

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		
<b>OVERCALL (Style; Responses; 1/2level; Reopening)</b>	<b>OPENING LEADS STYLE</b>		
Standard overcall		<b>Lead</b>	<b>In Partner's Suit</b>
Responses:	<b>Suit</b>	4 <sup>th</sup> , MUD	4 <sup>TH</sup> , MUD, H
Level 1 or 2 = NF, Fit Jump = Game Invitation	<b>NT</b>	4 <sup>TH</sup> ACE/UB, TOP	4 <sup>TH</sup> , TOP, H
Jump raise = Pre-empt., Cue Bid = support Game Invitation	<b>Subseq</b>		
Jump Cue Bid = Ask for Stopper	<b>Other:</b>		
	Top of sequence, Top or Second Top of nothing		
<b>1NT OVERCALLS (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	<b>LEADS</b>		
2 <sup>nd</sup> & 4 <sup>th</sup> = 15-18 HCP, Balance	<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>
Responses : system on unless intervene by Opp.	<b>Ace</b>	AKx(+),AQx(+),Ax(+),	AKJ10x(+), Ax, Axx
Opp. X same response as Take Out Double	<b>King</b>	AK,KQx(+),	AK,AKx,KQ(+), AKJx(+)
Of 1NT by Opp below	<b>Queen</b>	QJ, QJ(+),	QJ,QJ10(+)
	<b>Jack</b>	J10,J10(+), AQJx	J10,J10x, AQJx(+)
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>	<b>10</b>	109,10x(+),HJ10(+)	10x,109x,HJ10(+)
Weak Jump Overcall Rule of 2 and 3	<b>Hi-x</b>	xx,xxxx(+)	xx,xxx(+)
	<b>Lo-x</b>	K/Q/J/10xx(+),xxxx(+)	A/K/Q/J/10xx(+),xxxx(+)
	<b>SIGNALS IN ORDER OF PRIORITY</b>		
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		<b>Partner's Lead</b>	<b>Declarer's lead</b>
Direct Cue Bid = Michaels Cue Bid	<b>Suit 1st</b>	L-even, H-odd	L-even, H-odd
1C/1D – 2C/2D= Top another ,2NT = bottom , bottom	<b>2nd</b>	ATT	ATT
1H/1S – 2H/2S = another M + one m	<b>3rd</b>	SP	
1H/1S – 2NT = Two minors	<b>NT 1st</b>	L-Even, H-ODD	L-even, H-odd
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	<b>2nd</b>	ATT	ATT
VS Weak NT : same	<b>3rd</b>	SP	SP
VS Strong NT : reverse Capp -> Double = Strong	<b>Signals (including Trumps):</b> <b>Enrg./Disc.</b>		
2C = two suit major              2D = one suit Major	Hi-Lo show 3 trumps w ability to ruff		
2H = H + m              2S = S + m	UDCA discard on NT, (HI = DIS, LOW = ENCRG)		
2NT = two minor	<b>DOUBLES</b>		
	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	Up to 4H, Standard take out or strong		
Double = Optional (normally T/O)	Responses : Natural, Lebensohl		
Cue-bid/Jump = Strong			
2NT = 15-18 HCP, 3NT = To play			
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>		
	Negative Double = 8+ HCP		
	Free Bid = 5+cards, forcing for at least 1 round		
	VS Unusual, Multi, Michael		
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>	X , XX support M 3cards, until 2H bid.		
1NT: ignore X , system on			
1NT : xx = transfer to 2C (C/D)			
1M : xx= 10+HCP, Free bid=NF, Raise=Pre-empt, System on			
<b>OPENING BID DESCRIPTIONS</b>			

## WBF Convention Card

CATEGORY GREEN

NCBO              CBLT

EVENT            All event

COUNTRY              THAILAND

PLAYERS              Kirawat LIMINSOPON  
Pavinee SITTHICHAROENSAWAT

### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

Two over one Game Force  
 1NT opening 15-17 HCP may have 5 cards M  
 2C= 22+HCP any distribution or game in hand  
 2D= Multi, 2H/2S = 2 suits weak (M+m)  
 3NT=Gambling  
 1H/1S -> 1NT = Forcing for one round

#### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

New Minor Suit Forcing  
 Lebensohl after  
 1NT opening & Opp. Interfere  
 Weak two opening by Opp.  
 Opener reverse  
 VS Unusual, Michael [1], Multi[2]  
 4<sup>th</sup> Suit GF  
 Bergen Raise  
 Jacoby 2NT

After Opp. Overcalls M Opening or M overcall :

Cue-bid or New suit = 3 cards support  
 2NT = 4+ cards support at least game inv.  
 If m Opening or m overcall : Cue-bid/New suit = 4 cards sup.  
 2NT = 5+ cards support at least game inv.

