

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level= 7-15, 2 level= pre, 6+ cards or good 5+ cards
RESPONSES: 1NT = 7-11HCP, 2NT = 12-13HCP
Simple raise = 6-9 HCP, 3 cards
Jump = pre-emptive
New suit = N/F, Jump new suit = F1
Cue = F1, 12+ HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
All positions = 15-18 HCP
RESPONSES: 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 ,7-15 HCP, App. 55-, 4-6 losers
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, 2 nd seat: Multi-Landy, 4 th seat: DONT
DBL = Equivalent Pts. 2C = 2 Majors : ADV. 2D = ask better suit
2D = 1 Long suit RESP 2H = P/C, 2NT = N/F, 3m = N/F
2H = H + m: RESP> 2NT = ask m, 2S/3m = N/F
2S = S + m: RESP> 2NT = ask m, 3m = N/F
2NT = 2 minors
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♣
Dbl = H5+, 1D = S5+, APP 5-12 HCP
1H = CS or DH, 1S = CD or HS, 1NT = CH or DS at least 54
Same for 2C opening
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	4th	
NT	4th	4th	
Sequence	Top or Second Top	Top or Second Top	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx, Ax	AKQxx, AKJ10x, AK(Att)	
King	KQxx, AK, Kx	KQJ10, KQ10x, AK(Ct)	
Queen	KQTxx, QJxx, Qx	KQTxx, QJxx, Qx	
Jack	AQJx, J10xx	AQJx, J10xx	
10	HJ10x, 109x	HJ10x, 109x	
9	H109x, 98x	H109x, 98x	
Hi-X	EVEN	EVEN	
Lo-X	ODD	ODD	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Hi Enc	Same	Odd/Even
2	Hi Lo E		
3	SP		
NT 1	Hi Enc	Same	Odd/Even
2	Hi Lo E		
3	SP		
Signals (including Trumps):			
Trump Signal HI/LO STD; SMITH ECHO; O/E DISCARDS			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
B/L or two suits= 12+ not promise M, one suit 16+			
Jump response= 8 losers, 0-9HCP, 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: OPEN TEAM & MIXED TEAM
PLAYERS: MR. PEERACHA SURIYA MS. JITTAKAN PACHIMSAWAT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong Diamond 15-21, artificial, any distribution
Weak NT 11-14 HCP
1C artificial no 5 cards M, 11-21 HCP, may be light opening
1H/1S 5 cards+, 10-15, may be 4 cards, may be light opening
2C Game Force, 16+ HCP App.
2D Weak in major or strong in NT (24-25 or 28-29 HCP)
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 = Modified Muppet Stayman
2NT – 3D = transfer H, 3H = transfer S
3NT – 4D = ask for K outside
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Culbertson Asking bid
Cue bid
RKC (0/3,1/4,2/5w/oQ,2/5wQ,even w void,odd w void)
Gerber (0/4,1,2,3)
Stayman over weak NT and overcalling strong NT
Puppet Stayman over strong 1NT
Modified Muppet Stayman over strong 2NT
Lebensohl (slow shows stopper)
PSYCHICS: rare

OPENING	AT	MIN#	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	/	0	4S	unB/L, 11-21 HCP App., no 5M	1D = relay 0+ HCP, any shape	1H/1S = 11-15 4 cards and 4+minor(s), 1NT = 11-15, 2 minors at least 54+, 2C/2D = 11-15 (5)6+ cards, 2H = 11-15 3 suits short in minor, 2S = 16-21 HCP, 2 minors, 54+, 2NT = 11-15, 2 minors at least 55	
					1H/1S/2C/2D = 6+ cards, 6-9 HCP App. 8 losers, 1NT = 6-9 HCP, promise both stopper H and S 2H/S = 6+ cards, 10-11 HCP		
1♦	/	0	4S	Any dist. 15-21 HCP	1H = relay 0+ HCP, any shape	1S = 19-21 any, 1NT = 15-17 Bal/Semi Bal 2C = CS 44+, 2D = DS 44+, 2H = Hm 44+, 2S = SH 44+, 2NT = 18-19 Bal/Semi Bal 3x = 6+cards in bid suit	
					1S = 1) 0-5 HCP, 6+ cards any or approx. 9 losers 2) 7-11 HCP, 4441 any	1NT = relay >> 2C/D/H/S = 0-5 HCP 6+ cards 2NT = 8-11 HCP, 4441 any	
					1NT = 7+, any self-supporting suit	2C = relay >> 2D/H/S/NT = D,H,S,C	
1♥		5	4S	5+ cards, 11-15 HCP App.	1S = 6+HCP, 1NT = 6-9 HCP N/F, 2D = any inv, 2H = 6-9 HCP with 3+H, 3C/D/S = mini splinter, 3H = preemptive		2C = 3+ cards H, (9)10-11 HCP 2D = 10-11 HCP, no 3H
					2C = any game forcing	2D = any min, 2H = any 5 cards, max, 2S = S4, max, 2NT = H6+, max, 3C/D = C4/D4, max	
					2S = 10-11 HCP H4+, 2NT = 6-9 HCP H4+	Relay asking for shortness	
1♠		5	4S	5+ cards, 11-15 HCP App.	1NT = 6-9 HCP N/F, 2C = any gf, 2D = any inv, 2H = 10+HCP H5+cards, 2S = 6-9 HCP with 3+S, 3D/H/4C = mini splinter		2C = 3+ cards S, (9)10-11 HCP 2D = 10-11 HCP, no 3S
					2NT = 10-11 HCP S4+, 3C = 6-9 HCP S4+	Relay asking for shortness	
INT		2		B/L or semi B/L, 11-14 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 24-25 or 28-29 Bal	2H = pass or correct, 2S = pass or 3H, if MAX. bid 4H; 2NT= F1 ask clarification 3S = P/C with H4 and S4	Pass = weak H 2S = weak S 2NT = 25-26 Bal 3NT = 28-29 Bal	
2♥		6		Intermediate H 6+ cards,	2NT = F1, OGUST, Try game/slam	3C Min Bad, 3D Min Good, 3H Max Bad, 3S Max Good, 3NT Solid Suit	
				11-15 App.	3H = invite		
2♠		6		Inter. S 6+ cards, 11-15 App.	Same as 2H opening	Same as 2H Opening	
2NT				21-22 HCP, B/L or semi B/L	Modified Muppet Stayman and two ways transfer		
3♣/♦/♥/♠		7		Preemptive, 6-12 HCP App.	3 in new suit = forcing for support, 4 in new suit = Culbertson 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♣	/	7		Preemptive H, 6-12 HCP App.	4D = relay for 4H, 4H = to play, 4S = RKC H		
4♦	/	7		Preemptive S, 6-12 HCP App.	4H = relay for 4S, 4S = to play		
4♥		7		Solid H suit, 7+cards 11-15 App.	New suit = asking; 4NT = RKC	5H = sign off, 5NT = have control	
4♠		7		Solid S suit, 7+cards 11-15 App	“ “	5S = sign off, 5NT = have control	
4NT	/	0		Asking for Specific A	More than one A bid the lower or lowest	HIGH LEVEL BIDDING RKC 03142525 with Q / Culbertson Asking Bid	