

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
1NT 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: CAPELLETTI: DBL =
Equivalent Pts., 2C = one suiter: ADV. 2D = P/C new suit = P/C,
2D = H + S; RESP> 2NT = F1, 3m + N/F
2H = H + m; RESP> 2NT = ask m, 2S/3m = N/F
2S = S + m; RESP> 2NT = ask m, 3m = N/F
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	ATT	
NT	4th	ATT	
Subsequence	SAME	ATT	
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
1	ATT	CT	ATT
Suit 2	SP	SP	CT
3	CT		SP
1	ATT	CT	SP
NT 2	CT	SP	CT
3	SP		
Signals (including Trumps):			
Trump Signal HI/LO STD; SMITH ECHO; LAVINTHAL 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: GIRL TEAM
PLAYERS: MS. SUTHITA INSRILA
MS. SUPASSARAPORN NANTHACHO
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong Diamond 16-21, artificial, any distribution
Weak NT 12-15 HCP
1C artificial no 5 cards M, 12-18, 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 (12-15)
Puppet Stayman over strong NT
Lebensohl (slow shows stopper)
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	/	0	4S	unB/L, 11-18 HCP App., no 5 cards M	1D = relay 0+ HCP, any shape	1H/1S = 4 cards and one minor	
					1H/1S = 6+ cards, 6-9 HCP App. 8 losers		
1♦	/	0	4S	Any dist. 16-21 HCP	1H = relay 0+ HCP, any shape		
					1S = 0-5 HCP, 6+ cards, 9 losers	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, 12-15 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 25-26 Bal	2H = pass or correct	Pass = weak H, 2S = weak S, 2NT = 25-26 Bal	
					2S = pass or 3H, if MAX. bid 4H; 2NT= F1 ask clarification	5 steps response OGUST	
2♥		6		Intermediate H 6+ cards,	2NT = F1, OGUST, Try game/slam	5 steps response OGUST	
				11-15 App.	3H = invite		
2♠		6		Inter. S 6+ cards, 11-15 App.	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,	3D = ask for major; 3H/3S = F1; 4C = RKC;		
				11-15 HCP App. 55-	4D/4H/4S = asking bid		
3♦	/	5		D 5+ major H/S,	3 H = pass or correct;3S = raise to 4S or bid 4D F1;		
				11-15 HCP App. 55-	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+,	4C = pass or correct to 4D		
				11-15 HCP App.	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		
4♦	5			H5 + S5, 11-15 HCP App. 55-	4NT = RKC agreed in H; 5C/5D = asking bid	5H = sign off, 5NT = positive	
4♥		7		Solid H suit,7+cards11-15 App.	New suit = asking; 4NT = RKC		
4♠		7		Solid S suit,7+cards11-15 App	“ “		
4NT	/	0		Asking for Specific A	More than one A bid the lower or lowest	HIGH LEVEL BIDDING	