

Opening	Tick If Artificial	Min. No. of Card	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C	/		3S	16+ Any	1D 0-7 NEG. 1S Bal 8+ 1H/1NT/2C/2D 8+ 4+cards suit 2H/2S/ 8-11 4441 Singleton in suit 2NT 8-11 Singleton in minors 3C /3D/ 3H/ 3S Singleton in Suit below 12+	Bid 4+cards , 1NT 16-18, 2NT 22-24 1H=F1S 1NT 19-21 After positive is asking bid	Pass = Min. 0-3 G Inv. = 4-7 HCP Game = 13-15 HCP Free Bid Force
1D	1		3S	10-15	1H/1S 8+ 4+cards 2C/2D GF 5+ cards 1NT 8-11 Bal 2C/2D/2H/2S 16+ 5+cards suit	Suit may be shows stopper in suit / 2NT shows stopper 1D-Jump is Asking bid	
1H		5	3S	10-15	1S 8+ 4+cards suit 1NT Forcing 2NT 15+ 3NT 12-14 4333 2C 12+ 4+cards/2D 12+ 4+cards suit 2H 8-11 HCP at least 3+cards support 2S 5-7 S6+cards 3C/3D Rv.Bergen Raise 3S/ 4C/4D Splinter In suit 12+ HCP 3H/4H To play	Bid show suit	
1S		5	3S	10-15	Same as 1H Opening	Same as 1H Opening	
1NT				13-15 Bal. May 6 cards minor suit	2C 0+ HCP Stayman 2D/2H/2NT/3C TRF ,2S Asking 3C/3D/3H/3S 16+ HCP 5+cards Asking 3NT To play 4C Ask Ctrl ,4D/4H TRF ,4nt Quantitative		
2C	/	5	3S	10-15 C6 or C5+M4	2D Relay 2H/2S/3D toplay 5 cards suit 3C 0+ support in suit 2NT Force	2C-2D-2NT C6 14-15 2C-2D-3C C6 11-13	
2D	/	1	3S	Weak M or 16-23 Any 4441	2H p/c , 2S game Inv 2NT 16+	2D-2H-2NT 4441 16-19 3C Ask 2D-2H-3x 444x 20-23 2D-NT Ask	
2H		4	3S	5H+4m+ 5-10	2S/2NT Force	.	
2S		4		5S+4m+ 5-10	2NT Ask		
2NT	/	6		5-9 1suit m	3C relay		
3C		5		2m 5-10	3D toplay		
3D	/	6		Pre-empt M	3H relay		
3H	/			2M 5-10	Bid Game – To play		
3S	/			6-6 minor 5-10			
4C/4D	/	7		H/S	4H/4S toplay		
4H/4S	/			Rule of 2 and 3			

