

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS OF 1H/1S (Style: Resp: 1 / 2 Level;)	
Direct 1M : Light , up to 18 hcp, New suit = NF, Jump suit=INV	
Jump raise =PRE , Cue= LR, 1NT= NF, RespDBL=value/TO	
Direct 1C : 1D=5D+,1H=S+D 44+,1S=H+D 44+,2C=2M,2D=w1M	
Direct 1D : 1H=S+C 44+,1S=H+C 44+,2C=2M,2D=w1M	
Reopening Of 1C/1D : 1H/1S =8+ 4+ , DBL= 8+ TO	
Reopening Of 1H/1S : 1S =8+ , DBL= 8+ TO	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd 1NT = 15-18 bal Resp: Same as open 1N	
4 th OVER 1C/D = 12-14 Not promise stop Resp: Same as open 1N	
OVER 1H/S = 8-11 Not promise stop Resp: Natural	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Over 1M = PRE	
Over 1C 2D= 1M L/T 10 , 2H/2S = 10-14 6+card	
Over 1D 2H/2S = 10-14 6+card , 3C = PRE	
1C (2N) = D+H,1D (2N) = C+H , 1M (2N)= 2m	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
1M (2M) = OM5+m5+ 1M (3M) = ask stop	
1C (2C) = 2M 44+ 1C (3C) = PRE or ask stop	
1D (2D) = weak H 1D (3D) = PRE or ask stop	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Vs strong 14-18 NT	
X = m longer M or Strong 2 Suit	
2C = 2M 2D = 1M 2H=H+m 2S=S+m 2N=2m	
Vs weak 10-15 NT or 13-15 NT	
X = seek penalty	
2C=2M 2D=H 2H=S 2S= H+m 2N= S+m	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
RUBENSOHL transfer over wk2(DBL) , 4m= OM+m	
Multi 2D see *(1)	
Good-Bad NT 4NT Over 4H/4S = to play 5 level	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
X=C ,1D=H,1H=S,1S=4S+longer m,1N=4H+longer m	
2C = D or 2M,2D=H or S+C,2H=S or good 2 suit	
2S=2m,2N-3H= transfer	
OVER OPPONENTS' TAKEOUT DOUBLE	
RDBL = Transfer Next suit	
Transfer in Level1&2 Over OPP DBL	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	Same	
NT	1/2/4	same	
Subseq			
KJT(+)/HT9(+) lead 3 rd in suit and 2 nd in NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), A(+),	AK(+), A(+), ATT	
King	AK,KQ(+),K(+)	AK,KQ(+),K(+), UB/CT	
Queen	QJ(+)	QJ(+),KQT9(+) ask UB J	
Jack	JT(+)	JT(+),HJT(+)	
10	T(+), HJT(+)	HT9(+),10(+)	
9	9(+),HT9(+)	H98(+),8(+)	
Hi-X	Sx, HxSx, HxxxS	xSx, xSxx	
Lo-X	xxS, HxxxS, xxxxS	HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT Lo=ENC	SP/CT Lo/Hi=even	ATT Lo=ENC
Suit 2	CT Lo/Hi=even		CT
3	SP		SP
1	Same	Same	Same
NT 2			
3			
Signals (including Trumps): suit preference , trump available Hi-lo = no ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with good shape Res. Cue = F1, Jump = Inv			
Reopening DBL : 1m P P X = 8+ T/O			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
MAX Overcall DBL : 1S (2H) 2S (3H) DBL = INV			
Support Double to 2H			
1x-(1y)-x = trf next suit			
1x-(Dbl)-Rdbl = trf next suit			
1M-(2x)-p-(2M) X=disc, Pass = Enc			
1N(X) XX = ask to bid 2C			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: Thailand	
PLAYERS: Kridsadayut <u>PLENGSUP</u>	
Kanokporn <u>JANEUNJONG</u>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5+M (F 1N), 5(4)+ ♦, 2+♣ w trf responses 0+ hcp	
May be very light. 2/1 F2NT	
1NT 15-17 6m ,5M,,Singleton OK	
2NT : 20-22 hcp	
Fit Jump in comp. ART 2NT in comp.	
2♦ Opening : 0-11 M6+ or 17-21 55M+m	
2♥/2♠ : 11-15 HCP 55M+m	
Pre : Light (down to 0 hcp)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Overcall 2♦ over 1m: weak ♥	
2 Suit overcall over 1m opening	
1♣-1NT = ART GF , 2♥/♠=inv 6M,	
1♣-2♦ = inv bal or C6, 1♦-2♦ = GF	
1♣ : Transfer to next suit up to 2C	
1♦ Opening : 1H= maybe 3, 3♣= L/T 11 hcp 6♣+	
1♥ Opening : 1♠=♠0-4 F1 , 1N=♠5+ F1, 2m=F to 2NT	
1♠ Opening : 1N= F1 may have 12+ ♥5+, 2♥ 9-11 H5+ NF	
VS Micheal cuebid(M+m) : Cue=10+ raise, 3m=F1	
VS 2NT 2minor : 3C=10+H , 3D=10+S	
VS Cue bid ask stop : Pass=Encourage, Double = Discourage	
VS Transfer bid : DBL=Lead Direct, Cue=T/O	
WHEN OPP O/C or DBL : Use a lot of Transfer bid	
RUBENSOHL -Transfer 2N=>C , 3C=>D, 3D=>H, 3H=>S	
3S=> NT	
Good-Bad NT in competitive	
SPECIAL FORCING PASS SEQUENCES	
1NT (X) P = ask to ReDBL	
IMPORTANT NOTES	
RESPONSE TRF AFTER OVERCALL LEVEL1	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	↙	2	3S	11-20 C2+ can have longer D	Response level 1 with 0 hcp+ 1D= TRF H4+ 1H= TRF S4+ 1S= NoM4 1N= ART GF 2C= GF D5+ 2D= INV BAL OR C6+ 2H= 10-12 6H , 2S = 10-12 6S 2N = Weak Raise C, 3C = 7-10 C5+	See Note1 Game try see note10	See note C1..... 1C (p) 1D* (x) Pass = 11-14 XX = strong short H 1H = 11-14 3-4H 1N = 18-20 Bal 1C (p) 1D* (1s) Pass 11-14 X= 3 support, 1N=18-20 bal 1C (p) 1S* (x) XX = strong Pass = 4D 1N=11-14 See note C2/C3/C4 see Note C7 for support Double Max Double Good bad NT
1♦		4	3S	11-21 hcp D4+	1H= H4+ ,1S= S4+ ,1NT= NF 2C=10+F1, 2D= GF 2H= 10-12 6H , 2S = 10-12 6S 2N = Weak Raise D, 3D=7-10 D4+	See Note2 Game try see note10	
1♥		5	3S	11-21 hcp H5+	1S= S0-4 ,1NT= S5+ ,2C/D= 10+ m4+ F to 2N, 2H = 6-10 Fit H, 3H=weak raise,3N=12-15 H3 Bal 2S= 8-10 6S ,3S=13+ H4+ short 2NT=GF H4+ , 3C= 6-9 H4+ , 3D= 10-12 H4+ short	See Note3 Game try see note10	
1♠		5	3H	11-21 hcp S5+	1NT= F1, 2C/2D = 10+ m4+ F to 2N,2H=9-11 H5+ 2S=6-10 Fit S, 2N = GF S4+ ,3C/3D/3H= Fit S4+ 6- 9/10-12/12-15, 3S= weak raise,3N=12-15 S3 Bal	See Note4 Game try see note10	
INT		BAL		15-17 bal , 6m322/5422 (not 5M) OK	2C= Ask M4 , 4 Way Transfer 3C= ask M, 3D=GF C5+D5 ,3H/3S= C5+D5 4C= TRF H6+ , 4D= TRF S6+	See Note5	
2♣	✓	ART		STRONG 21+hcp/ 8 tricks	2D= POSITIVE , 2H= No A/K or 3Q 2S=H5+ ,2N=7m+ ,3C=54M,3D=55M,3H=6S4H, 3S=4S6H	See Note 6	
2♦	✓	ART		Weak Two 5-9 M6+ or 17-21 55 Mm or solid M	M= P/C, 3C,3D=F1 ask support 2NT= asking	See Note 7	
2♥		6		11-15 hcp 55H+m	2NT= inv+ , 3C/3D = P/C, 3H[S]=GF	See Note 8	
2♠		6		11-15 hcp 55S+m			
2NT		BAL		21-22 hcp M5, m6 OK	3C=ask M5, 3D/H=TRF H/S 3S = TRF 3NT,3N=weak C6+,4C=weak D6+	See note 9	
3♣3♦3♥3♠		6		PREEMPTIVE	New suit = F1, 4C=RKC (except open 3C)		
3NT		BAL		25-27 hcp with M4	4C=ask M4, 4D,4H=TRF , 4S=ask minor		

