

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, bottom suit and another suit
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+ Spades and 5+ Minor
1S – 2S = 6-9 or 16+ HCP, 5+ Hearts and 5+ Minor
VS. NT (vs. Strong/Weak; Reopening;PH)
Double (Strong) = 10+ HCP, 6+ Minor
Double (Weak) = Balance 14-15 HCP or 16+ HCP
2C = 10+ HCP, Two suits Major (At least 5-4)
2D = 10+ HCP, 6+ Major
2H = 10+ HCP, 5+ Hearts and 5+ Minor (Weak 4+ Minor)
2S = 10+ HCP, 5+ Spades and 5+ Minor (Weak 4+ Minor)
2NT = 10+ HCP, Two bottom suits
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♣
Double = Two Major
2D = Weak one suit major
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(+)	A(+)	
King	KQ(+) AK(+)	KQ(+) AK(+)	
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			

W B F CONVENTION CARD
CATEGORY: Red PLAYERS: Thanathat - Passawan EVENT : 2020 FISU WUC Mind Sports COUNTRY : Thailand
SYSTEM SUMMARY
TOSR (Transfer-Oriented Symmetric Relay)
1C = Any hand 16+ HCP
1D = 4+ Hearts 11-15 HCP
1H = 4+ Spades No 4 cards Heart 11-15 HCP
1S = 4+ Diamonds No 4 cards Major 11-15 HCP
1NT = No 5 cards Major balance 12-15 HCP
2C = 6+ Clubs No 4 cards suit 11-15 HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = Weak one suit major 6-11 HCP
2H = 5+ Hearts and 5+ Minor 6-11 HCP
2S = 5+ Spades and 5+ Minor 6-11 HCP
2NT = Two Minor 6-11 HCP
Gambling 3NT = 9-15 HCP, Solid Minor suit 7+ cards
SPECIAL FORCING PASS SEQUENCES
Pass = Relay
IMPORTANT NOTES
4NT = RKC 0314
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣			Any hand 16+ HCP	1D = Negative 0-7 HCP or Control 0-1 8+ HCP 1H = At least 4 spades 8+ HCP 1S = Balance or Red suits 8+ HCP 1NT = At least 4 hearts 8+ HCP 2C = At least 4 diamonds 8+ HCP 2D = At least 5 club 8+ HCP 2H+ = Two Minor 8+ HCP		
1♦		4	4+ Hearts 11-15 HCP	1H = Game Force 12+ HCP 1S = At least 4 spades 0-11 HCP 1NT = Balance 0-9 HCP 2C = At least 5 club 0-9 HCP 2D = Invite game No 4 Spade 10-11 HCP 2H = Support 3+ cards 0-9 HCP		1H = Support 3+ cards 10-11 HCP
1♥		4	4+ Spades 11-15 HCP	1S = Game Force 12+ HCP		1S = Support 3+ cards 10-11 HCP
1♠			No 4 cards Heart	1NT = Balance 0-9 HCP		
				2C = At least 5 club 0-9 HCP		
				2D = At least 5 diamonds 0-9 HCP		
				2H = Invite game 10-11 HCP		
				2S = Support 3+ cards 0-9 HCP		
		4	4+ Diamonds 11-15 HCP	1NT = 0-11 HCP		2m = Support 4+ cards 0-9 HCP
			No 4 cards Major	2C = Game Force 12+ HCP 2D = Support 4+ cards 0-9 HCP 2H = At least 5 hearts 0-9 HCP		
1NT			Balance 12-15 HCP No 5 cards Major	Stayman & Transfers		
2♣		6	6+ Clubs 11-15 HCP No 4 cards suit	2D = Game Force 12+ HCP 2M = 5+ cards 8-11 HCP		2D = 5+ cards Singleton or Void C 8-11 HCP
2♦			Weak one suit major 6-11	2H = 0-11 HCP, 2S = 12-14 HCP, 2NT = 15+ HCP		
2♥		5	5+ Hearts and 5+ Minor 6-11	2NT = 15+ HCP, 3C = 0-14 HCP		
2♠		5	5+ Spades and 5+ Minor 6-11	2NT = 15+ HCP, 3C = 0-14 HCP		
2NT			Two Minor 6-11	3m = 0-14 HCP, 3H = 17+ HCP, 3S = 15-16 HCP		
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		