DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING L	EADS STYLE				
8-17 HCP at 1 level; 10-17 at 2 level at least 5 card suit but			In Partner's Suit	CATEGORY: Blue		
sometimes good 4 card suit, Cue=inv or better,	Suit	4th best		same	NCBO: Indonesia	
New Suit=NAT F1 by UPH, reopening : can be light.	NT 4th best		same		PLAYERS: MINYEO JUBILATE KAIRUPAN –	
					JAEDON MOZEZ KAIRUPAN	
	Subseq	same			EVENT: 23 rd APBF Youth Team Championships 2019	
	Other: 2 nd bes	t from 3 or longe	er small card		(KIDS U16 TEAM/PAIR)	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
2nd/4th = 15-18 HCP; Reopening =13-17 HCP; RESP=Sys on/minor; over Major : TRF to OPP Major = both Minors; .other Sys on.	Lead Vs. Suit		Vs. NT			
	Ace	AK+; Ax-	+	Ask ATT	GENERAL APPROACH AND STYLE	
	King	AK doublet	on or KQ+	Ask Unblock Q or KQT	5 Card Major, F NT by UPH; 2 card Diamond; STR NT;	
	Queen	QJ+		Ask Unblock J or QJ9	2 Club =11-15 HCP 6+ Clubs w or w/o 4+x	
	Jack	Jx/J10x+		Jx;J108+	2 Diomond = 11-15 HCP, 4144/4405/4315/3415	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	(A/K)J10+		(A/K)J10+	2 Major = 8-10 HCP, 6M	
PRE, depend on VUL; Responses : 3NT=To play; New suit at 4	9	9x		9x		
level=NAT to Play; 2NT/Major = both Minors ; 2NT/minor H+om	Hi-X	Even		Even / Top of Nothing		
Over OPP WK 2 Bid see Note (1)	Lo-X Odd		Odd			
Reopen: same as direct		ORDER OF P				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead		Declarer's Le		SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Cue=Michaels; Jump=Ask Stoppper; Reopen = same as Direct	1 Count		Count	Attitude	(1m)-P-(1NT)- 2C=Majors better H, 2D=Majors better S	
	Suit 2 Suit Prference		Suit Prefernce Count		(1D=may have short)-P-(1M)-; DBL= T/O from M; 1NT=5/4 in	
	3		G		Both unbid suits	
	1 Count		Count	Suit Preference	1D-(1S)-1NT=5+H, INV	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Attitude		Suit Prefence	Count		
Vs Strong : DBL=S+x; 2m=H+m; 2M=NAT;2NT=C+D	3					
Vs Weak : CAPPILLETTI		Signals (including Trumps):				
Vs Weak (PH) : DBL=S+x; 2m=H+m; 2M=NAT;2NT=C+D	Suit Preference	e in NT, Attitud	e in trumps, Sn	hith Echo		
			DOUBLES			
			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT I	OUBLES (Styl	le; Responses:	Reopening)		
DBL=T/O; CUE over Michaels=Ask Sopper; NT bids = NAT	12+ HCP Support for unbid suit (can be light if good shape), or 18+ HCP;					
				Minor = WK Majors; Jump Cue		
	/ Major = Ask		-	~ ~ ~		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+					SPECIAL FORCING PASS SEQUENCES	
CRASH (DBL, D, NT)	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				If we in Forcing situation and OPP bid in any level' PASS=F	
	SUPP DBL/RDBL; (1m)-P-(2m)-DBL=Majors; (1m)-P-(1M)-DBL = 5+					
	OM/4+om		5			
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
RDBL=9+ HCP, PEN Oriented; CAPPILLETTI/Major ;- Jump sift = Fit Showing					We do not Pass when unclear	
					DOMONING Design	
					PSYCHICS: Rare	

