

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Style: 9-17 HCP strongish 4+ cards-suit w / 1.5+ DFT & 5-7 LSR' poorer than T/O X & rebid
RESP : Over 1-level O/C = NAT STYLE
RESP : Suit = 7 - 11 HCP usually 4+ cards-suit or L/D or LIB // nNT = Limit bid w/ Stopper(s)
Jump Bids = Nat & G/T NF But Unnecessarily jump maybe Singleton or Void if SUPP
Cue Bids = G/T w/ normally 12+ HCP
Reopening : similar as above
RESP : NT = INV // Cue-bid = F1, Ask for stopper // Suit = NAT NF
1NT OVERCALL (2nd / 4th LIVE; Responses; Reopening)
2 nd : = 15 - 17 HCP usually bal w/ stopper(s)
RESP : 2♣=STAY (may < 7 HCP) // 2X=TRF // 3X=FG // nNT= Limit bid
4 th LIVE : = 16 - 18 HCP usually bal w/ stopper(s)
RESP : 2♣=STAY (may < 7 HCP) // 2X=TRF // 3X=FG // nNT= Limit bid
Reopening : = 15 - 17 HCP usually bal w/ stopper(s)
RESP : 2♣=STAY (may < 7 HCP) // 2X=TRF // 3X=FG // nNT= Limit bid
JUMP OVERCALL (Style ; Responses ; Unusual NT)
Style : WK NAT1 5+X, <14HCP, LSR = R2&3 may have another 4+ suit) NonVul may poor suit
RESP : New suit = Ask how many cards in the new suit bid -> 0 or 1, 2, 3, 4 or more cards
JUMP NT O/ C = usually 2m Wk R2&3 <13HCP rare to be 5+ Lowest & 4+ another 14+ HCP LSR≤5
RESP : nm = S/O // nX = Ask how many cards in the bid suit -> 0 or 1, 2, 3, 4 or more cards
DIRECT CUE BIDS TO OPPT NAT 1 in a suit OPENING (Style; Responses; Reopening)
Style : "MICHAELS CUE" = 5+ top suit (should have 4+ another suit) R2&3, <9 HCP or 14+ HCP
RESP : n of shown Major suit or nNT = S/O // new suit = unfit with Major suit NF // Cue = F1
Reopening : same as above RESP : same as above
JUMP CUE ASKS FOR STOPPER = Any solid 7+ cards suit RESP : 3NT or Cheapest bid
VS 1NT OPENING (VS Strong / Weak ; Reopening; PH) = PEN ORIENTED 1NT (POINT)
DBL = 9+ HCP usually w/ good 5+ suit(s) or any 12+HCP // 2♣= WK 2 suiter minors 5+ & 4+
2♣= WK 5+ ♥ 5+ ♠ // 2♥= WK 5+ ♥ m5+ // 2♠= WK 5+ ♠ m5+ 2NT= minors 5+ & 5+
RESP : to DBL : / = 7+ PEN // 2♣ = 0 - 8 HCP & no long 6+ suit // 2X = 0-8 HCP & 6+ cards
RESP : to 2X -> depend on RHO's auction, normally use logical bid for survival w/ NAT style
VS TRF WK2 especially VS Multi 2♣= WK 5+ M(may have 2nd suit) SUPP SHEET [.....]
DBL=PEN ORIENT 12+ w/ M4+ or 18+ // 2M= < 17HCP m5+ or OM4+ & M<3 & (43+) w/ 12+HCP
2NT= BAL17+ /- 3 HCP VUL dependent // 3m = m 5+ & 16+ HCP // n M = SOL NAT // nNT = 2m
VS Wk 2M or NAT 5+M 9 - 13 HCP (may have 2nd suit) SUPP SHEET [.....]
DBL=T/O 15+ RESP w/ "LEBENSOLH SLOW" // 2NT= 17+ /- 3 HCP VUL dependent may unbal
Bids = 5+X & 9 - 15 HCP // JUMP Bids = PRE (PH=Play) // Cue Bid = Asks M Stopper // nNT=2m
VS Wk 2M = 2 Suiter 5+M & m SUPP SHEET [.....]
