

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Level 1 = 8+ HCP, 5+ cards suit
Level 2 = 10+ HCP, 5+ cards suit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd = 10-15 HCP, 4 Major and 5+ Minor
4 th = 10-15 HCP, 4 Major and 5+ Minor
4 th = 0-9 HCP, Two bottom suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls = 6-11 HCP, 6+ cards suit
2NT = 6-9 or 16+ HCP, Two bottom suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1C – 2C = 10+ HCP, 5+ Club suits
1C – 2D = 6-9 or 16+ HCP, Two suits Major
1D – 2D = 6-9 or 16+ HCP, Two suits Major
1H – 2H = 6-9 or 16+ HCP, 5+ Spade and 5+ Minor
1S – 2S = 6-9 or 16+ HCP, 5+ Heart and 5+ Minor
VS. NT (vs. Strong/Weak; Reopening;PH)
Double = 10+ HCP, 6+ Minor
2C = 10+ HCP, Two suits Major (At least 5-4)
2D = 10+ HCP, 6+ Major
2H = 10+ HCP, 5+ Heart and 5+ Minor
2S = 10+ HCP, 5+ Spade and 5+ Minor
2NT = 10+ HCP, Two bottom suits
Weak NT = NAT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = Takeout double
Overcall = 12+ HCP, 5+ cards suit
2NT = 16-18 HCP, should stopper
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Level 1 = 8+ HCP, 5+ cards suit
Level 2 = 10+ HCP, 5+ cards suit
OVER OPPONENTS’ TAKEOUT DOUBLE
Ignore

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	4 th	4 th	
NT	4 th	4 th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(+) AK(+)	A(+) AK(+)	
King	KQ(+)	KQ(+)	
Queen	QJ(+)	QJ(+)	
Jack	AJT(+) KJT(+) QJT(+) J(+)	AJT(+) KJT(+) QJT(+)	
10	AT9(+) KT9(+) QT9(+) T(+)	AT9(+) KT9(+) QT9(+)	
9	T9x(+) 9(+)	T9x(+)	
Hi-X	Hx xx	Hx xx	
Lo-X	4 th	4 th	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	ATT , LO-ENC	CT	SP , O – E
Suit 2	CT , LO-Hi = E	SP	
3	SP		
1	ATT	CT	SP , O – E
NT 2	CT	SP	
3	SP		
Signals (including Trumps): Ignore			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Double			
Supportive Double			
Negative Double			

W B F CONVENTION CARD
CATEGORY: Green
PLAYERS: Palagorn - Thanathat
EVENT : 2020 FISU WUC Mind Sports
COUNTRY : Thailand
SYSTEM SUMMARY
Short Club System
1C = 1+ Club 12-21 HCP
5 cards Major ,5 cards Diamond
1NT = balance 15-17 HCP (May be 5 cards Major)
2C = 22+ HCP or 4 losers
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = Weak 6-11 HCP or Strong Heart 22+ HCP
2H = Weak 6-11 HCP or Strong Spade 22+ HCP
2S = Weak 6-11 HCP or Strong Two minor 22+ HCP
2NT = balance 20-21 HCP (May be 5 cards Major)
Gambling 3NT = 9-15 HCP, Solid Minor suit 7+ cards
SPECIAL FORCING PASS SEQUENCES
Ignore
IMPORTANT NOTES
4NT = RKC 0314
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		1	At least 1 card 12-21 HCP	1D = Transfers 4+ cards Heart 0+ HCP 1H = Transfers 4+ cards Spade 0+ HCP 1S = No 4 cards Major 6+ HCP 1NT = No 4 cards Major 0-5 HCP 2C = No 4 cards Major 5+ cards Club 6-9 HCP		
1♦		5	At least 5 cards 12-21 HCP	1M = 4+ cards Major 6+ HCP 1NT = No 4 cards Major 6-9 HCP 2C = No 4 cards Major 10+ HCP		
1♥		5	At least 5 cards 12-21 HCP	1NT = 6-9 HCP ,2m = 10+ HCP ,2H = Support 6-9		2C Support 4+ cards 10-11 HCP
				2NT = 16+ HCP, Support 4+ cards		2D Support 3 cards 10-11 HCP
				3C = 6+ HCP, Support 4+ cards		
				3D = 10+ HCP, Support 4+ cards		
				3H = 10-11 HCP, Support 3 cards		
				3S = Splinters HCP 16+		
1♠		5	At least 5 cards 12-21 HCP	Same as 1H		Same as 1H
1NT			Balance 15-17 HCP	Puppet-Stayman & Transfers		
2♣		0	22+ HCP or 4 losers	2D = Relay ,2M = 5+ cards 8+ HCP 2NT = Transfers 5+ cards Club 8+ HCP 3C = Transfers 5+ cards Diamond 8+ HCP		
2♦		0	Weak 6-11 HCP or Strong Heart 22+ HCP	2H = 0-11 HCP 2NT = 12+ HCP		
2♥		0	Weak 6-11 HCP or Strong Spade 22+ HCP	2S = 0-11 HCP 2NT = 12+ HCP		
2♠		0	Weak 6-11 HCP or Strong Two minor 22+ HCP	2NT = 15+ HCP 3m = 0-14 HCP		
2NT			Balance 20-21 HCP	Puppet-Stayman & Transfers		
3♣		7	Pre-emptive	NAT		
3♦		7	Pre-emptive	NAT		
3♥		7	Pre-emptive	NAT		
3♠		7	Pre-emptive	NAT		
3NT			Solid Minor suit 7+ cards	4C = Relay Minor, 5C = Relay Game Minor		