SUPPLEMENTARY DETAILS (continued)

More....

When Fit Major....

Responder rebid	1♣-1♦-2♦ [16+♥4]?	1♣-1♦-2♦-2♠ [GF]?
> 2♥	Bad hand 0-5 hcp	
> 2♠	GF asking	
> 2N	Invitation	18+
> 3♣		16-17 Short ♠
> 3♦		16-17 short ♦
> 3♥		

Opener rebid	1♣-1♦-3♦-3♠ [asking]?
> 3N	singleton
> 4♣	11-14 void ♠
> 4♦	11-14 void ♦

More....

1♣-1N-2♣-2♦ [asking] - ?

- > 2♥ = have short
- > 2♠ = 5422
- > 2N = C6+
- > 3♣ = balance ♣5
- > 3♦ = balance ♦2
- > 3♥ = balance ♥2
- > 3♠ = balance ♠2

1♣-2♥ [inv ♥6] - ?

- > 2♠ = stop
- > 2N = ask short
- > 3♣ = F1
- > 3♦ = stop

1♣-1♦-2♣-? [1♣-1♥-2♣-? apply from this sequence]

- > Pass = to play
- > 2♦ = any invitation
- > 2♥ = NF
- > Other = GF

SUPPLEMENTARY DETAILS (continued)

