

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
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
INT OVERCALL (2nd/4th Live; Responses; Reopening)
All positions = 15-18 HCP
RESPONSES: Puppet Stayman, 4 ways transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
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 , “ “ “
DIRECT & JUMP CUE BIDS (Style; Responses; Reopening)
Direct Cue = MICHAELS
(1m) – 2m = H + S, , 7-15 HCP, App. 55-, 4-6 losers
(1M) – 2M = AM + C/D , “ “ “
RESPONSE: 2NT = ask (m)
VS. NT (vs. Strong/Weak; Reopening; PH)
Either weak/strong, all positions: Multi-Landy
DBL = Equivalent Pts. 2C = 2 Majors : ADV. 2D = ask better suit
2D = 1 Long suit RESP 2H = P/C, 2NT = N/F, 3m = N/F
2H = H + m: RESP> 2NT = ask m, 2S/3m = N/F
2S = S + m: RESP> 2NT = ask m, 3m = N/F
2NT = 2 minors
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
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
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Simple overcall = Natural
Weak jump
Unusual NT
OVER OPPONENTS' TAKEOUT DOUBLE
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			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	4th	
NT	4th	4th	
Sequence	0/2	0/2	
LEADS			
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	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Hi Enc	Same	Odd/Even
2	Hi Lo E		
3	SP		
NT 1	Hi Enc	Same	Odd/Even
2	Hi Lo E		
3	SP		
Signals (including Trumps):			
Trump Signal HI/LO STD; SMITH ECHO; O/E DISCARDS			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
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			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
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	
SYSTEM:	CS SYSTEM
CATEGORY:	BLUE
NCBO:	CBLT
EVENT:	OPEN TEAM & MIXED TEAM
PLAYERS:	MR. PEERACHA SURIYA MS. JITTAKAN PACHIMSAWAT
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Strong Diamond 15-21, artificial, any distribution	
Weak NT 12-14 HCP	
1C artificial no 5 cards M, 11-18, may be light opening	
1H/1S 5 cards+, 10-15 may be 4 cards, may be light opening	
2C Game Force, 16+ HCP App.	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
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	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Culbertson Asking bid	
RKC (0/3,1/4,2/5w/oQ,2/5wQ)	
Gerber (0/4,1,2,3)	
Stayman over 1NT (12-14)	
Puppet Stayman over strong NT	
Lebensohl (slow shows stopper)	
PSYCHICS: rare	

