6+cards suit – Slam Invitation 3NT To play, 4♣=A asking	2NT = 15-16 HCP, 3 of 4+cards suit = 17-18	same as unpass
2♣	Yes	0	4♣	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	same as unpass
2♥/2♠/2♣	No	6	4♣	6-10HCP with 6+ cards suit	2NT Ask for short New suit =1RF		same as unpass
2NT	No		4♣	21-22 HCP Balance May have 5 cards suit	3♣ Stayman, 3♦/3♥ Transfer 3NT to play		same as unpass
3♣/3♦	No	6	4♣	Pre-emptive	New Suit Forcing		same as unpass
3♥/3♠	No		4♣	Rule of 2 and 3	Bid Game – To play		same as unpass
3NT	Yes		4♣	Gambling – one solid suit			same as unpass
4♣/4♦	No	6	4♣	Pre-emptive			same as unpass
4♥/4♠	No			Rule of 2 and 3			same as unpass

HIGH LEVEL BIDDING

RKCB

Dopi.Ropi

Cue Bid