 TICK 1 ARTIFIC 		EG.DBI HRU				
v	0	TICK IF ARTIFICIAL ARTIFICIAL ARTIFICIAL CARDS CARDS CARDS THRU THRU THRU		RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
	0	4S	BAL/semi BAL: 18-20 HCP or 22+ HCP; unBAL 16+HCP	1D=Waiting; 1M/2m=8+ HCP 5+M/m; 1NT=8-10/ or 13+ HCP HCP BAL; 2H=3-suiter short in the Red suit; 2S=3-suited short in the black suit; 2NT=11-12 HCP BAL 3C/D/H/S = 12+ HCP, 3-suited, short in the suit bid	1C-1D;1M=17-225+M; 1NT=18-20 HCP BAL; 2C=16-21 HCP, 5+C UNBAL; 2D=17- 21 HCP5+D; 2M=5+M, F; 2NT=5+C=F; 3C=5+D, F; 3H=1453/0463/0454, F; 3S= 4153/4063/4054,F	1C-1NT(PH)=8-11 HCP BAL; 2m=5+m, Good 8-bad 11 HCP. Over OPP NAT o/c after 1C OP, DBL=6+HCP T/O, bid Suit=6+HCP, 5+ in suit bid
	2	4D	11-15 HCP	1M=6+HCP, 4+M; 1NT=7-10 HCP no 4M; 2m= 12+HCP 4+m or 10+HCP 6+m; 2H=8-10 HCP 5S/4+H; 2S=m's; 3C= 6+D PRE; 3D=SUPP 5+D INV; 2NT=11-12 HCP BAL w/o 4M, INV	1D-1M-2NT=15-17, Good 6+D w/o 3M; 3D=15-17 HCP 6+D SUPP 3M	1D-(1H)- : DBL= both m's; 1S=4+S; Fit Shpwing Jump
	5	4D	11-15 HCP	1NT=F1; 2S=5+S, FG; 2NT=Jacoby; 3m=MOD Bergen Raise; 3H=PRE Raise; 3S/4m/H=see note (2)	1H-1S/1NT-2NT=15-16 HCP SOL 6H	1H(PH) can be light; Fit Showing Jump; 2C=Drury; JORDAN 2NT
	5	4D	11-15 HCP	1NT=F1; 2NT=Jacoby; 3m=MOD Bergen Raise; 3S=PRE Raise; 3NT/4m/H=see note (3)	1S-1NT-2NT=15-16 HCP SOL 6S	1S(PH) can be light; Fit Showing Jump; 2C=Drury, JORDAN 2NT
		4D	15-17 HCP BAL or Semi BAL w/o 5M	STAY; JACOBY TRF; Minor Suit STAY; MINOR SUIT QUANT;TEXAS TRF; 3x=3-Suited short x	1NT-2R;2R+2=SUPP 4M, max; 2R+3= SUPP 4M, min Good Ctrl or max Bad Ctrl.	LEBENSOHL over OPP NAT o/c
	5	4D	11-15 HCP 6+C w or w/o 4M	2D=Relay, F1; 2H=NAT 5+H, F1; 2S=NAT 5+S, F1; 2NT=PUPP to 3C, F1; 3C=CONST Raise 3D=5/5 M's INV+; 3M=SPL; 4D=RKC; SPL	2C-2D; -2H=4H or 6+C w/o 4M, min; - 2S=4S; -2NT; 6+C w/o 4M, max, - 3C=6+C w/o 4M, some SPL	2C-3D(PH)=6+D, INV; NEG DBL over OPP o/c
v	0	-	11-15 HCP, 4414/4405/4315/3415	2M/3C=To Play; 2NT=Relay Ask clarification; 3D=INV to 3NT if singleton D; 3NT=s/o	2D-2NT; 3C=Good 8-10 HCP 6H; 3D=Good 8-10 HCP 6S; 3M=5-7 HCP 6M	
	6	-	6-10 HCP, 6H	2S/3m=NAT F1; 2NT= Relay Ask Clarification; 3H=PRE Raise; 4H=To Play	2H-2NT:3C=(43)M's or 4414 min;3D=4405; 3H=3415 max;3S=4315 max;3NT=4414 max	2H(4 th Seat)=9-12 HCP,6+H
	6	-	6-10 HCP, 6S	3m/3H=NAT F1; 2NT= Relay Ask Clarification; 3S=PRE Raise; 4S=To Play	After 2NT then Raise S=Slam Interest if OP Good Hand and INV if OP Bag Hand	2S(4 th Seat)=9-12 HCP,6+S
		4S	21-22 HCP BAL w/o 5M or semi BAL w/o 5M	STAYMAN; JACOBY TRF; Minor Suit STAY; MINOR SUIT QUANTITATIVE; TEXAS TRF	By Pass the TRF = SUPP 4M good hand	
	6					
	0					
V	7		÷			
	1		<u>.</u>			
v	0					
	0		Ganioning	l		
v		5 5 5 7 7 7	5 4D 5 4D 5 4D 5 4D 4D 5 4D 5 4D 6 - 6 - 6 - 4S 6 - 4S 6 - 4S	Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system	2 4D 11-15 HCP 1M=6+HCP, 4+M; 1NT=7-10 HCP no 4M; 2m= 12+HCP 4+m or 10+HCP 6+m; 2H=8-10 HCP 5S/4+H; 2S=m's; 3C= 6+D PRE; 3D=SUPP 5+D INV; 2NT=11-12 HCP BAL w/o 4M, INV 5 4D 11-15 HCP 1NT=F1; 2S=5+S, FG; 2NT=Jacoby; 3m=MOD Bergen Raise; 3H=PRE Raise; 3S/4m/H=see note (2) 5 4D 11-15 HCP 1NT=F1; 2NT=Jacoby; 3m=MOD Bergen Raise; 3S=PRE Raise; 3MT/4m/H=see note (3) 5 4D 11-15 HCP 1NT=F1; 2NT=Jacoby; 3m=MOD Bergen Raise; 3S=PRE Raise; 3NT/4m/H=see note (3) 5 4D 15-17 HCP BAL or Semi BAL w/o 5M STAY; JACOBY TRF; Minor Suit STAY; MINOR SUIT QUANT; TEXAS TRF; 3x=3-Suited short x 5 4D 11-15 HCP 6+C w or w/o 4M 2D=Relay, F1; 2H=NAT 5+H, F1; 2S=NAT 5+S, F1; 2NT=PUPP to 3C, F1; 3C=CONST Raise 3D=5/5 M's INV+; 3M=SPL; 4D=RKC; SPL 4 0 - 11-15 HCP, 4414/4405/4315/3415 2D=NV to 3NT if singleton D; 3NT=s/o 6 - 6-10 HCP, 6H 2S/3m=NAT F1; 2NT= Relay Ask Clarification; 3S=PRE Raise; 4H=To Play 6 - 6-10 HCP, 6S 3m/3H=NAT F1; 2NT= Relay Ask Clarification; 3S=PRE Raise; 4S=To Play 6 - 6-10 HCP, 6S 3m/3H=NAT F1; 2NT= Relay Ask Clarification; 3S=PRE Raise; 4S=To Play 6 - 6-10 HCP, 6S 3m/3H=NAT	2 4D 11-15 HCP 1M=6+HCP, 4+M; 1NT=7-10 HCP no 4M; 2m= 12+HCP 4+m or 10+HCP 6+m; 2H=8-10 HCP 55/4H; 2S=m's; 3C= 6+D PRE; 3D=SUPP 5+D INV; 2NT=11-12 HCP 6AL w/o 4M, INV 1D-1M-2NT=15-17, Good 6+D w/o 3M; 3D=15-17 HCP 6+D SUPP 3M 5 4D 11-15 HCP 1NT=F1; 2S=m's; 3C= 6+D PRE; 3D=SUPP 5+D INV; 2NT=11-12 HCP 6AL w/o 4M, INV; 2NT=15-16 HCP SOL 6H 1H-15/1NT-2NT=15-16 HCP SOL 6H 5 4D 11-15 HCP 1NT=F1; 2NT=Jacoby; 3m=MOD Bergen Raise; 3NT/4m/H=see note (2) 1H-15/1NT-2NT=15-16 HCP SOL 6H 6 4D 15-17 HCP 6AL or Semi BAL w/o 5M STAY; JACOBY TRR; Minor Suit STAY; MINOR 1NT-2R:2R+2=SUPP 4M, max; 2R+3= SUT QUANT; TEXAS TRF; 3x=3-Suited short x 5 4D 11-15 HCP 2D=Relay, F1; 2H=NAT 5+F, F1; 2S=NAT 5+S, F1; 2NT=PUPP to 3C, F1; 3C=CONST Raise 3D=5/5 M's INV+; 3M=SPL; 4D=RKC; SPL 2C-2D; 2H=4H or 6+C w/o 4M, min; . 2S=4S; -2NT; 6+C w/o 4M, min; . 2S=4S; -2NT; 6+C w/o 4M, min; . 2S=4S; -2NT; 3C=Good 8-10 HCP 6H; 3D=Good 4414/4405/4315/3415 6 - 6-10 HCP, 6H 2S/3m=NAT F1; 2NT= Relay Ask Clarification: 3B=PRE Raise; 4H=To Play 2H=2NT:3C=(43)M's or 4414 min;3D=4405; 3H==4415 max;3S=4315 max;3MT=4414 max 6 - 6-10 HCP, 6S 3m/3H=NAT F1; 2NT= Relay Ask Clarification: 3B=PRE Raise; 4H=To Play 3H=7PRE Raise; 4H=To Play 6 - 6-10 HCP, 6S 3m/3H=NAT F1; 2NT= Relay A