#### SPECIAL FORCING PASS SEQUENCES

DOPI, ROPI  
 OPP X , 1NT: / force to xx (res bid/ = stand x, 2c= C4+other, 2D= D+M, 2H = both M 44)

#### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

We do not pass when unclear

**PSYCHICS:** SELDOM

Opening	Check If Artificial	Min. No. of Card	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C		3	3S	11-20 HCP Natural	1D= Relay, 1H/1S 5+HCP 4+cards suit 1NT 7-10 HCP No Major 2C inverted minor 11+ at least 5 cards 2D H5+ S4, 2H S5+H4 7-10, 2S weak 2NT Bal. 11-12 HCP, 3NT 13-14 HCP 3C Pre-empt. 4C RKC. (after cue bid 4NT = RKC) Next step ask for QC, 5D = K asking, (5NT Grand Slam Interest)	Two ways check back (2C = NF, 2D = GF) 2H=Relay, Other show stopper After 2NT -> 3C= sign off 4D=0/3 4H=1/4 4NT=2 w/o Q 5C=2 w Q Bid specific K, 5NT with 2 K	
1D		3	3S	11-20 HCP Natural	Same as 1C opening 2H S5 + H4 7-10 ,2S weak 4D RKC (after cue bid 4NT = RKC) 5C = K asking (5NT Grand Slam Interest)	4H=0/3 4S=1/4 4NT=2 w/o Q 5C=2 w Q Bid specific K, 5NT with 2 K	
1H		5	3S	11-20 HCP Natural	1S 4+HCP 4 cards suit 1NT 6+ HCP 1RF 2C/2D GF 4+cards suit, 2H 5-9 HCP with support 2S weak 2NT supp 4 15+ 3C 4+ sup. 7-9 HCP/ 3D 4+sup. 10-14 HCP 3H 0-6 HCP 4+cards support , 3S splinter any suit 4C,4D void , 4H To play 4NT RKC	2C = F1 at least 2 cards 2NT = Relay asking for opener short suit New suit level 3=short suit, level 4= suit Start Cue bid if no honor in partner's short suit 5C=0/3 5D=1/4 5H=2 w/o Q 5S=2 w Q	
1S		5	3S	11-20 HCP Natural	Same as 1H Opening	2NT , 3C & 3D	
1NT				15-17 HCP Bal. May have 6 cards minor Or 5 cards Major suit	2C NF Stayman, 2D Transfer H , 2H transfer S 2S asking min/max 2NT Transfer minor 3C C6+ invitation 3D D6+ invitation 3H → 5-5 minor (invite), 3S → 5-55 minor (GF) 3NT To play , 4D/4H texas transfer 4C Gerber, 4NT Quantitative,	With Max and 4+ cards support bid show value 3C bid → 3H (C5 >D4), 3S (D5>C4)	
2C	/	0	3S	22+HCP or Game in hand	2D relay, 2H ,2S, 3C, 3D suit 8+	Rebid 2NT 22-23 HCP Bal ->3C= Romex	
2D	/	0	3S	Weak a major	2NT F1 ask suit 2H /2S = pass or correct	3C= Max , 3D min H suit , 3H min S suit	3D ask -> 3H=S. 3S=H
2H		5-4		Heart and minor suit 5-5	2S = pass or correct ,2NT= F1 ask for other suit		
2S		5-4		Spade and minor suit 5-5	2NT = F1 ask for minor suit ,3C =pass or correct		
2NT				20-21 HCP Balanced	3C = Romex (asking for major, or other) 3D/3H = transfer	3D response = no major or have S4 3H response = H 4 or 5 3S response = S5 , 3NT both Major	
3C/3D		6		Pre-emptive	New Suit Forcing		
3H/3S				Pre-emptive	Bid Game – To play		
3NT				Gambling – solid minor			
4C/4D/		6		Pre-emptive	Next suit forcing	Cue bid control, otherwise sign off	
4H/4S		6		Pre-emptive	New Suit Forcing		