Note 2 : SUBSEQUENT AFTER OPEN 1♦

OPENER REBID

Opener rebid	1♦-1♥ [♥4+]?	1♦-1♠ [♠4+]?	1♦-1N [NF] ?	1♦-2♣ [F TO 2N]?	1♦-2♦ [GF]?	1♦-1♥ 1N-2♣ ?
> 1♠	11-17 ♠4					
> 1N	11-14 ♦6 or any 16-17	11-14 ♦6 or any 16-17				
> 2♣	11-15 ♣4+	11-15 ♣4+	NF	11-14 any		
> 2♦	16+ ♥4	16+ ♠4	NF	15+ unbalance		11-14 ♦6
> 2♥	11-14 ♥3-4	16+ ♥4	Ask min max [2♠ max]	15+ 5422	11-14 any	16-17 ♥3
> 2♠	18+ ♠4	11-14 Fit ♠3-4		15+ ♦6	15+ unbalance	
> 2N	18+ ♦6	18+ ♦6		15+ 4441	15+ 5422	16-17 ♦4♣5
> 3♣	18+ ♣4+	18+ ♣4+		15+ ♦5♣4	15+ ♦6	16-17 ♦5♣4
> 3♦	11-14 ♦7	11-14 ♦7		15+ ♦4♣5		16-17 ♦6
> 3♥	14-15 ♥4	11-14 ♠4♦6		15+ ♦5♣5 short ♥		15+ ♦5♣5 short ♥
> 3♠	11-14 ♥4♦6	14-15 ♠4		15+ ♦5♣5 short ♠		15+ ♦5♣5 short ♠

RESPONDER REBID

Responder rebid	1♦-1♥ 1♠-?	1♦-1♥ 1N[Gazzilli] -?	1♦-1♥ 2♣-?	1♦-2♣ 2♦-?
> 1NT	NF			
> 2♣	TWCB : To play 2♦ or any Inv	ART 8+		
> 2♦	TWCB : any GF	Preference D	NF	
> 2♥	NF	NF	NF	ART GF
> 2♠	NF	NF	ART inv+	Inv ♣5
> 2N	F bid 3♣	NF ♣5	Transfer ♦ pre-accept	Inv
> 3♣	Shape invitation	Shape invitation	5-7 ♣6	Inv ♣6
> 3♦	Shape invitation	Shape invitation	5-7 ♦6	Inv ♦4
> 3♥		Shape invitation		
> 3♠				
> 3N	To play	To play	To play	

SUPPLEMENTARY DETAILS (continued)

NOTE 3 SUBSEQUENT AFTER OPEN1 ♥

OPENER REBID

Opener rebid	1♥-1♠ [F1 ♠0-4]?	1♥-1N [F1 ♠5]?	1♥-2♣ [F2N]?	1♥-2♥ [8-10 Fit ♥]?	1♥-2N [GF Fit ♥4]?	1♥-3♣ [6-9 ♥4]?
> 1N	11-15 ♠4 or any 16-17 F1					
> 2♣	11-15 ♣3	11-15 Bal or ♣4 or 16-17 any				
> 2♦	11-15 ♦3	11-15 ♦4	11+ ♦3+			
> 2♥	11-14 ♥6	13-14 ♥6	11-14 or 18+			
> 2♠	18+ ♠4	11-14 ♠3-4	GF ♠4	Game try		
> 2N	18+ ♥6 or ♥6m4	18+ ♥6 or ♥6m4 or ♥6♠3	18+ ♥6 or ♥6m4	Ask min max		
> 3♣	18+ ♣4	18+ ♣4	GF ♣4	Game try	11-14 any	
> 3♦	18+ ♦4	18+ ♦4	Splinter	Game try	15+ have short	Ask short
> 3♥	11-15 ♥7	11-15 ♥7	15-17 ♥6	Blocking	15+ any 5422	To play
> 3♠	♠5♥6	14-15 ♠3-4	Splinter	ERKC	15+ ♥6	
> 3N	18+ any 5332	18+ 2533	16-17 Bal	Want to play 3N	15+ balance	
> 4♣		15+ ♥6♠4 short ♣	RKC in ♣	ERKC	15+ ♣5 with A/K	
> 4♦		15+ ♥6♠4 short ♦	ERKC	ERKC	15+ ♦5 with A/K	
> 4♥	To play	To play	To play	To play	Very bad hand	To play
> 4♠		11-14 ♥6♠4	ERKC			

RESPONDER REBID

Responder rebid	1♥-1♠-1N[Gazzilli]?	1♥-1♠-2♣[F111-15]?	1♥-1♠-2♦ [11-15 ♦4]?	1♥-1N-2♣[F1 11-17]?	1♥-1N-2♦ [11-15 ♦4]?	1♥-2♣-2♦ [11+ ♦4]?
> 2♣	ART 8+					
> 2♦	NF ♠4	NF		8+ any		
> 2♥	NF	5-9 ♥2-3	5-9 ♥2-3	5-7 ♥2-3	5-9 ♥2-3	ART Inv not promise ♥
> 2♠	NF ♠3	GF	GF	5-7 ♠5 short ♥	NF ♠5 short ♥	GF
> 2N	NF 2m	inv	inv		Inv	GF
> 3♣	NF ♣6	Inv Fit ♣	NF ♣6	5-7 ♣5	GF	GF
> 3♦	NF ♦6	Inv ♦5	inv Fit ♦		Inv Fit ♦	GF
> 3♥	Inv Fit ♥3-4	Inv Fit ♥3-4	Inv Fit ♥3-4	Inv Fit ♥3-4	Inv Fit ♥3-4	SI Fit ♥
> 3♠				Inv ♠6	Inv ♠6	Splinter Fit ♦
> 3N		To play	To play	To play	To play	To play
> 4♥	To play	To play	To play			12-15 Fit ♥

More...

1♥-1♠-2N [GF]?