DB L= 12+ OM4+ or 16+ // 2NT= 17+ /- 3 HCP VUL dependent may unbal // Bids = 9 - 15 & X 5+
// JUMP Bids = PRE (PH=Play) // CUE Bid = Asks M Stopper // nNT over 2♣= WK 5+ ♥ m5+
VS NAT 3♣ - 3♦ (2nd LIVE & 4th Doubles; Cue-bids; Jumps; NT bids) SUPP SHEET [.....]
DBL=T/O = A : 5 LSR X5+ 16+ or B : 6 LSR w/ M4+ 12-15 // 3X O/C = 5+X >5LSR 12-15 HCP
3NT=NF shows 6+ Semi solid (maybe M) & mPRE Stopper // 4X O/C = NAT PH & VUL Dependent
VS NAT 3♥ PRE (same 2nd LIVE & 4th) SUPP SHEET [.....]
DBL=T/O 15+ w/ ♠4+ or m6+ // 3♠=STR ♠ or X5+Y5+ // Game = Play // 4m = NF // Cue = BW
VS NAT 3♠ PRE (same 2nd LIVE & 4th) SUPP SHEET [.....]
DBL=T/O 15+ w/ ♠4+ or m6+ // 4m=m5+♥5+ // Game = Play // Cue = BW // 4NT=2m5+5+
VS NAT PRE NV 4X (same 2nd LIVE & 4th) SUPP SHEET [.....]
DBL = Either OPT DBL=BAL.w/ 18+ HCP & 3+ DFT or 2-WAY DBL ; RESP by P=0+X // Bids=6+Y
VS NAT PRE VUL 4X or Sound NV PRE 4X or SemiSolid 1 or 2 Under TRF 7+X(Nanyats, etc.)
DBL = Either OPT DBL=BAL.w/18+HCP& 3+DFT or T/O DBL w/ 6+H; RESP by P=0+X/Bids=4+Y
VS UNUSUAL NT OPENING = 2m5+5+ (same 2nd LIVE & 4th) SUPP SHEET [.....]
DBL=PEN ORIENT 12+ or 15+ w/ M4+ // n♣=5+♥ // n♦=5+♠ // nM=NF 5+M Good to be declarer
VS ARTIFICIAL STRONG OPENINGS 1m (2nd) SUPP SHEET [.....]
/ = 2 nd DFT 12+HCP or ≥ 9 LSR // DBL= 8 LSR w/any 4*&4* or TRF5* next suit // Bids = TRF 5+
RESP : To DBL or RDBL by Pass = any // Bids = 6+ suit // Jump = To play see [VS STR ART]
AGRESSOR'S REBIDS after RDBL : Pass = 5+♠ // 1X= 4+X after 1XDBL RDBL=X4&4+Y(not ♣)
4th LIVE VS STRONG OPENINGS 1X=14+ or STR 1NT 15-17 HCP SUPP SHEET [.....]
DBL = 18+ RESP w/ TRF 4+ // Bids =F1 X5+ RESP w/TRF4+ or SUPP X2+ or CUE = 4+Y4+Z
OVER OPPONENTS' TAKE OUT DOUBLE
/ = NAT // RDBL = PEN Oriented // Bids = NAT BUT Nonforcing

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Lead	VS Suit	VS NT
Suit	ATT, STND, UB, S/P, Advanced or Deceptives	ATT, ACE, UB, H, J, 10 or S/P
NT	ATT, STND, UB, S/P, Advanced or Deceptives	ATT, ACE, UB, H, J, 10 or S/P
Subseq	Up to Situations [LD2], ATT, UB, S/P, DECPPT	ATT, S/P, UB or Deceptives [LD DCPTV]
Other : TOP from the complete sequences w/o A, RNOW from the sequence w/A or the incomplete sequences // QUACK from Queen or Jack // J = deny , 10 = imply H or H in High rank suit // Lowest = good attitude in suit led / lead Hi = S / P in Hi suit // usually subsequence lead is similar		
LEADS		
Lead	VS Suit	VS NT
Ace	= w / o K AQx(+), AJx(+), A(+), AQJ10(+) unless AK or AKJ(+), AK10(+) or 7+suit	≥ AK10(+)
King	AKQ(+), AK(+), KQJ(+), KQ10(+), KQ(+), KJ10(+), KQ, KJ, Kx(+), K see [ADV LD]	same