OPENING	AT	MIN#	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	/	0	4S	unB/L, 11-18 HCP App., no 5M	1D = relay 0+ HCP, any shape	1H/1S = 4 card and minor(s) see Ref 1	
					1H/1S/2C/2D = 6+ cards, 6-9 HCP App. 8 losers 1NT = 6-9 HCP, promise stopper H and S		
1♦	/	0	4S	Any dist. 15-21 HCP	1H = relay 0+ HCP, any shape	see Ref 2	
					1S = 0-5 HCP 1 suit 6+ cards or 8-11 HCP with any 4441	1NT = relay	
1♥		5	4S	5+ cards, 11-15 HCP App.	1S=6+HCP, 1NT = N/F, 2NT = 10-11 HCP		
					Limit raise, Limit jump= 6-9 HCP, 4+ cards, 8 losers New suit = F1		
1♠		5	4S	5+ cards, 11-15 HCP App.	Same as 1H opening		
INT		2		B/L or semi B/L, 12-14 HCP	2C = Stayman with 4 ways Transfer	2H/2S = 4 cards	
						2D = no 4 cards major	
2♣	/	0	4S	Strong GF, any dist., 16+ HCP	2D = relay, 0+ HCP, any distribution	2H/2S = 5 cards	
				B/L or semi B/L = 21+ HCP	New suit = positive, 5+ cards, good suit		
2♦	/	0		Weak H or S, 6+ cards, 6-12 HCP App. or 24-25 or 28-29 Bal	2H = pass or correct, 2S = pass or 3H, if MAX. bid 4H; 2NT= F1 ask clarification see Supp Sheet Note 3 3S = P/C with H4 and S4	Pass = weak H 2S = weak S 2NT = 25-26 Bal 3NT = 28-29 Bal	
2♥		6		Intermediate H 6+ cards, 11-15 App.	2NT = F1, OGUST, Try game/slam 3H = invite	3C Min Bad, 3D Min Good, 3H Max Bad, 3S Max Good, 3NT Solid Suit	
2♠		6		Inter. S 6+ cards, 11-15 App.	Same as 2H opening	Same as 2H Opening	
2NT				21-22 HCP, B/L or semi B/L	Puppet Stayman and two ways transfer		
3♣	/	5		C5 + major H/S, 11-15 HCP App. 55-	3D = ask for major; 3H/3S = F1; 4C = RKC; 4D/4H/4S = asking bid		
3♦	/	5		D 5+ major H/S, 11-15 HCP App. 55-	3 H = pass or correct; 3S = raise to 4S or bid 4D F1; 4C/4H/4S = asking bid; 4D = RKC		
3♥		7		Pre-emptive, 6-12 HCP App.	4 in new suit = asking bid		
3♠		7		Pre-emptive, 6-12 HCP App.	4 in new suit = asking bid		
3NT	/			Gambling, Solid minor 7+, 11-15 HCP App.	4C = pass or correct to 4D 4D = ask for specific K	4H = HK, 4S = SK, 4NT = DK or CK	
4♣	5			C5 + D5, 11-15 HCP App. 55-	4H/4S = asking bid; 4NT = RKC agreed in C	5C = sign off, 5NT = have control	
4♦	5			H5 + S5, 11-15 HCP App. 55-	4NT = RKC agreed in H; 5C/5D = asking bid	5H = sign off, 5NT = have control	
4♥		7		Solid H suit, 7+ cards 11-15 App.	New suit = asking; 4NT = RKC	5H = sign off, 5NT = have control	
4♠		7		Solid S suit, 7+ cards 11-15 App	“ “	5S = sign off, 5NT = have control	

4NT	/	0		Asking for Specific A	More than one A bid the lower or lowest	RKC 03142525 withQ Culbertson Asking Bid	HIGH LEVEL BIDDING
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Reference 1: 1C – 1D

Opener rebid 1	Responder rebid 1	Opener rebid 2
1H = 11-15 H4 + m4+	1S = S5+, N/F	
	1NT = to play	
	2C = P/C to 2D	
	2D = D suit, F1	
	2H = H4, 6-9 HCP	
	2S = S5+, F1	
	2N = ask for opener's shape, F1	3C = C5 3D = D5 3H = 0436 3S = 0463 3NT = 3 suits, short in S
	3C/D = FG, ask for support	
	3H = H4, 10-11 HCP	
	3S/4C/4D = asking bid agreed in H	
	3NT = to play	
	4NT = RKC agreed in H	
1S = 11-15 S4 + m4+	1NT = to play	
	2C = P/C to 2D	
	2D = D suit, F1	
	2H = H5+, F1	
	2S = S4, 6-9 HCP	
	2N = ask for opener's shape, F1	3C = C5 3D = D5 3H = 4036 3S = 4063 3NT = 3 suits, short in H
	3C/D/H = FG, ask for support	
	3S = S4, 10-11 HCP	
	3NT = to play	
	4C/4D/4H = asking bid agreed in S	
	4NT = RKC agreed in S	
1N = 11-15 2m at least 5-4	2C/2D = to play	
	2H/S = 5 cards, F1	
	2NT = ask for opener's shape, F1	3C = xx45 3D = xx54

		3H = xx46 3S = xx64 3NT = xx55
	3C/D = 4 cards support, 8 losers	
	3N = to play	
	4C = RKC agreed in C	
	4D = RKC agreed in D	
	4H/S = asking bid agreed in C	
2C/D = 11-15 C/D6+	2H/S = 5 cards, F1	
	2NT = Invite	
	3C/D = to play	
	3H/S = 5 cards, GF	
	Another minor = asking hand	3C/D = 11-13 3X = 14-15 with X stopper
2H = 11-15 3 suits, short in m	2S = to play	
	2NT = ask for opener's shape	3C = 4414 3D = 4441 3H = 4405 3S = 4450
2S = 16-18 2m at least 5-4	2N = ask for opener's shape	3C = xx45 3D = xx54 3H = xx46 3S = xx64 3NT = xx55
	3C/D = to play	
	3H/S = 5+ cards, F1	
	4C/D = RKC in C/D	
	4H/S = asking bid agreed in C	
2N = 11-15 2m at least 5-5	3C/D = to play	
	3H/S = 5+ cards	
	3N = to play	
	4C/4D = RKC in C/D	
	4H/S = asking bid agreed in C	
3C = 11-15 C7+	3H/S = 5+ cards, F1	
3D = 11-15 D7+	3H/S = 5+ cards, F1	