Details of System :  
2 WAYS CHECKBACK, 2C = PUPPET

1	A	B	
	1D	2H*	5S+ 4H+ /HCP <9
	2NT = GF	3C	= Min 5-4
		3D	= Max 5-4

2	A	B	
	1C	2D*	5H+ 4S+ /HCP <9
	2NT =GF	3C	= Min 5-4
		3D	= Max 5-4

3	A	B	
	1C	2H*	5S+ 4H+ /HCP <9
	2NT =GF	3C	= Min 5-4
		3D	= Max 5-4

4	A	B	
	1D	1S	
	1NT	2H	<F>

5	A	B	
	1H	1NT	
	2C	2D	<8 +>
	2S		<16-17>

6	A	B	
	1H	1NT	
	2S		<18-21>

14	A	B	
	1H	1S	
	2C	2H	
	2NT		<18-19>

15	A	B	
	1D	3C	<C suit, invite 10-12 HCP>

16	A	B	
	1C	1H	
	1S	2C	forced to bid 2D
		2D	GF

17	A	B	
	1D	1H	
	1S	2C	forced to bid 2D
		2D	GF

7	A	B	
	1H	1S/1NT	
	2C	2+	
	2D	3+	
	2H	6 card, min	
	2S	support	
	2NT	18-19	
	3C	18-20	
	3D	18-20	

8	A	B	
	1S	1NT	
	2C	2+	
	2D	4+	
	2H	4 card, 15-	
	2S	6 card, min	
	2NT	18-19	
	3C	18-20	
	3D	18-20	

9	A	B	
	1H	1S	
	2C	2D	<8 +>
	2H	<min 5 card H>	2NT/3C/2S NF

10	A	B	
	1S	1NT	
	2C	2D	<8 +>
	3H		<5-5, 16-17>

11	A	B	
	1S	1NT	
	2C	2D	<8 +>
	2H,3C,3D		<5-4, 16-17>

12	A	B	
	1H	1S	
	2D		<min, <15>

13	A	B	
	1H	1S	
	2C	2D	<8 +>
	2NT		<15-17>

18	A	OP	B	
	1C	1D	1H/1S	4card

19	A	OP	B	
	1D	1H	X	no major

Details of System :

JACOBY 2NT

Case 1	A		B	
	1H	1.1	2NT	= Support 4H+ GF 15
		1.3	3C	= Support 4H+ 7-9
		1.4	3D	= Support 4H+ 10-14
		1.5	3S	= Support 4H+ 15+ , singleton one suit
			3NT	= Support 4H+ , VOID S
		4C/4D	= void	

Case 1.1	A		B	
	1H		2NT	= Support 4H+ GF Balanced 15+
	3C	= MIN		
	3D	= Max 15+		

Case 1.2	A		B	
	1H		3C	= Support 4H+ 7-9
	3D*	= asking Max or Min	3H*	= minimum
			3S/4C/4D	= Short suit in S/C/D
			4H	= To play

Case 1.3	A		B	
	1H		3D	= Support 4H+ 10-14
	3H*	= Min 11-12		

Case 1.3.1	A		B	
	1H		3D	= Support 4H+ 10-14
	3S/4C/4D	= Short suit & Slam Interest		
	3NT	= No short suit 16+ slam interest next start cue bid		

Case 1.4	A		B	
	1H		3S	= Support 4H+, singleton any 15+
			3NT	= void S
			4C	= VOID C
			4D	= VoiD D
	1H	3S		
	3NT	<ask>		

Case 1.5	A		B	
	1S		3H	= Support 4S+, singleton any 15+
			3NT	= Void H
			4C/4D	= VoiD D, C
	1S	3H		
	3S <ask>	3NT = H short		

Case 2	A		B	
	1H	2.1	2NT	= Support 4H+ GF Balanced 15+
	3D	<max>	3H	= asking
	3S	<no short>		
	3NT	<short S>		
	4C/4D	<short>		

Case 2.1	A		B	
	1H	2.1	2NT	= Support 4H+ GF Balanced 15+
	3C	<min>	3D	= asking short
	3H	<no short>		
	3S	<short S>		
	4C/4D	<short>		

\*\* Bergent , Jacoby , after opp X , system ON

Details of System :

WHEN OPENER SUPPORT RESPONDER WITH FOUR CARDS MAJOR

Case 1	A	B	
	1D	1H	
	2H	2S*	= help suit
	2NT*		= have and some in H
	3C *		= have and some in C
	3D*		= have and some in D
	3H*		= minimum Balance