- > 3♣=♣4
- > 3♦=♦4 no ♣4
- > 3♥=Fit ♥
- > 3N = 10+♦5
- > 4♥=5-7 Fit ♥

SUPPLEMENTARY DETAILS (continued)

NOTE4: SUBSEQUENT AFTER OPEN 1♠

OPENER REBID

Opener rebid	1♠-1N[F1]?	1♠-2♣[F2N ♣4]?	1♠-2♦ [F2N ♦]?	1♠-2♥ [9-11 ♥5+]?	1♠-2N [GF Fit ♠4]?	1♠-3♦ [10-12 ♠4]?
> 2♣	11-15 Bal or ♣4 or 16-17 any					
> 2♦	11-15 ♦4	11+ ♦3				
> 2♥	11-15 ♥4	11+ ♥4	11+ ♥4			
> 2♠	13-14 ♠6	11-14 or 18+	11-14 or 18+	NF		
> 2N	18+ ♠6 or ♠6m4 or Bal	18+ ♠6 or ♠6m4	18+ ♠6 or ♠6m4	Asking		
> 3♣	18+ ♣4	GF ♣4	GF ♣4	NF ♣4	11-14 any	
> 3♦	18+ ♦4	Splinter	GF ♦4	NF ♦4	15+ with short	
> 3♥	18+ ♥4	Splinter	Splinter	Inv Fit ♥	15+ any 5422	Asking
> 3♠	11-15 ♠7	15-17 ♠6	15-17 ♠6	15-17 ♠6	15+ 6♠	
> 3N	18+ any 5233	16-17 Bal	16-17 Bal		15+ balance	
> 4♣		RKC in ♣	ERKC		15+ ♣5 with A/K	
> 4♦		ERKC	RKC in ♦		15+ ♦5 with A/K	
> 4♥		ERKC	ERKC		15+ ♥5 with A/K	
> 4♠	To play	To play	To play	To play	Very bad hand	To play

RESPONDER REBID

Responder rebid	1♠-1N-2♣ [F1 11-17]?	1♠-1N-2♦ [11-15]?	1♠-1N-2♥ [11-15 ♥4]?	1♠-2♣-2♦ [F2N 10+]?	1♠-3♣-3♦ [asking]?	1♠-3♦-3♥ [asking]?
> 2♦	8+ any					
> 2♥	5-7 ♥5 [can be 4]	5-8 ♥5		GF ask stop ♥		
> 2♠	5-7 ♠ 2-3	5-9 ♠ 2-3	5-9 ♠ 2-3	ART Inv not promise ♠		
> 2N	5-7 ♣5	GF ♥5	GF ♥5	GF		
> 3♣	5-7 ♣6	NF ♣6	NF ♣6	GF ♣6		
> 3♦	5-7 ♦6	NF ♦5	NF ♦6	GF Fit ♦4		
> 3♥	10-12 ♥6	10-12 ♥6	Inv ♥4	Splinter Fit ♦	Any Singleton	
> 3♠	Inv Fit ♠	Inv Fit ♠	GF no stop ♣	SI Fit ♠	8-10 no short	Any Singleton
> 3N			To play	To play	Void ♥	Void ♥
> 4♣					Void ♣	Void ♣
> 4♦					Void ♦	Void ♦
> 4♥			To play	ERKC		
> 4♠	To play	To play	To play	To play		

More...

1♠-1N-2N [18+♠6]?

- > 3♣=♣4
- > 3♦=♦4
- > 3♥=♥5
- > 3♠=10+ Fit ♠
- > 3N=10+ ♦5
- > 4♠=5-7 Fit ♠3

SUPPLEMENTARY DETAILS (continued)

NOTE 5 : SUBSEQUENT AFTER OPEN 1N

Response

- > 2♣ = relay
- > 2♦ = Transfer ♥
- > 2♥ = Transfer ♠
- > 2♠ = Transfer ♣ ;pre accept
- > 2N = Transfer ♦ ;pre accept
- > 3♣ = Ask M
- > 3♦ = SI ♦5♣5
- > 3♥ = ♦5♣5 short ♥
- > 3♠ = ♦5♣5 short ♠
- > 3N = to play
- > 4♣ = Transfer ♥
- > 4♦ = Transfer ♠

RESPONDER REBID

Responder rebid	1N-2♣-2♦ [no 4M]?	1N-2♣ 2♦-2♠ 2n/3♣?	1N-2♣-2♥ [♥4]?	1N-2♦-2♥?	1N-2♠-2N [♣3+]?	1N-2♠-2N [♣2]?	1N-3♣ ?
> Pass	Bad hand ♦4+		0-7 ♥3-4	0-7 ♥5			
> 2♥	Bad hand ♥4♠4+						
> 2♠	Ask min max		Inv ♠4	SI or GF with bad ♥			
> 2N	NF		Inv no ♠4	Inv ♥5			
> 3♣	SI ♣5	Asking	SI ♣5	GF ♣4	To play		
> 3♦	SI ♦5	GF ♠5♥5	SI ♦5	GF ♦4	SI	To play ♦5♣5	No 5M
> 3♥	♠4 short ♥	GF ♠5♥4	Inv ♥4+	Inv ♥6	SI Cue	SI	♥5
> 3♠	♥4 short ♠	GF ♠4♥5	GF ♥4		SI Cue	SI Cue	♠5
> 3N	To play	To play	To play	To play	To play	To play	
> 4♣			Splinter				
> 4♦	Transfer ♥		Splinter				
> 4♥	Transfer ♠		To play	To play			
> 4♠	Quantitative		Quantitative			Quantitative	

More...

1N-2♣-2♦-2♠ [Ask min-max]?

- > 2N = min
- > 3♣ = max

1N-3♣-3♦-?