Queen	AKQ(+), AQJ10(+), QJ(+), AQ10(+), Qx(+), QJ, Q see [ADV LD]	same
Jack	AJ9(+), AJ8(+), KJ9(+), KJ8(+), QJ(+), J109(+), J108(+), J10(+), J98(+), J(+)	same
10	AJ10(+), KJ10(+), H109(+), K108(+), Q108(+), see [ADV LD], 1087(+), 10x(+), 10(+)	same
9	109(+), Q97(+), J97(+), see [ADV LD], 98(+), 9x(+), 9(+), see [S / P LD]	same
Hi-x	J5x(+), 10Sx(+), SSx(+), SSSx(+), see [S / P LD], Sx, HHSx(+), HSx(+), see [DCT LD]	same
Lo-x	Hx(+), S = HxS, HxxS, HxxxS, HxxxxS // J9(+), S, 10SSx(+), see [ATT LD]	same
SIGNALS IN ORDER OF PRIORITY		
Partner's lead Att, H, UB	Declarer's Lead	Discarding
1st Lowest=ENCRG, Hi=S/ P	Trump & Partner	1st Hi / Lo = direct S / P
2nd Deceptive (same as 1st)	may has a Ctrl	2nd Hi-lo / Lo -hi = Vinje
3rd Remaining =Att, S/P, CT	Established suit & drive out our Ctrl	1st Lowest = ENCRG
Sub-sequence :MUD= 3+		3rd Deceptive
4th Vinje Hi lo = 3 odd 1 even	Established suit & hold up by partner	2nd Hi / Lo = direct S / P
5th Scrambled		4th Revolving discards
		1st Hi-lo = 2,4 / Lo-hi = 3 5th Hi-lo / Lo -hi = Vinje
		2nd Lowest = stopper
		6th Scrambled
SIGNAL (Including Trumps) : REVW / S/P, O/E or Revolving discard, Vinje distribution CT & Deceptives		
REV by Lowest = ENCRG, Hi = S/P, Vinje CT by Hi-lo = 1 Even 3Odd, Lo -Hi = 1 Odd 3 Even		
O / E Discard by Odd No. = ENCRG, Even No. = DISCG & S / P But in case of all cards are odd / even		
No. , we use Revolving discard signals on the 1 st discard [Hi = next higher rank suit, lo = next lower suit]		
DOUBLES		
TAKEOUT DOUBLES (Style ; Responses ; Reopening)		
Style: 9+ HCP M oriented m unclear ; may strong with a good free-biddable suit & LSR≤ 5 (Not ELC)		
RESP : / = 3+ PEN // Cue = 9+ HCP // NT or Suit = NAT NF // Jump Cue = Ask Half Stop to 3NT (4♣=P/C)		
OBAR Level 2 or 3 = T/O 7+ or 9+ HCP = 4X4Y or 4OM or Stopper ask (PEN pass 2+) // DBL ART = PEN		
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES (Generally PEN PASS = 3+ or KQ, AK)		
NEG DBL any O/C = 9+ HCP do not imply any special shape, usually atleast 2 DFTs		
COMP DBL = 14+ HCP " I'm unwilling to pass , but have no satisfactory descriptive bid "		
RESP DBL = length in any unbid M , but only suggest length in any unbid m		
MAX O/C DBL = 14+ HCP " I'm unwilling to pass , but have no satisfactory descriptive bid		
CUE T/O DBL (Opener or Aggressor) = 14+ HCP OPPT S/S & SUPP in the others		
CUE T/O DBL (Responder or Advancer) = may not SUPP or WK or BAL promise H for underlead		
COMP SPL DBL = L/D in suit LOWER the Splinter suit ; (1♥ - DBL - (1♠ or ♥) - P - (4♦) - DBL = ♣		
