

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses:1/2 Level:
Overcall = Natural 7-17 HCP
After Overcall : CUE = 1RF Limit or Better
1NT OVERCALL (2nd/4th Live: Responses:
2nd = 15-17 BAL or Semi BAL, System ON
4th = 12-15 Not Promise Stopper, System OFF
JUMP OVERCALLS (Style: Responses: Unusual
Jump Overcall = Weak (May Have Another 4
Unusual NT = 2 Lower Suits
DIRECT & JUMP CUE BIDS (Style: Response;
CUE = Top + Another (2NT=Ask Suit ; Suit=P/C)
Jump CUE = Ask For Stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
DBL = 5+ Cards Suit (10-16, May Have 2nd Suit)
Or Strong 16+ Any, Penalty Seeking
2C = H + S
2D = D + H
2H = H + C (Usually 5+H)
2S = S + Minor (Usually 5+S)
2NT = 2 Minors
VS Weak NT : DBL=12+ Suit=NAT 2NT=2 Minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT
T/O DBL = Good 13+
NT = Natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or
DBL = Club Suit
1D/1H/1S = NAT, 2C = 2 Majors
1NT = 2 Minors
2D/2H/2S = Weak 6+ Cards
OVER OPPONENTS' TAKEOUT DOUBLE
1C (X) System ON, ReDBL = 10+ Usually Not Fit,
1m - DBL - 2NT = Limit Raise or Better ; 3m =
1M - DBL - System ON. Suit = 1RF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd / 5th	3rd / 5th	
NT	3rd / 5th	3rd / 5th	
Subseq	3rd / 5th	3rd / 5th	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKJ(+), AK(+), AQ(+),	Same	
King	KQ(+), Kx	AKJ(+), KQ(+), Kx	
Queen	Qx, QJ(+), AQJ(+)	Qx, QJ(+), KQ10(+)	
Jack	JT, JT(+), Jx	JT, JT(+), Jx, AQJ(+)	
10	HJT(+), 109(+), 10X	Same	
9	H109(+), 98(+), 9x(+), 9x	Same	
Hi-X	Sx, xxS, xxSx, xxxS	Same	
Lo-X	Sx, xxS, xxSx, xxxS	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's	Declarer's	Discarding
1	Lo = ENC	Smith	Odd=ENC / Even=DISC
Suit 2	Hi/Lo = Odd	Hi/Lo = Odd	S/P
3	S/P	S/P	Hi/Lo = Odd
1	Lo = ENC	Smith	Odd=ENC / Even=DISC
NT 2	Hi/Lo = Odd	Hi/Lo = Odd	S/P
3	S/P	S/P	Hi/Lo = Odd
Signals (including Trumps): Smith : Hi/Lo = ENC			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD	
CATEGORY : GREEN	
NCBO : CBLT - THAILAND	
PLAYERS :	
Kritsakorn SIANGLIO	
Pitchapruak KUYSUWAN	
EVENT : Derek Zen online Youth Tournament 2021	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-Card Majors / 3-Card Minors	
1NT = 15-17 Possible 5 Majors or 6 Minors or 5422	
2C = 20+ Strong Any GF or Strong NT 24+	
2D = Weak H / 19+ Strong Any Not GF, 22-23 NT	
2H = 10-15 Flannery 4S & 5/6H	
2S = 7-11 Weak S Usually 6 Cards	
2NT = 20-21 Possible 5 Majors or 6 Minors or 5422	
3NT = Gambling With Solid Minor	
4C/4D = H/S Namyats	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
3rd / 4th Seat : 1H/1S May Be Light, Possible 4 cards	
Response : 2C Max with 3 Cards. 2D Max with 4+ Cards	
PSYCHICS : RARE	

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASS HAND BIDDING
1C		3 (2)	3S	11-19 HCP Usually 3 Cards (May Have 4 Cards D),	1D/1H = TRF H/S, 1S = 6+ No Major, 1NT = 11-12, 2NT = 13-15, 3NT = 16-18, 2C = GF No M, 2D/2H = H/S 6+ Cards Weak or Strong, 2S = 2 Minors 6-9, 3C = 6-9 No M, 3D/3H/3S = Weak 7+Cards		