- > 3♥ = ♠4
- > 3♠ = ♥4
- > 3N = To play

SUPPLEMENTARY DETAILS (continued)

Note 6 : 2♣ opening

Response

- > 2♦ = GF
- > 2♥ = Bad hand
- > 2♠ = GF ♠5
- > 2N = GF ♥5
- > 3♣ = KJxxxx or better
- > 3♦ = KJxxxx or better
- > 3♥ = AKQxxx or AKJxxxx
- > 3♠ = AKQxxx or AKJxxxx

OPENER REBID

Opener bid	2♣-2♦ [GF any] ?	2♣-2♥ [Bad hand]?	2♣-2♥ 2♠-2N ?
> 2♥	♥5+		
> 2♠	♠5+	ART F1	
> 2N	22-24 Bal	23-24 balance	
> 3♣	♣5+	F1 ♣5+	Ask M
> 3♦	♦5+	F1 ♦5+	♥5♠5
> 3♥	♥4♦5+	F1 ♥5	♥5♠4
> 3♠	♠4♦5+	F1 ♠5	♥4♠5
> 3N	9+ tricks in long minor	To play	To play
> 4♥	8.5 tricks in trump ♥		
> 4♠	8.5 tricks in trump ♠		

RESPONDER REBID

Responder bid	2♣-2♦ 2♥ ?	2♣-2♥ 2♠- ?	2♣-2♦ 3♣-?
> 2♠	ART F1		
> 2N	♠5		
> 3♣	♣5+ short ♥	♣6+	
> 3♦	♦5+ short ♥	♦5+	♦5+
> 3♥	♥3 with any 1A or 1K	♥5♠4	♥4
> 3♠	Splinter with 1A or 1K	♥4♠5	♠4
> 3N	8-10 3244	2m
> 4♣	Splinter with 1A or 1K		support
> 4♦	Splinter with 1A or 1K		Splinter with 1A or 1K
> 4♥	8.5 tricks in trump ♥		Splinter with 1A or 1K
> 4♠	8.5 tricks in trump ♠		Splinter with 1A or 1K

SUPPLEMENTARY DETAILS (continued)

Note 7 : SUBSEQUENT AFTER OPEN 2♦

OPENER REBID

Opener rebid	2♦-2♥ [P/C]?	2♦-2♠ [P/C]?
> pass	Weak ♥	Weak ♠
> 2♠	Weak ♠	
> 2N	Strong short ♣	Weak ♥
> 3♣	Strong short ♦	Strong short ♦
> 3♦	Strong short ♥	Strong short ♥
> 3♥	Strong short ♠	Strong short ♠
> 3♠		Strong short ♣
> 4♥	Solid ♥	Solid ♥
> 4♠	Solid ♠	Solid ♠

RESPONDER REBID

Responder rebid	2♦-2♥ 2N-?	2♦-2♠ 2N[weak♥] ?	2♦-2♠ 3♣ [short ♦]?
> 3♣	Ask M	NF	
> 3♦	NF	NF	Ask M
> 3♥	P/C	NF	P/C
> 3♠	P/C		P/C
> 3N	To play		To play

SUPPLEMENTARY DETAILS (continued)

Note 8 : SUBSEQUENT AFTER OPEN 2♥

Response

- > 2♥ = Bad hand
- > 2♠ = GF ♠5
- > 2N = GF ♥5
- > 3♣ = KJxxxx or better
- > 3♦ = KJxxxx or better
- > 3♥ = AKQxxx or AKJxxxx
- > 3♠ = AKQxxx or AKJxxxx

OPENER REBID

Opener rebid	2♥-2♠ [ask length]?	2♥-2N [ask m]?
> pass		
> 2♠		
> 2N		
> 3♣	♠0	♣
> 3♦	♠1	♦
> 3♥	♠2	♥6
> 3♠	♠3	Good hand ♣
> 3N		Good hand ♦
> 4♣		Good shape ♣
> 4♦	Solid ♠	Good shape ♦

SUPPLEMENTARY DETAILS (continued)

Note 9: 2NT Opening :

- > 3♣=Muppet stayman
- > 3♦= Transfer ♥
- > 3♥= Transfer ♠
- > 3♠= Force bid 3N [to play 3N or 1m or 2m]
- > 3N = weak ♣6
- > 4♣= weak ♦6
- > 4♦= Transfer ♥6
- > 4♥= Transfer ♠6
- > 4N= weak 2m

Responder rebid	2N-3♣-3♦ [4M]?	2N-3♣-3♥ [no 4M]?	2N-3♣-3♥-3♠-3N ?	2N-3♣-3♠ [♠5]?	2N-3♣-3N [♥5]?	2N-3♠-3N ?
> Pass			To play		To play	To play
> 3♥	Ask ♠4 [maybe no 4M]					
> 3♠	♥4	F bid 3N				
> 3N	NF ♠5	NF ♠5♥3-4		To play		
> 4♣	SI ♣6	SI ♣6	SI ♠5♥5	SI ♣6	SI ♣6	SI ♣4♦5
> 4♦	SI ♦6	SI ♦6	SI ♥5	SI ♦6	Transfer ♥	SI ♣5♦4
> 4♥	Transfer ♠ [♠6♥4]	NF ♠5♥5]	SI ♠5	Quantitative	SI ♦6	RKC ♣
> 4♠	Quantitative	Quantitative		To play	Quantitative	RKC ♦
> 4N				RKC		2m