Case 2	A	B	
	1D	1S	
	2S	2NT*	= ask short suit
	3C *		= short in C
	3H *		= short in H
	3D *		= 5D+ 4S (bid 3S after 3D asking for Max or Min if min pass 3S if max bid 4S)
	3S *		= minimum Balance

Case 3	A	B	
	1D	1H	
	2H	2S*	= help suit in Spade
		2NT*	= ask short suit
		3C *	= help suit in Club
		3D*	= help suit in Diamond

Case 4	A	B	
	1D	1H	
	3H *	<16-17>	3S* = Cue bid
	3NT*		= relay
	4C*		= short in C
	4D		= Better hand
	4H		= Minimum = 15 HCP or bad 16 HCP

Case 5	A	B	
	1D	1S	
	3S *	3NT*	= Relay
	4C *		= short in C
	4H *		= short in H
	4D *		= 5D+ 4S
	4S *		= Minimum = 15 HCP or bad 16 HCP

BIDDING WHEN OPPONENT OVERCALL OUR MAJOR OPENING

Case 1	A	OPP	B	
	1S	2H	2S	= Support S <b>3 cards</b> , Hcp outside
			2NT	= Support S <b>4+ cards</b> Limit bid
			3C/3D	= Suit GF
			3H	= Support S <b>3+ cards</b> Limit bid
			3S	= Competitive bid 0-5 HCP, no def

Case 2	1H	2S	2NT*	= Support 4 card H
			3C/3D	= Suit GF
			3H	= support Good , can be invite

Case 3	1C/1D	1M	2M	= invitation
			2NT	= weak support
			3m	= Support 7-9

Case 4	1C/1D	X	System on	
			2NT	= weak support
			3m	= Support 7-9

Case 5	1X	X	XX	1H
	X <4 card opp suit>			

Case 6	1X	X	XX	1H
	/	/	x	<4 card opp suit>, if hv suit must bid

Details of System : 1NT series

Case 0	A	B
	1NT	2C* = NF Stayman (0+)
		2D/2H = Transfer
		2S = asking min/max
		2NT = transfer miner (see)
		3C/3D = suit invitation
		3H = 5-5 invite miner
		3S = 5-5 GF miner
		4C = Gerber
		4D/4H = Trf to H/S
		4NT = Quatitative

Case 1	A	B
	1NT	2C* = NF Stayman (0+)
	2D = No major	2H = 4H/4S, 4H/5S, invite
		2S = 5H/4S, invite
		2NT = INV Maybe No major
		3C/3D = SUIT GF
		3H = 5S/4H ** GF
		3S = 5H/4S , GF

Case 2	A	B
	1NT	2C* = NF Stayman (0+)
	2D = No major	3H = 5S/4H
	3S = support spade	4C/4D = Cue bid

Case 3	A	B
	1NT	2S* = asking min/max
	2NT = MIN	
	3C/D/H/S = suit Max	

Case 4	A	B
	1NT	2NT = minor suit transfer
	3C = as requested	3D = D , NF
		3H = C better than D (5+4)
		3S = D better than C (5+4)

Case 6	A	B
	1NT	3C/D = INVITATION
	3H/3S = cue interested.	
	3NT = min , no support	

Case 7	A	B
	1NT	2H = Transfer S
	2NT = 3 Card , max	
	3S = 4 card , max	

Details of System :

2wayDrury open in 3rd/4th or when overcall in 3rd or 4th seat

Case 1	1st P 2C = 2 case** 1. support H3 10-11 2. C6+ 10-11	2nd P (1C) P	3rd 1H/1S 2H/2S = min any bid show opening	4th P P
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Case 2	1st P 2D = Nat D Suit 10-11 No Support	2nd P (1C) P	3rd 1H/1S 2H/2S = min any bid show opening	4th P P
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Case 3	1st P 2C = support 10-11 2D = D suit 2H = H suit 2S = support 4-6 HCP 2NT = support 4 card, jacyby 3C = support 4 card, 7-9 3D = support 4 card, 10-11	2nd P	3rd 1H/1S	4th X
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Inverted minor

Case 1	A	B
	1C	2C = 10+
	2D	= bal min
	2H	= 4 card 16+
	2S	= 4 card 16+
	2NT	= Maximum H+S stopper 18-19
	3C	= 5+ Cards C Minimum
	3D	= 4 card 16+