1D		3	3S	11-19 HCP Usually 4 Cards, 3 Cards if 4-4 Majors	1H/1S = Natural, 1NT = 6-11, 2NT 11-13, 3NT = 13-15 2C/2D = 10+ Usually No M, 2H/2S/3C = Weak 6+Cards, 3D = 6-9 No M, 3H/3S/4C = Weak 7+Cards		
1H		5	3S	11-19 HCP May Have 4 Cards in 3rd/4th Seat	1S = 5+Cards, 1NT = 1RF, 2C/D = GF, 2H = 8-10, 2S = INV+ Short m, 2NT = Jacoby GF 14+, 3C = INV+ No Short (4+H), 3D = INV+ Short S 3H = Weak Raise, 3S/4C/4D = GF with Void, 4NT = RKC	1H-2NT : 3C=Min, 3D=Max Short Any, 3H=Max 5422, 3S=Max with 6+H no Short, 3NT=18-19, 4C/D=5+ Cards C/D	
1S		5	3H	11-19 HCP May Have 4 Cards in 3rd/4th Seat	1NT = 1RF, 2C/D/H = GF, 2S = 8-10, 2NT = Jacoby GF 14+, 3C = INV+ Short m, 3D = INV+ No Short 3H = INV+ Short H, 3S = Weak Raise, 4C/4D/4H = GF with Void, 4NT = RKC	1S-2NT : 3C=Min, 3D=Max Short Any, 3H=Max 5422, 3S=Max with 6+S no Short, 3NT=18-19, 4C/D/H=5+ Cards C/D/H	
1NT				15-17 HCP, May Have 5 Cards M Or 6/7 Cards m, Possible 5422	2C = Ask 5M, 2D/H/S/NT = 4 Ways TRF, 4C/4D = H/S, 3C/D/H/S = GF Short C/D/H/S With 5431/4441/5440, 3NT = 22(45) 4H = 5+/5+ C&D Slam Try, 4S = 5+/5+ C/D, 4NT = QUANT	1NT-2D-2NT or 1NT-2H-2NT = Super Accept, 1NT-2D/H-3H/S = Min	
2C	X	0		20+ HCP Strong Any GF or NT 24+	2D = 0-1 CTRL(0-7), 2H = 0-1 CTRL (8+), 2S/NT/3C = 2/3/4 CTRL	Opener Rebids 2NT = 24-25, 3NT = 26-27	
2D	X	0		1) Weak 2H (7-11) 2) 19+ Strong Any, Not Promise GF 3) 22-23 NT BAL Or Semi BAL	2H = Sign Off, 2S/3C/3D = NAT 1RF, 2NT = ASK, 3NT = To Play	2D-2NT : 3C=Min+Bad, 3D=Min+Good, 3H=Max+Bad, 3S=Max+Good, 3NT=22-23 4C/D/H/S = Strong C/D/H/S	
2H	X	5		11-15 HCP Flannery 4S & 5/6H	Pass/2S = Sign Off, 2NT = ASK, 3C/3D = INV To 3NT, 3H/3S = GF With Short Any, 3NT/4H/4S = To Play, 4C/4D = RKC Agree H/S	2H-2NT : 3C=4531, 3D=4513, 3H=4522 Min 3S=4522 Max, 3NT=46XX, 4C/D=4504/4540	
2S		6		7-11 HCP Weak 2S	2NT = ASK Short, 3C = ASK HCP & Quality, 3D/H = Suit 1RF, 3S = Weak Raise, 4C = ASK Keycards	2S-2NT : 3C/D/H = Short C/D/H	
2NT				20-21 HCP, May Have 5 Cards M Or 6/7 Cards m, Possible 5422	3C = Ask 5M, 3D/H = TRF H/S, 3S = To Bid 3NT, 3NT = 5+S & 4H, 4C/D = H/S, 4H = 5+/5+ C&D Slam Try, 4S = 5+/5+ C/D, 4NT = QUANT		
3C/D/H/S		6		7-11 HCP Pre-emptive	Suit = 1RF, 3NT = To Play, 4C = ASK Keycards	3X-4C: 4D=No Keycard, 4H=1 Keycard, 4S=1 Keycards+Q, 4NT=2 Keycards, 5C=2 Keycards+Q	
3NT	X	7		9-14 Gambling With Solid Minor	4C/5C/6C = Pass Or Correct, 4D = ASK Short	3N-4D : 4H/S=Short H/S, 4N=Short Minor, 5C/D=No Short	
4C	X	7		12-16 With Strong H (Namyats)	4D/H = TRF/To Play, 4NT = RKC, 4S = ASK Quick Losers		
4D	X	7		12-16 With Strong S (Namyats)	4H/S = TRF/To Play, 4NT = RKC, 5C = ASK Quick Losers		
4H/S		7		7-11 HCP Pre-emptive	4NT = ASK Keycards		
4NT				Aces Asking	5C/D/H = 0 or 3 / 1 or 4 / 2 Aces		
5C/D		7		7-11 HCP Pre-emptive		HIGH LEVEL BIDDING	
						Intervention After RKC or Aces Asking :	
						Responder Bids : Pass = 1/4, Double = 0/3, Cheapest Bid = 2	
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