Opener rebid	2N-3♣-3♦-3♥ ?	2N-3♣-3♥-3♠-3N-4♣ ?	2N-3♠-3N-4♣ ?
> Pass			
> 3♥	Ask ♠4 [maybe no 4M]		
> 3♠	♠4		
> 3N	No ♠4		
> 4♣			
> 4♦		SI ♥	Agree ♦
> 4♥		♥3	Cue agree ♣
> 4♠		♠3	Cue agree ♣
> 4N		RKC ♠	To play

SUPPLEMENTARY DETAILS (continued)

Note 10 : GAME TRY WHEN FIT MAJOR

2N = ask min max

New suit = help suit try

3M = Blocking

Jump new suit = splinter

Opener rebid	1♦-1♥-2♥-2♠ ?	1♦-1♥-2♥-2N ?	1♦-1♥-2♥-2N-3♣-3♦ ?
> Pass			
> 2N	Balance ♠3		
> 3♣	♠0-2 + honor ♣	Max	
> 3♦	♠0-2 + honor ♦	Min ♥4	
> 3♥	Bad hand	Min ♥3	♥4
> 3♠	♠4	Void ♠	short ♠
> 3N			♥3
> 4♣		Void ♣	short ♣

More...

When opponent competitive Level 3

Double = invite game

New suit = game try

3M = competitive

When opponent overcall level 2

2N = 10+ 4M

Cue bid = 10+ 3M

3M-1 = 8-10 4M

3M = weak

Except 3M-1 = cue bid then 3M=8-10 4M ,3M-1 = cue bid

COMPETITIVE ACTION

Note C1 : Opponent overcall OPEN 1♣

Response	Overcall X	Overcall 1♦	Overcall 1♥	Overcall 1♠	Overcall 1N	Overcall 2♣[2M]
> Pass			May be strong	May be strong		May be wait penalty
> Redouble	♦4+					
> Double		♥4+	♠4+	♥4+	Penalty	Seek penalty
> 1♦	♥4+					
> 1♥	♠4+	♠4+				
> 1♠	No 4M	No 4M	No 4♠			
> 1N	Transfer ♣	Transfer ♣ NF or GF	Transfer ♣	Transfer ♣ NF or GF		
> 2♣	Transfer ♦ NF or GF	Ask stop ♦	Transfer ♦ NF or GF	Transfer ♦	♠4♥4 or better	
> 2♦	Transfer ♥ NF or GF	Transfer ♥ NF or GF	Ask stop ♥	Transfer ♥ NF or GF	Transfer ♥	NF ♦5+
> 2♥	Transfer ♠ NF or GF	Transfer ♠ NF or GF	Transfer ♠ NF or GF	Ask stop ♠	Transfer ♠	10+ support ♣ [lower opp's suit]
> 2♠	Inv ♣5	Inv ♣5	Inv ♣5	Inv ♣5	Good 2 suit [not 2M]	10+ ♦5+ [Higher opp's suit]
> 2N	Weak raise ♣	Weak raise ♣	Weak raise ♣	Weak raise ♣	Transfer ♣	Weak raise ♣
> 3♣	NF ♣5	NF ♣5	NF ♣5	NF ♣5	Transfer next suit	NF ♣5
> 3N	To play	To play	To play	To play		To play

Note C2 : Opponent overcall OPEN 1♦

Response	Overcall X	Overcall 1♥	Overcall 1♠	Overcall 1N	Overcall 2♣
> Pass		May be strong	May be strong		May be wait penalty
> Redouble	♥4+				
> Double		♠4+	♥4+	Penalty	T/O
> 1♥	♠4+				
> 1♠	No 4M	No 4♠			
> 1N	Transfer ♣ NF or GF	Transfer ♣ NF or GF	Transfer ♣ NF or GF		
> 2♣	Transfer ♦	Transfer ♦	Transfer ♦	♠4♥4 or better	
> 2♦	Transfer ♥ NF or GF	Ask stop ♥	Transfer ♥ NF or GF	Transfer ♥	NF
> 2♥	Transfer ♠ NF or GF	Transfer ♠ NF or GF	Ask stop ♠	Transfer ♠	F1 ♥5+
> 2♠	Inv ♣5	Inv ♣5	Inv ♣5	Good 2 suit [not 2M]	F1 ♠5+
> 2N	Weak raise ♦	Weak raise ♦	Weak raise ♦	Transfer ♣	Good raise ♦ with stop ♣
> 3♣	Inv ♣6	Inv ♣6	Inv ♣6	Transfer next suit	Good raise ♦ no stop ♣
> 3♦	NF ♦4	NF ♦4	NF ♦4	Transfer next suit	INV ♦4
> 3N	To play	To play			To play

SUPPLEMENTARY DETAILS (continued) : COMPETITIVE ACTION

More...