Case 2	A	B
	1D	2D = 10+
	2H	= bal min
	2S	= 4 card 16+
	2NT	= Maximum H+S stopper 18-19
	3C	= 4 card 16+
	3D	= 5+ Cards D Minimum
	3H	= 4 card 16+

Remark" after opp X , system on



Details of System :

When opps double 1 majors (1H/1S)

Case 1	WE	OPP	PDN	
	1H	x	pass	= nothing to bid
			xx	= 10+ , no fit
			1S	= Normal
			1NT	= Normal
			2C	= suit F
			2D	= Transfer H <7-9 HCP>
			2H	= 3-6 H3
			2NT	= H4 , at least invitation
			3C	= H4+ 7-9
			3D	= H4+ 10-14

Case 2	WE	OPP	PDN	
	1S	x	pass	= nothing to bid
			xx	= 10+ no fit
			1NT	= normal
			2C/D	= suit F
			2H	= Transfer S <7-9 HCP>
			2S	= Spade Support 3+ 3-6 HCP
			2NT	= S4 , at least invitaion
			3C	= S4+ 7-9
			3D	= S4+ 10-14

Details of System :

Response 2C opening

Case 1	A	B
	2C	2D = relay 2H/2S = suit 5 card +, 8 HCP 3C/3D = suit 6 card +, 8 HCP

Case 2	A	B
	2C 2NT = <22-23>	2D = relay

Case 3	A	B
	2C 3NT = <25>	2D = relay 4C = stayman 4D/4H = transfer

Case 4	A	B
	2S	3D/3H = to play 2NT = asking

Case 5	A	B
	2S 3C	2NT = asking 3D = suit invite

Asking Q trump		
4NT		5C
5D	Q asking	5H (No Q) 5S (have Q), 0-3 K 5NT (have Q), KS or another 2 K 6C (have Q), KC or another 2K 6D (have Q), KD or another 2K

Open one jump 2NT with 18-19 , open 2NT strong 20-21, and 2C strong rebid 2NT 22-23

Case 1	A	B
	2NT	3C = Stayman
	3D =No major or S4 ** (see 1.1)	
	3H =H4/5 ** (see 1.2)	
	3S =5S	
	3NT = H4+S4	

Case 1.1	A	B
	2NT	3C = Stayman
	3D =No major or S4	3H = asking
	3S =S4	
	3NT = NO major	
	3D =No major or S4	3S = S4/H5
		3NT = H4/S5

Case 1.2	A	B
	2NT	3C = Stayman
	3H =H4/5	3S = asking
	3NT =H4	
	4C = H5 with control C	
	4D = H5 with control D	

Case 2	A	B
	2NT	3D = Transfer
	3H	3S = Any Splinter H6+ Good Suit
		** (See 2.1)
		4H = Game only H6+

Case 2.1	A	B
	2NT	3D = Transfer to H
	3H	3S = Any Splinter H6+ Good Suit
	3NT = Asking	4C = C Short
		4D = D Short
		4H = S Short

Case 3	A	B
	2NT	3H = Transfer
	3S	3NT = Natural
		4C = Second Suit 4 cards +
		4D = Second Suit 4 cards +
		4H = Second Suit 5H/5S

Case 4	A	B
	2NT	3S = One Minor suit
		= Two minor suits weak
		= Two minor suits strong

Case 4.1	A	B
	2NT	3S = force to bid 3NT
	3NT	4C/4D = To play
		4H = Two minor 5/5 slam
		4S = Two minor 5/5 game

Case 5	A	B
	2NT	4C/4D = Gerber

Case 6	A	B
	2NT	3C = Stayman

	3H/3S	4D	= D Suit GF
Case 7	A	B	
	2NT	4H	= C better than D, 5-4 slam
		4S	= D better than C, 5-4 slam
	4NT	not support	

Details of System :

Lebensohl

Case 1	WE	OPP	WE	
	1NT	2S	x	= T/O maybe not have H4
			2NT	= Transfer C or D or H NF (1.1-1.3)
			3C	= GF
			3D	= GF
			3H	= GF
			3S	= No S stopper No H4
			3NT	= S stopper No H4

Case 1.1	WE	OPP	WE	
	1NT	2S	2NT	= Transfer C or D or H NF
	3C		3D/3H	= Can Pass NF

Case 1.2	WE	OPP	WE	
	1NT	2S	2NT	= Transfer C or D or H NF
	3C		3S	= H4 no Spade Stopper

Case 1.3	WE	OPP	WE	
	1NT	2S	2NT	= Transfer C or D or H NF
	3C		3NT	= H4 and Spade Stopper

Transfer lebensohl after 1NT opening.

