

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 = 2 Higher Suits
Jump CUE = Ask For Stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
DBL = 5+ Minor & 4 Major
2C = S & H
2D = One Suit Major
2H = 5+H & 4+Minor
2S = 5+S & 4+Minor
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
Suit = NAT, 1NT = 15-17
Cue 2C = 2 Majors, 2NT = 2 Minors
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	Lo=ENC / Hi=DISC
Suit 2	Hi/Lo =	Hi/Lo =	S/P
3	S/P	S/P	Hi/Lo = Even
1	Lo = ENC	Smith	Lo=ENC / Hi=DISC
NT 2	Hi/Lo =	Hi/Lo =	S/P
3	S/P	S/P	Hi/Lo = Even
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 :	
Parit PROMJAN	
Sarun KOCHAROEN	
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 = 10-15 Flannery 4S & 5/6H	
2H/S = 7-11 Weak S Usually 6 Cards	
2NT = 20-21 Possible 5 Majors or 6 Minors or 5422	
3NT = Gambling With Solid Minor	
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 = 10+ 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, 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 or NT 22+	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	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		
2H		6		7-11 HCP Weak 2H	2NT = ASK Short, 3C = ASK HCP & Quality, 2S/3D = Suit 1RF, 3H = Weak Raise, 4C = ASK Keycards	2H-2NT : 3C/D/S = Short C/D/S Maximum If Short S		
2S		6		7-11 HCP Weak 2S	2NT = ASK Short, 3C = ASK HCP & Quality, 3D/3H = 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/D/H/S	X	7		7-11 HCP Pre-emptive	4NT = ASK Keycards			
5C/D		7		7-11 HCP Pre-emptive				
4NT				Aces Asking	5C/D/H = 1 or 4 / 0 or 3 / 2 Aces			
HIGH LEVEL BIDDING								
							Intervention After RKC or Aces Asking :	
							Responder Bids : DBL = 1/4, Pass = 0/3, Cheapest Bid = 2	
Revised 00 : Sep 15, 2021								