

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
8-17 HCP at 1 level; 10-17 at 2 level at least 5 card suit but sometimes good 4 card suit. Cue=inv or better.
New Suit=NAT F1 by UPH, reopening : can be light.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> = 15-18 HCP; Reopening = 13-17 HCP; RESP = Sys on/Minor, over Major : TRF to OPP Major = both Minors; other Sys on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
PRE, depend on VUL; Responses : 3NT=To play; New Suit at 4 level=NAT to Play; 2NT/Major = both Minors; 2NT/Minor H+on Over OPP WK 2 Bid see Note(1)
Reopen: same as direct
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue=Michaels, Jump=Ask Stopper, Reopen=same as direct
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs Strong : DBL=S+x; 2m=H+m; 2M=NAT; 2NT=C+D
Vs Weak : CAPPILLETTI
Vs Weak (PH) : DBL=S+x; 2m=H=m; 2M=NAT; 2NT=C+D
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O; CUE= over Michaels=Ask Stoper; NT bids=NAT
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
CRASH (DBL, D, NT)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> best	same	
NT	4 <sup>th</sup> best	same	
Subseq	same		
Other: 2 <sup>nd</sup> best from 3 or longer small card			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+.....;Ax+....	Ask ATT	
King	AK doubleton or KQ+...	Ask Unblock Q or KQT	
Queen	QJ+.....	Ask Unblock J or QJ9...	
Jack	Jx/J10x+....	Jx;J108+...	
10	(A/K)J10+....	(A/K)J10+....	
9	9x	9x	
Hi-X	Even	Even / Top or Nothing	
Lo-X	Odd	Odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Attitude
Suit 2	Suit Preference	Suit Preference	Count
3			
1	Count	Count	Suit Preference
NT 2	Attitude	Suit Preference	Count
3			
Signals (including Trumps):			
Suit Preference in NT, Attitude in Trumps, Smith Echo			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
12+HCP Support for unbid (can be light if good shape), or 18+ HCP; Responses: Cue=F1; 2NT=INV; Jump Cue / Minor = WK Majors; Jump Cue /Major = Ask Stopper			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
SUPP DBL/RDBL; (1m)-P-(2m)-DBL=Majors; (1m)-P-(1M)-DBL = 5+OM/4+om			

W B F CONVENTION CARD
<b>CATEGORY: Blue</b>
<b>NCBO: Indonesia</b>
<b>PLAYERS: ANGELICA P.T. ROMPAS TAQWA R WINATA</b>
EVENT : Seleknas KIDS BRIDGE ONLINE
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card Major, F NT by UPH; 2 card Diamond; STR NT
2 Club = 11-15 HCP 6+ Clubs w or w/o 4+x
2 Diamond = 11-15 HCP, 4144/4405/4315/3415
2 Major = 8-10 HCP, 6M
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
(1m)-P-(1NT)-2C=Major better H, 2D=Major better S
(1D=may have short)-P-(1M)-; DBL = T/O from M; 1NT=5/4 in Both unbid suits
1D-(1S)-!NT= 5+H, INV
<b>SPECIAL FORCING PASS SEQUENCES</b>
If we in Forcing situation and OPP bid in any level' PASS=F

<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=9+ HCP, PEN Oriented; CAPPELLETTI/Major : Jump sift= Fit Showing


<b>IMPORTANT NOTES</b>
We do not Pass when unclear
<b>PSYCHICS:Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	v	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 BAL; 2H=3 suiter short in the Red suit; 2S=3suited short in the black suit; 2NT=11-12 HCP BAL 3C/D/H/S=12+ HCP; 3 suited,short in the suit bid	!C-!D;1M=17-22 +5M; 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
1♦		2	4D	11-15 HCP	1M =6+HCP, 4+M; 1NT=7-10 HCP no 4M; 2m=12HCP 4m 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+ w/o 3M, 3D=15-17 HCP 6+D SUPP 3M	1D-(1H)-; DBL= both m's; 1S=4+S; Fit Showing Jump
1♥		5	4D	11-15 HCP	1NT=F1; 2S=5+S,FG; 2NT=jacoby; 3m=MOD Bargaen 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
1♠		5	4D	11-15 HCP	1 NT F1; 2NT=jacoby; 3m=MOD bargaen 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
INT			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	INT-2R;2R+2=SUPP 4M, max; 2R+3= SUPP 4M, min Good ctrl or max Bad ctrl	LEBENSORHL over OPP NAT o/c
2♣		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
2♦	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= God 8-10 HCP 6S, 3M=5-7 HCP 6M	
2♥		6	-	6-10 HCP, 6H	2S/3m=NAT F1; 2NT= 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 <sup>th</sup> Seat)=9-12 HCP, 6+H
2♠		6	-	6-10 HCP , 6S	3m/3H=NAT F1; 2NT= Ask clarification; 3S= PRE raise ; 4S=To play	After 2NT then Raise S=Slam Interest if OP Good hand and INV if OP bad hand	2S(4 <sup>th</sup> Seat)=9-12 HCP, 6+S
2NT			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	
3♣		6		PRE, depend on VUL			

3♦		6		PRE		
3♥		6		PRE		
3♠		6		PRE		
3NT	V			SOL 7+m w/o outside strength		
4♣		7		PRE, depend on VUL		
4♦		7		PRE		
4♥		7		PRE		
4♠		7		PRE		
4NT	v			5+C/5+D, Gambling		
5♣		8		Gambling		<b>HIGH LEVEL BIDDING</b>
5♦		8		Same as above		DEPO; SPL, RKC; RKCB; CONTROL SHOWING
5♥		8		same		
5♠		8		same		