L/D DBL to the ART Bid = L/D could be void		
L / D DBL 3NT or Slam = Special suit that could not show at the first time		
PSYCHS T / O DBL = T / O from 0 - 8 HCP w / OPPT S / S & emphasized in M L / D		

WBF CONVENTION CARD 2.199
♠ ♥ ♦ ♣
CATEGORY: GREEN
NCBO : THAILAND
EVENT: 2 nd World Bridge Games 2012 Lille France
PLAYER 1 : Chalermpol Wongwaiwit
PLAYER 2 : Piya Thongdhamachat
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE : Modified Italia BBO 1.1
1♠ = 2+ ♠ 11-20 HCP // 1♦ = 4+ ♦ s 11-20 HCP // 1M = 5+ M's 11-20 HCP (1NT = NF, 2/1 = F1)
1NT = 15-17 HCP may Unbal // 2NT = 21-22 HCP // 2♣ = 16+ HCPw/ 4 LSR or BAL 23+ HCP
2D / 2M = Wk 5+ / nX = 6+ X (All PRE or WK may terrible NV 3 rd seat or may have 2 nd suit)
DBL @ low level = HCP // NFB = 0+ HCP 0+ (usually 4+) cards // Jump bids = VUL dependent
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ opening = could be short 3 rd Hand NV may be light (also other Level 1 opening bids)
All PRE or WK 2 may terrible NV 3 rd seat (may 5+X) or may have 2 nd suit
3NT = "Gambling" Solid or Semi-solid 7+m w/ little outside strength (maybe K)
1♣RESP 1♦ = waiting 6+ HCP could be short in ♦ w/ ♣5+
1m RESP 1M = 6+ HCP usually 4+ M bid, but w/ m SUPP 4+ VUL may bid 1M from 3+ M
1♦ / 1M RESP 2♣ = 10+ may ♣2+ as temporized bid (this temporized = no other good 5+ X)
NON VUL 1m RESP w/ nm = inverted m (1m RESP nm = <10 HCP/ 1m RESP 2m = 9+HCP)
NON VUL 1M RESP w/ nM = To play maybe < 6 HCP
NON VUL 1M RESP w/ 3m = NAT Pre 6+m <8 HCP if M=2 OM <3
VUL 1M RESP w/ 3m = "BERGEN" = 7-9 HCP 4+ M SUPP (3♣=w/ X<2 // 3♦ = No singleton)
"LEBENSOLH SLOW" after OPPT O/C 1NT [.....]
RESP to WK2 or PRE EMP including Jump Overcall = Asking "How many cards in such bid suit"
Direct Cue-bids O/C of NAT 1 in a suit = "Michael" Style ; see also Overcalls
Unusual NT O/C = 2 Lowest rank suits or 2 minors ; see also Overcalls
Some tactical bids in many situations = Lead Directing (L/D) or Lead inhibit bids (LIB) [.....]
SEE [.....] for MORE SPECIAL BIDS
SPECIAL FORCING PASS SEQUENCES = AFTER PENALTY SEEKING
1X - (DBL) - RDBL - (nY) - Pass // (1NT) - DBL - (RDBL for 2♣) - Pass(7+) - (2♣) - Pass
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Determine call by LSR, Defensive Trick(DFT) & L/D VUL or Seat dependent = HCP MAY+ / - 3
MIB from length = M 1 st In Bidding, may 4+ suits & O/C, 3+ suits for L/D or G / T RESP
Frequently open 1♦w/ 4 diamonds and 5 clubs (11 - 14) or 4432 light opening 3 rd or 4 th seat
PSYCHICS: often, mostly tactical bids ; See happened cases [.....]

