

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 level= 7-15, 2 level=13-15 App. good suit 5+cards may be 4 cards
RESPONSES: 1NT = 6-9, 2NT = 10-11
Simple raise = 6-9 HCP, 3 cards
Jump = 8 losers, 4+ cards
New suit = N/F, Jump new suit = F1
Cue = F1, 12+ HCP
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
All positions = 15-18 HCP
RESPONSES: Puppet Stayman, 4 ways transfer
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump in suit = weak, 6+ cards, 6-11 HCP App.
RESPONSES: OGUST
(1m) - 2NT = Am + H/S, 7-15 HCP, App. 55-, 4-6 losers
(1M) - 2NT = C + D , “ “ “
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopening)</b>
Direct Cue = MICHAELS
(1m) - 2m = H + S, , 7-15 HCP, App. 55-, 4-6 losers
(1M) - 2M = AM + C/D , “ “ “
RESPONSE: 2NT = ask (m)
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Either weak/strong, all positions: CAPELLETTI: DBL =
Equivalent Pts., 2C = one suiter: ADV. 2D = P/C new suit = P/C,
2D = H + S; RESP> 2NT = F1, 3m + N/F
2H = H + m: RESP> 2NT = ask m, 2S/3m = N/F
2S = S + m: RESP> 2NT = ask m, 3m = N/F
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Weak two: 2NT = 16-18, DBL = T/O, B/L or two suits+
Over call in suit: 2 level= 13-18 App., 3 level= 16-18
4 level = 19-21, Cue bid = GF
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Simple overcall = Natural
Weak jump
Unusual NT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1C - DBL - 1D = relay, 6-9, new suit = F1, RED. = 10+
1D - DBL - 1H=relay,6-9,new suit=F1,RED.10+;1H/1S-DBL-jump
raise= 6-9 App.8 losers 4 cards, new suit = F1, RED. = 10+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th	ATT	
NT	4th	ATT	
Subsequence	SAME	ATT	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx	AKQxx, AKJ10x	
King	KQxx	KQJ10, KQ10x	
Queen	QJxx	QJ10x	
Jack	J10x	AQJx, J10xx	
10	109x	AJ10x, KJ10x, 109x	
9	98x	A109x, K109x, 98x	
Hi-X	EVEN	EVEN	
Lo-X	ODD	ODD	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	CT	ATT
Suit 2	SP	SP	CT
3	CT		SP
1	ATT	CT	SP
NT 2	CT	SP	CT
3	SP		
Signals (including Trumps):			
Trump Signal HI/LO STD; SMITH ECHO; O/E DISCARDS			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
B/L or two suits= 13+ not promise M, one suit 16+			
Jump response= 8 losers, 9-11HCP, 1NT= 7-9, 2NT= 9-11			
Cue bid by responder= GF, Jump Cue= Ask stopper			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEG.DBL= 6+HCP not promise shape			
NEG.DBL followed by suit rebid= N/F (we use Free bid= F1)			
Escaping from 1NT DBL (WRIGGLING)			
REDBL= one suit, 5+ cards; 2C = C + D/H/S; 2D = D + H/S, 2H = H + S			
SLAM POSITIVE DOUBLE			

WBF CONVENTION CARD
<b>SYSTEM:</b> CS SYSTEM
<b>CATEGORY:</b> BLUE
<b>NCBO:</b> CBLT
<b>EVENT:</b> GIRL TEAM
<b>PLAYERS:</b> MS. SUTHITA INSRILA MS. SUPASSARAPORN NANTHACHO
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Strong Diamond 16-21, artificial, any distribution
Weak NT 12-15 HCP
1C artificial no 5 cards M, 12-18, may be light opening
1H/1S 5 cards+, 10-15 may be 4 cards, may be light opening
2C Game Force, 16+HCP App.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1C - 1D = relay, any strength, not promise shape
1D - 1H = relay, any strength, not promise shape
2D - 2H/S = P/C
2NT - 3C = Puppet stayman
2NT - 3D = transfer H, 3H = transfer S
3C - 3D = ask for M
3D - 3H = P/C
3D - 3S = F1, spade may be short
3NT - 4D = ask for K outside
4C - 4D = to play
4D - 4H = to play
4D - 4S = to play
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Culbertson Asking bid
RKC (0/3,1/4,2/5w/oQ,2/5wQ)
Gerber (0/4,1,2,3)
Stayman over 1NT (12-15)
Puppet Stayman over strong NT
Lebensohl (slow shows stopper)
<b>PSYCHICS:</b> rare