Opener          OPP          Responder          Details

Case 3	1NT	2C/2D (1 suit)	X 2D/H/S	penalty / optional suit
			2NT	Transfer to 3C

Case 4	1NT	2D/2C (2 major)	X 2H/2S 2NT 3C/3D	penalty C suit / D suit lebensohl to C suit GF
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Case 4.1	1NT 3C	2D P	2NT 3D/H	Transfer to 3C, weak or GF Suit NF
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Case 5	1NT	2H	X 2S 2NT 3C 3D 3H 3S	take out S suit , NF Transfer to C weak or GF Suit GF Suit GF no H stopper , no S4 GF S5+ , stopper H
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Case 5.1	1NT 3C	2H P	2NT 3D 3H 3NT	Transfer to 3C, weak or GF D suit , NF S4, no H stopper S4, H stopper
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Case 6	1NT	X	XX 2C 2D 2H 2S 2NT 3C/D 3H 3S	Transfer to bid C (one suit, C/D) Stay man transfer to bid H transfer to bid S asking min/max transfer to m suit invitation C+D 5-5 invite C+D 5-5 GF
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Case 6.1	1NT XX	X P	Pass 2C 2D 2H	Forced to xx C + unknown suit D+ M both M
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ADDITIONAL RESPONSE TO OPENING OF 2D MULTI

OPENER		RESPONDER	
2D		2NT	= Asking
3C	= Max		
3D	= Min. H Suit		
3H	= Min. S Suit		

OPENER		RESPONDER	
2D		2NT	= Asking
3C	= Max	3D	= which suit
3H	= S suit		
3S	= H Suit		

OPENER		RESPONDER	
2D		3C/3D	= suit non forced

OPENER		RESPONDER	
2D		4C	= tranfer your suit

OPENER		RESPONDER	
2D		4D	= bid yoursuit

**Against Michael cue bid.**

Opener    OPP    Responder                      Details

1H	2H	Pass	May hv good hand for penalty, will x next round
		X	Balance 10+
		2S	Support H3 card, limit bid
		2NT	Support H 4 cards, invite
		3C/D	Suit , F
		3H	Competitive 3H , 6-9 HCP
		3S/4C/4D	Spinter , H4+

1S	2S	Pass	May hv good hand for penalty, will x next round
		X	Balance 10+
		2NT	Support S 4 cards, invite
		3C/D	Suit , F
		3H	Support S3 card, limit bid
		3S	Competitive 3S , 6-9 HCP
		4C/4D/4H	Spinter , S4+

**Against Michael cue bid.**

Opener    OPP    Responder                      Details

1H	2NT	Pass	May hv good hand for penalty, will x next round
		X	Balance 10+
		3C	H3+ , limit bid
		3D	S 5+ , invite
		3H	Competitive 3H, 6-9 HCP
		3S	Good S ,GF
		3NT	Toplay , both stoper
		4C/4D/4S	Spinter , H4+

1S	2NT	Pass	May hv good hand for penalty, will x next round
		X	Balance 10+
		3C	H5+ , invite
		3D	S3+ , limit bid
		3H	Good H 5+, GF
		3S	Cometitive 3S, 6-9 HCP
		3NT	Toplay , both stoper
		4C/4D/4H	Spinter , S4+

**Against OPP overcall with 2H, 2S**

Opener    OPP    Responder                    Details

1C	2H	X	8+ HCP , S4+D4/ have stopper H
		2S	S suit 5+, forcing one round
		2NT	Support C , invite
		3C	Support C , 6-9
		3D	Suit , F
		3H	asking stopper
		3NT	balance and stopper
1D	2S	X	8+ HCP , H4+C4
		2NT	Support D , invite
		3C	Suit , F
		3D	Support D , 6-9
		3H	GF 12+, H5+
		3S	asking stopper
		3NT	balance and stopper

**Against OPP overcall with 2H, 2S**

Opener    OPP    Responder                    Details

1S	2H	X	8+ HCP , C4+D4
		2S	S3, 6-9 HCP
		2NT	Support S 4 card, invite
		3C/D	Suit , Forcing
		3H	Support S 3 card, limit bid
		3S	Support S 4+, 6-9
1H	2S	X	8+ HCP , C4+D4
		2NT	Support H 4 card,invite
		3C/D	Suit, Forcing
		3H	Support H3+, 6-9, can be invite