SUPLEMENTARY SHEET

Note (1)

- (2D) 2M/3C = NAT
 - 3D = Ask Stopper SOL any suit, (8-8,5) Playing Tricks
 - 2NT = 16-18 HCP BAL
 - 3M = 6+M, (8,5-9) Playing Tricks
 - 3NT = (9-10) Playing Tricks w D Stopper(s)

Note (2)

 $\begin{array}{rrrr} 1H & - & 3S & = 10\text{-}12 \ \text{HCP}, \ \text{SUPP} \ 4\text{+}\text{H}, \ \text{SPL} \ \text{any} \\ & & 3\text{NT} & = 13\text{-}15 \ \text{SUPP} \ 4\text{+}\text{H}, \ \text{SPL} \ \text{S} \\ & & 4\text{m} & = 13\text{-}15 \ \text{SUPP} \ 4\text{+}\text{H}, \ \text{SPL} \ \text{m} \end{array}$

1H - 3S

3NT - 4m = 10-12 HCP, SPL m 4H = 10-12 HCP, SPL S

Note (3)

 $\begin{array}{rl} 1S & - & 3NT & = 10\text{-}12 \ \text{HCP}, \ \text{SUPP } 4\text{+}S, \ \text{SPL any} \\ 4m & = 13\text{-}15 \ \text{SUPP } 4\text{+}H, \ \text{SPL }m \\ 4H & = 13\text{-}15 \ \text{SUPP } 4\text{+}S, \ \text{SPL }H \end{array}$

1S - 3NT

4C -	4D	= 10-12 HCP, SPL D
	4H	= 10-12 HCP, SPL H

 $\begin{array}{ll} 4H &= 10\text{-}12 \text{ HCP, SPL H} \\ 4S &= 10\text{-}12 \text{ HCP, SPL C} \end{array}$