Reference 2: 1D – 1H

Opener	Responder
1D = 15-21 any	1H = relay
1S = 19-21 any	1NT = relay
2C = C4+ and S4+	2NT = ask
3C = C5+ and S4 3D = C5+ and S5+, short D 3H = C5+ and S5+, short H 3S = C4 and S5+ 3NT = 3 suits short D	

Opener	Responder
1D = 15-21 any	1H = relay
1S = 19-21 any	1NT = relay
2D = D4+ and S4+	2NT = ask
3C = D5+ and S5+, short C 3D = D5+ and S4 3H = D5+ and S5+, short H 3S = D4 and S5+ 3NT = 3 suits short H	

Opener	Responder
1D = 15-21 any	1H = relay
1S = 19-21 any	1NT = relay
2H = H4+ and m4+	2NT = ask
3C = m5+ and H4 3D = m4 and H5+ 3H = C5+ and H5+ 3S = D5+ and H5+ 3NT = 3 suits short S	

Opener	Responder
1D = 15-21 any	1H = relay
1S = 19-21 any	1NT = relay
2S = H4+ and S4+	2NT = ask
3C = H5+ and S5+, short C 3D = H5+ and S5+, short D 3H = H5+ and S4 3S = H4 and S5+	

Opener	Responder
1D = 15-21 any	1H = relay
2C = C4+ and S4+	2NT = ask
3C = C5+ and S4 3D = C5+ and S5+, short D 3H = C5+ and S5+, short H 3S = C4 and S5+ 3NT = 3 suits short D	

Opener	Responder
1D = 15-21 any	1H = relay
2D = D4+ and S4+	2NT = ask
3C = D5+ and S5+, short C 3D = D5+ and S4 3H = D5+ and S5+, short H 3S = D4 and S5+ 3NT = 3 suits short H	

Opener	Responder
1D = 15-21 any	1H = relay
2H = H4+ and m4+	2NT = ask
3C = m5+ and H4 3D = m4 and H5+ 3H = C5+ and H5+ 3S = D5+ and H5+ 3NT = 3 suits short S	

Opener	Responder
1D = 15-21 any	1H = relay
2S = H4+ and S4+	2NT = ask
3C = H5+ and S5+, short C 3D = H5+ and S5+, short D 3H = H5+ and S4 3S = H4 and S5+	

Opener	Responder
1D = 15-21 any	1H = relay
1N = 15-17 BAL	2C = puppet stayman
2D = one or two 4M	3C = ask
3D = M4 + m4 3H = 3433 3S = 4333 3N = 44xx	

Opener	Responder
1D = 15-21 any	1H = relay
1N = 15-17 BAL	2C = puppet stayman
2N = no 4M	3C = ask
3D = one minor 3H = C5 3S = D5 3NT = xx44	

Supplementary Sheet

Note 1: Lebensohl

- 2-level new suit bid after opponent's suit is NF
- 2NT forces to 3C responder may now pass or make a minimum bid of 3D NF or cuebid for stayman or 3H/S GF with stopper
- 3-level new suit is GF

Note 2: Multi Landy against opponent's 1NT opening

- X = equal points up
- 2C = 2 Majors at least 54
- 2D = 1 suited hand 5 up
- 2H = H and minor
- 2S = S and minor

Seq. 2D after 2C ask which major is better
2X after X is NF
2NT after X, 2C, or 2D is F1
New suit is F1

Note 3: After 2D opening and 2NT asks for clarification opener then rebid

- 3C min H suit
- 3D min S suit
- 3H max H suit
- 3S max S suit
- 3NT strong hand