Reopen	1♣-(x)-xx/1♥/1♠-p ?	1♣-(1♦)-1N-p ?	1♣-(1♦)-2♣-p ?	1♣-(1♥)-2♣-p ?	1♣-(1♠)-2♦-p ?	1♦-(x)-1♥-p ?	1♦-(1♠)- x-p ?	1♦-(x)-2♣--p ?
> 1♦	Same as no overcall							
> 1♥								
> 1♠								
> 1N								
> 2♣								
> 2♦	Min					11-14 ♠3		
> 2♥	Natural or reverse	15+ with short	Min no stop	NF		11-14 ♥4	11-14	
> 2♠		15+ 5422	15+ Natural	F1	NF	11-17 ♣4	11-17 ♣4	11-14 ♦6
> 2♣		15+ ♣6	15+ Natural	15+ Natural	F1	11-14 ♠4	F1	15+ with short
> 2N	Reverse♦ or Strong♣	15+ natural	Min Stop♦	18-20 bal	18-20 bal	16+ ♠4	16+ ♥4	15+ ♦6
> 3♣	Natural	NF ♣3+	15+ Natural	NF	NF	natural	18+ ♣4	
> 3♦	Same as no overcall			NF	15+ Natural	15-17 ♦6	15-17 ♦6	NF
> 3♥				splinter	NF	Same as no overcall	Same as no overcall	
> 3♠				splinter				

Note C3 : Opponent overcall OPEN 1♥

Response	Overcall X	Overcall 1♠	Overcall 1N	Overcall 2♣	Overcall 2♥[□+m]	Overcall 2N[2m]
> Pass		May be strong		May be wait penalty	May be wait penalty	
> Redouble	♠4+					
> Double		8+	Penalty	T/O	Seek penalty	Seek penalty
> 1♠	No ♠4					
> 1N	Transfer ♣	Transfer ♣				
> 2♣	Transfer♦	Transfer♦	NF			
> 2♦	8+ Fit ♥3	8+ Fit ♥3	NF	F1♦5		
> 2♥	5-7 Fit ♥3	5-7 Fit ♥3	NF	NF Fit ♥3+		
> 2♠	8-10 Fit ♥4	8-10 Fit ♥4	NF	F1♠5	10+ Fit ♥3	
> 2N	10+ Fit ♥4	10+ Fit ♥4	10+ Fit ♥4	10+ Fit ♥4	10+ Fit ♥4	
> 3♣	8-10 Fit ♥4♣5	8-10 Fit ♥4♣5	NF	10+ Fit ♥3	F1♣5	10+ Fit ♥3
> 3♦	8-10 Fit ♥4♦5	8-10 Fit ♥4♦5	NF	8-10 Fit ♥4	F1♦5	F1♠5
> 3♥	Weak raise	Weak raise	Weak raise	Weak raise	Weak raise	Weak raise
> 3N	To play	To play		To play		

SUPPLEMENTARY DETAILS (continued) : COMPETITIVE ACTION

Note C4 : Opponent overcall OPEN 1♠

Response	Overcall X	Overcall 1N	Overcall 2♣	Overcall 2♠ [♥+m]	Overcall 2N[2m]
➤ Pass			May be wait penalty	May be wait penalty	
➤ Redouble	8+				
➤ Double		Penalty	T/O	Seek penalty	Seek penalty
➤ 1N	Transfer ♣				
➤ 2♣	Transfer ♦	NF			
➤ 2♦	Transfer ♥	NF	F1 ♦5		
➤ 2♥	8+ Fit ♠3	NF	F1 ♥5		
➤ 2♠	5-7 Fit ♠3	NF	NF Fit ♠		
➤ 2N	10+ Fit ♠4	10+ Fit ♠4	10+ Fit ♠4	10+ Fit ♠4	
➤ 3♣	8-10 Fit ♠4♣5	NF	10+ Fit ♠3	F1 ♣5	10+ ♥5
➤ 3♦	8-10 Fit ♠4♦5	NF		F1 ♦5	10+ ♠3
➤ 3♥	8-10 Fit ♠4		8-10 Fit ♠4		
➤ 3♠	Weak raise	Weak raise	Weak raise	Weak raise	Weak raise
➤ 3N	To play		To play		

Note C5 : Opponent overcall OPEN 1N

Response	Overcall X	Overcall 2♣[suit]	Overcall 2♣[any 1 suit]	Overcall 2♣ [♥+♠]	Overcall 2♥ [♥+m]
➤ Pass	Ask Redouble		May be wait penalty	May be wait penalty	
➤ Redouble	F bid 2♣				
➤ Double		♣2+	Stayman	Seek penalty	option ♥2+
➤ 2♣	Relay [system on]				
➤ 2♦	Transfer ♥	NF	NF	NF	
➤ 2♥	Transfer ♠	NF	NF	NF	
➤ 2♠	Transfer ♣	NF	NF	NF	NF
➤ 2N	Transfer ♦	stayman	Transfer ♣	Transfer ♣	Transfer ♣
➤ 3♣		Transfer ♦	Transfer ♦	Transfer ♦	Transfer ♦
➤ 3♦		Transfer ♥	Transfer ♥	Stop ♥	Stayman
➤ 3♥		Transfer ♠	Transfer ♠	Stop ♠	Transfer ♠
➤ 3♠		Game value no stop♣		Game value no stop	Game value no stop
➤ 3N		Game value stop♣	To play		Game value stop

SUPPLEMENTARY DETAILS (continued) : COMPETITIVE ACTION

Note C6 : RUN OUT

Response	1N-(x)-p-(p) xx-(p)-?	1N-(x)-xx-(p) 2c-(p)-?
> Pass	Penalty	To play
> Redouble		
> Double		
> 2♣	♣+higher	
> 2♦	♦+M	To play
> 2♥	weak ♠5♥4	weak ♠4♥5

More....

1N-(p)-p-(x)

?

Pass=....