WBF Convention Card



CATEGORY: Precision
NCBO : KPP THAILAND
EVENT: ALL
PLAYERS: RUKSON - POOHDID

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALL (Style; Responses; 1/2level; Reopening) 1 level = 7-15 Can be good 4 cards suit	OPENING LEADS STYLE			
		Lead	In Partner's Suit	
2 level = 10-15 with 5+ cards suit	Suit	2/4/6 if honor	Same	
Responder – add 2 HCP to the general response	NT	4 th or 2 nd from top	Same	
15+HCP Cue bid or bid Game	Subseq	as from original Comb.		
Unusual VS Unusual	Other:			
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
2 nd = 15 -18 Bal. or semi, system on	LEAD	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
4 th = 12-15 does not promise stopper,system off	Ace	AKx(+),Ax(+)	AKJ10x(+), Ax	1C=Strong 16+ ,1D=11-15 D1+
Responder – Cue bid = 10+ ask for major	King	KQx(+)	KQ(+)	1NT=13-15 Semi/Balance
	Queen	QJ, QJ(+)	QJ,QJ(+),AQJ(+)	
	Jack	J10,J10(+)	J10,J10x(+)	
JUMP OVERCALL (Style; Responses; Unusual NT)	10	H109(+) HJ10(+)	H109(+) HJ10(+)	
Weak Jump Overcall Rule of 2 and 3	9	J9x(+),109x(+)	J9x(+),109x(+)	
Unusual NT = 2 minors or 2 unbid suits	Hi-x			
	Lo-x			
	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 = Top + another 5-4 8+	Suit 1	ATT	CT	O/E
1C cue bid 2C = S + another at least 5-4	2	CT		
1H cue bid 2H = S + minor at least 5-4	3	S/P		
	NT 1	ATT	S/P	LAV
VS. NT (vs. Strong / Weak; Reopening; PH)	2	CT		
Doubles = One suit Double weak=Pen	3	S/P		
2C = 4H+ 4C+	Signals (including Trumps): Standard Carding			2C=11-15 C6+ or C5+-M4 2D=Ask
2D = 4H+ 4D+	Hi/lo=Odd , Lo=ENC			2D=Weak 1M or 16-23 4441 2S=Ask 2NT=Ask
2H = 4H+ 4S+				2H=H5+m4+ , 2S=S5+m4+ 2NT=Ask
2S = S + m				
2NT = 2 minors, 3 level long 1 suit	DOUBLES			SPECIAL FORCING PASS SEQUENCES
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			Only in 1C opening VS interference , sometimes 1C opener may
Doubles = Take out	9-12 HCP with at least 3 cards in another 3 suits (passed hand)			Make The forcing pass to let the responder tell his value.
	12-15 HCP with at least 3 cards in another 3 suits			
NT bid = 15+ with stopper	16+HCP any distribution (with stopper & balance hand bid NT)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
				BLACKWOOD MODIFIED 4NT – 5C 1 or 4 Key Card (KC),
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			5D 0 or 3KC, 5H 2 or 5KC No Q, 5S 2 or 5KC +Q
1 level bid = natural				DEPO
1NT=m5+M4,2C = 2 Major 4+/4+,2D = 1 suit Major,2H = H + minor				PSYCHICS: SELDOM
2S = S + minor,2NT = 2 minors	After Opening 2D -> 2NT (Relay)			
	1C-1D (NEG)			
OVER OPPONENTS' TAKE OUT DOUBLE	1C-POSITIVE -ASKING BID			
ReDBL10+ non fit, 2NT invite with fit				

The responses to **Alpha** (Ask for support) are as follows:-

- 1 step 0-3 controls and no support
- 2 steps 4+ controls and no support
- 3 steps 0-3 controls and support
- 4 steps 4+ controls and support
- 5 steps 4 controls and good support
- 6 steps 5 controls and good support

The responses to **Beta** (Ask controls) are as follows:-

- **Normal** Where responder's strength is not known or known to be intermediate (ie: 11-15). *Steps are 0-2, 3, 4, 5, etc* (Ace = 2 Controls, King = 1 Control).
- **Weak** Where responder is known to be weak (0-10 HCP) or to have less than 4 controls. *Steps are 0, 1, 2, 3, 4 etc.*
- **Strong** Where responder is known to be 16+ or to have at least 4 controls. *Steps are 0-4, 5, 6, 7 etc*

The responses to **GAMMA** are as follows:-

1. No Top Honour
2. One Top Honour
3. 2 Top Honours
4. One Top Honour (Min length + 1)
5. 2 Top Honours (Min length + 1)
6. 3 Top Honours (Min length

The responses to **ETA** are as follows:-

1. Jxxx or worse
2. Qxxx
3. QJxx
4. KQxx
5. KQJx
6. AKQx

The responses to **EPSILON** are as follows :-

1. No Control or 1st and
2. 3rd Round Control or xx
3. 2nd Round Control or x
4. 1st Round Control or Void
5. 1st and 2nd Round Control or 1st and 3rd Round Control
6. 1st, 2nd and 3rd Round Control

The responses to **Iota** are as follows :-

1. Less than Qx or xx
2. Qx or xxx
3. KQ or Qxx
4. xxxx
5. KQx or Qxxx
6. KQxx
7. xxxxx or xxxxxx
8. Qxxxx or Qxxxxx
9. KQxxx or KQxxxx

The responses to **Theta or Delta** are as follows :-

1. – or x
2. Q or xx
3. Qx or xxx
4. KQ or Qxx
5. xxxx
6. KQx or Qxxx
7. KQxx
8. xxxxx or xxxxxx
9. Qxxxx or Qxxxxx
10. KQxxx or KQxxxx