Open	Art	min. card	NEG DBL	Description	Responses	Subsequent Auction
1C	Yes	2	4D	usually no 5 cards Major	1D = Diamond may [R] 4+ HCP F1 usually no M4+	New minor Forcing, 4th Suit =F1
				11-20	1H/1S=5+HCP 4+cards suit	Free bid Level 1 or 2 = Non Force
				may 4C & 4D	1NT=6-9 HCP/2NT=10-11HCP usually M<4	
					nC= NV 0 -8 HCP 5+ clubs VUL inverted m raised	nM = Stopper // Jump = Splinter
					nD/nH/nS=Weak Jump Responses	2NT = Ogust
1D		3	4D	usually no 5 cards Major	1H/1S/1NT/2NT =Same as 1C Opening	New minor Forcing, 4th Suit =F1
				3 cards diamond = 4432 on	2C= 9+ HCP at least 2 cards C no 4+cards Major(F1)	Free bid Level 1 or 2 = Non Force
				3 th or 4 th position Non Vul	2D= 9+ HCP at least 4 cards D no 4+cards Major(F1)	nM = Stopper // Jump = Splinter
				11-20	nD/nH/nS=Weak Jump Responses	2NT = Ogust
				may 5C & 4 D	nC=0 - 8 HCP 6+ clubs	
1H		5	4D	usually 5+ cards	1S=5+HCP 4+cards S (F1)	New minor Forcing, 4th Suit =F1
				9-20	1NT=6-9 HCP / 2NT=10-12HCP no 4 cards Major (NF)	Free bid Level 1 or 2 = Non Force
				may 4 cards L/D or light	2C=10+HCP 2+cards suit (F1)	
				3 th or 4 th position Non Vul	2D=10+HCP 5+cards suit (F1)	
				in this case may have 5m	2H= 6-9 HCP 3+ support (NF) // NV nH = PRE// V nH=9HCP	2S = G/T for Denial; 2N=S//3m=m//3H=2 deny
					nS=Weak Jump Responses	2NT = Ogust
					3m NON VUL = NAT PRE	Jump new suit = Splinter
	3m VUL = "BERGEN RAISES" (3C w/ singleton //3D w/S/S)					
1S		5	4D	usually 5+ cards	1NT/2C/2D/2NT=Same as 1H Opening	New minor Forcing, 4th Suit =F1
				9-20	2H=10+HCP 5+cards suit (F1)	Free bid Level 1 or 2 = Non Force
				may 4 cards L/D or light	2S= 6-9 HCP 3+cards support (NF)	2NT = G/T for Denial; 3X=X//3S=2 deny
				3 th or 4 th position Non Vul	3m NON VUL = NAT PRE	
				in this case may have 5m	3m VUL = "BERGEN RAISES" (3C w/ singleton //3D w/S/S)	Jump new suit = Splinter
	nS = NV = To play // VUL = 9HCP					
1NT		1	4D	usually no 5 cards Major	2C=Stayman usually 7+HCP but may be weak	1NT-2C-2D-2H= P/C (NF)
				usually BAL	2D/2H/2S= Transfer (2S for mTRF or m slam try)	1NT-2TRF-Sign off- New suit = Nat INV++
				usually 15-17	2NT = INV	1NT-2TRF-Sign off- Jump new suit = Splinter
				NV 14 w/ m5+	3X=5+cards suit FG	1NT-2TRF-3 S/A- new suit = Splinter
					Lebensohl Slow	
2C	Yes	0	4D	16+ Unbalance 4 LSR or less	2D=Negative or Relay / 2NT=7+HCP no 5+cards	2C-2D-2NT=23-24 HCP Bal
				23+Balance hand	2H/2S/3C/3D=7+HCP 5+cards suit (FG)	2C-2D-(2H/2S/3C/3D)=5+cards suit (NF)
						Jump suit = FG
2D		5	4C	3-13 Rule of 2 and 3	New suit = How many cards // 3NT = To Play /2NT = Ogust	HIGH LEVEL BIDDING
2H		5	4D	3-13 Rule of 2 and 3	New suit = How many cards // 3NT = To Play /2NT = Ogust	Unnecessary Jump = Splinter then CTRL
2S		5	4D	3-13 Rule of 2 and 3	New suit = How many cards // 3NT = To Play /2NT = Ogust	H showing DBL Or Stop to bid DBL
2NT		2	4D	Balance hand may 5 cards M	3C=Stayman /3D/3H=Transfer/3S = m 4+4+ Slam try	RKCB 0314 & DOPI ROPI
3X		6	4D	Pre-emptive Ruie of 2 and 3	New suit = How many cards // 3NT = To Play	5NT = bid Grand slam w/ 2 top winners
3NT	Yes	7	4D	Gambling-one solid m suit	New suit = How many cards // nC= P/C // 4M = To play	New suit Level 6 w/o agreed suit = 2nd suit
4X		7		Pre-emptive Ruie of 2 and 3	New suit = How many cards // 4NT = RKC	New suit Level 6 w/agreed suit = bid 7 w/K