XX=5m

Note C7 : Other

Support Double : promise 3M with any strength

Ex. 1♣-(p)-1♥-(2♦)

X= support double

Max Double : invitation game

Ex. 1♥-(2♣)-2♥-(3♣) Ex. 1♠-(2♣)-2♠-(2♣)

? X= max double p-(p)- ? x= Max double

Good bad NT

when opponent overcall level 2

Good 2N by responder = 10+ with fit opening suit

Good 2N by opener = 16+ any with lower suit or support pd

When competitive in level 4

Bad 4N = no interest slam F1

SUPPLEMENTARY DETAILS (continued) : OVERCALL ACTION

Note D1: Overcall opponent open 1 minor

Bid	[1♣]-1♥-[p]-?	[1♣]-1♥-[x]-?	[1♣]-2♣-[p]-?	[1♣]-2♣-[x]-?	[1♣]-2♥-[p]-?
> Pass	My suit	My suit	My suit	My suit	
> Redouble		Run out		Run out	
> 1♠	NF	NF			
> 1N	F1 8+	F1 8+			
> 2♣	8+ ♦4	8+ ♦4			
> 2♦	NF	NF	Waiting	NF	
> 2♥	NF	NF	6-10 ♥3+	6-10 ♥3+	
> 2♠	Weak raise	Weak raise	6-10 ♠3+	6-10 ♠3+	Ask ♠
> 2N	10+ Fit ♠4	10+ Fit ♠4	14+ Fit 4M	10+ Fit M	Ask short
> 3♣	splinter	splinter	8-10 Fit ♥	8-10 Fit ♥	Ask stop
> 3♦	NF	NF	8-10 Fit ♠	8-10 Fit ♠	Ask ♦
> 3♥	splinter	splinter	Weak raise	Weak raise	NF
> 3♠	Weak raise	Weak raise	Weak raise	Weak raise	splinter
> 3N	To play	To play	To play	To play	To play

Note D2 : Opponent Open2D multi

- > Double= 12-15 or 19+ any
- > 2♥ = 11-15 ♥4+
- > 2♠ = 11-15 ♠4+
- > 2N = 16-18 5M ok
- > 3♣ = 11-15 ♣5+
- > 3♦ = 11-15 ♦5+
- > 3♥ = 11-15 ♥+♣/♦
- > 3♠ = 11-15 ♠+♣/♦
- > 3N = 20-22 Balance
- > 4♣ = ♣5 + M5 good hand
- > 4♦ = ♦5 + M5 good hand
- > 4♥ = natural
- > 4♠ = natural

Note D3 : Opponent Open2♥ weak ♥+ other

- > Double= 15+ Balance
- > 2♠ = natural
- > 2N = 16+
- > 3♣ = natural
- > 3♦ = natural
- > 3♥ = ask stop

SUPPLEMENTARY DETAILS (continued) : OVECALL ACTION

More...

Ex1 [2♦] - X - [p] - ?

- > Pass = ♦4+
- > 2♥ = NF
- > 2♠ = NF
- > 2N up = Transfer Next suit
- > 3♠ = Transfer NT
- > 3N = Natural

Ex2 [2♦] - X - [2♥] - ?

- > Double = T/O
- > 2♠ = NF
- > 2N up = Transfer Next suit
- > 3♠ = Transfer NT
- > 3N = Natural

Ex3 [2♦]-P-[2♥]-[p]
[p] - ?

- > Double = seek penalty
- > 2♠ = 16-18 ♠5+
- > 2N = 11-15 2m
- > 3♣ = 11-15 ♣5+♣4
- > 3♦ = 11-15 ♦5+♠4
- > 3♥ = 16-18 6m no stop ♥
- > 3N = 16-18 6m stop ♥

Ex4 [2♥ 2suit] - X - [p] - ?

- > Pass = penalty
- > 2♠ = NF
- > 2N up = Transfer Next suit
- > 3♠ = Transfer NT
- > 3N = Natural

Ex5 [2♥ 2suit] - 2N - [p] - ?

- > 3♣ = 0-7 any
- > Other = GF

SUPPLEMENTARY DETAILS (continued) : SLAM ACTION

Note S1: ASK KEY CARDS [4A+K of Trump] → 4N = agree M , 4C = agree C or open 2D , 4D = agree D

- > Step 1 = 0/3 Key Cards
- > Step 2 = 1/4 Key cards
- > Step 3 = 2/5 Key cards No Q trump
- > Step 4 = 2/5 Key cards with Q trump

Note S2 : ASK Q TRUMP [next step after answer Key cards]

- > Step 1 = No
- > Step 2 = Yes + 1K → next step ask which K
- > Step 3 = Yes + 2K → next step ask miss K
- > Step 4 = Yes + 1Q no K
- > Step 5 = yes + 2Q no K
- > 6 of Trump = Yes no K

Note S3: Ask K [5D over Fit C, 5H over Fit D, 5N over Fit M, Other = ask special K]

- > Step 1 = 0/3 ; Step 2 = 1 ; Step 3 = 2

Note S4: Exclusion RKC when pd jump bid more than splinter

or cue bid Note S5: DOPI/ROPI when interfere

- > Double or Redouble = 0/3
- > Pass = 1/4
- > Step 1 = 2/5 no Q trump
- > Step 2 = 2/5 with Q trump

Note S6: 4S = Quantitative when rebid/open NT

- > 4N = min
- > 5C = max C4
- > 5D = max D4
- > 5H = max H4
- > 6C = max C5
- > 6D = max D5

Note S7: competitive high level

We game

- > Double = want to bid and penalty
- > Pass = not interest Slam
- > Bid = interest Slam

They game or not sure

- Double = penalty
- 4N = sacrifice
- 5 level = want to double if opponent competitive