

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>		
O/C 1♣ = Same as opening 8-15 HCP, System on.		
Level 1 = 8-15 HCP, 5+ cards suit. SUPP = 0-9 HCP, 3+ cards suit.		
Level 2 = 10-15 HCP, 5+ cards suit. SUPP = 0-9 HCP, 3+ cards suit.		
INT (Ruben Advance) = 10+ HCP, TRF 5+ ♣ cards.		
New suit (Level 2) = 10+ HCP, TRF 5+ cards suit.		
TRF into the partner suit = 10+ HCP, SUPP 3+ cards suit.		
TRF into the overcall suit = 10+ HCP, No 5 cards, No SUPP.		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
<b>O/C Major 2<sup>nd</sup>, 4<sup>th</sup></b>		
INT (Raptor) = 10-15 HCP, 4 oM and 5+ minor.		
SUPP = S/O, 2♣ = P/C, 2♦ = No SUPP INV, CUE = SUPP INV.		
<b>O/C minor 2<sup>nd</sup>, 4<sup>th</sup></b>		
INT = No 5 cards Major 14-17 HCP, should stopper, System on.		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
1♣ – 2♦ = 6-11 or 16+ HCP, Two suits Major.		
Jump overcalls = 6-11 HCP, 6+ cards suit.		
2NT = 6-11 or 16+ HCP, bottom and another suit.		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
1♣ – 2♣ = 10-15 HCP, 6+ ♣ cards No 4 cards suit, System on.		
1♦ – 2♦ = 6-11 or 16+ HCP, Two suits Major.		
2M or 3♣ = S/O, 2NT = Any hand 16+ HCP.		
1M – 2M = 6-11 or 16+ HCP, 5+ cards oM and 5+ minor.		
SUPP = S/O, 3♣ = P/C, 2NT = Any hand 16+ HCP.		
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>		
VS	<b>Strong NT</b>	<b>Weak NT</b>
2♣	Two Major, 10-15 HCP	Unbal 5+ ♥ cards, 10-15 HCP
2♦	One suit M 6+, 10-15 HCP	Unbal 5+ ♠ cards, 10-15 HCP
2M	M 5+ & m 4+, 12-15 HCP	M 4 & m 5+, 12-15 HCP
2NT	Two m (5+,5+), 10-15 HCP	Two m (5+,5+), 10-15 HCP
3m	Pre-emptive, 6-11 HCP	m 6+ cards, 12-15 HCP
DBL	m 6+ cards, 10-15 HCP or Any hand 16+ HCP	Any hand 16+ HCP
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
Double = T/O, Overcall = 12-15 HCP, 5+ cards suit.		
O/C Major CUE = oM 5+ m 5+, 4NT = Two minor.		
O/C minor CUE = Two Major, Jump = M 5+ om 5+.		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
O/C 1♣ = Same as opening (except INT, 2♣), Double = T/O.		
INT = 6+ ♣ cards 10-15 HCP. 2♣ = Two Major 6-11 HCP.		
O/C 2♣ = Same as opening 0-7 HCP, Double = Two Major 0-7 HCP		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
RDBL = FG (except INT)		
INT – DBL – RDBL = TRF one suit minor 5+ cards.		

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> , 4 <sup>th</sup> (Polish Style)	2 <sup>nd</sup> , 4 <sup>th</sup> (Polish Style)	
NT	2 <sup>nd</sup> , 4 <sup>th</sup> (Polish Style)	2 <sup>nd</sup> , 4 <sup>th</sup> (Polish Style)	
Lead A = SP			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(+) AK(+)	AQJT(+) AKJT(+)	
King	AK(+) KQ(+) Kx	AK(+) KQ(+) Kx	
Queen	QJ(+) Qx	QJ(+) KQTx(+) Qx	
Jack	AJT(+) KJT(+) Jx	AJT(+) KJT(+) Jx	
10	HT9(+) JTx(+) HTx	HT9(+) JTx(+) HTx	
9	T9x(+) J9x(+) H9x	T9x(+) J9x(+) H9x	
Hi-X	xSx(+) HSx	xSx(+) HSx	
Lo-X	HxxS(+) xS	HxxS(+) xS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT, Lo-ENC	SP	SP
Suit 2	SP		
1	ATT, Lo-ENC	Smith: Hi-ENC	SP
NT 2	CT, Lo-Hi = E	CT, Lo-Hi = E	
3	SP	SP	
Signals (including Trumps): SP (discard) depend on void suit			
Lo-♣ = ♠ or ♥, Hi-♣ = ♦ or ♠, Lo-♦ = ♣ or ♠, Hi-♦ = ♥ or ♠			
Lo-♥ = ♦ or ♣, Hi-♥ = ♠ or ♣, Lo-♠ = ♥ or ♦, Hi-♠ = ♣ or ♦			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>Rubensohl (Transfer Lebensohl)</b>			
New suit (Level 1) = 4+ cards suit 0-9 HCP			
INT (LEB) = Requires partner to make an artificial 2♣ or new suit			
New suit (Level 2) = TRF 0-9 HCP or 12+ HCP			
TRF into the overcall suit = No 5 cards 12+ HCP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
<b>Responsive Double (LHO opens a suit, partner action, RHO raises)</b>			
Two suits depend on overcall suit 8+ HCP.			
<b>Snapdragon double (after the first three players bid three different suits)</b>			
Length in the unbid suit and tolerance for partner's suit 8+ HCP.			

W B F CONVENTION CARD
<b>CATEGORY: Red</b>
<b>NCBO: Thailand</b>
<b>PLAYERS:</b>
<b>Thanathat Dechakulkamjorn</b>
<b>Nanlapas Ittinitikankul</b>
<b>SYSTEM SUMMARY</b>
<b>Strong Club: Relay System</b>
1♣ = Any hand 16+ HCP, (R) = Negative 0-7 HCP
1♦ = 4+ ♥ cards 10-15 HCP, (R) = FG
1♥ = 4+ ♠ cards No 4♥ cards 10-15 HCP, (R) = FG
1♠ = Unbal 4+ ♦ cards No 4 cards Major 10-15 HCP, (R) = F1
1NT = No 4 cards Major 12-15 HCP, (R) = FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>1<sup>st</sup> &amp; 2<sup>nd</sup> &amp; 3<sup>rd</sup> seat opening</b>
2♣ = Two Major 8-11 HCP
2♦ = Weak one suit Major 6-11 HCP
2M = 5+ Major cards & 4+ minor 8-11 HCP
2NT = Two minor or 7+ ♦ cards 6-9 HCP
3m = Pre-emptive 6+ cards 8-11 HCP
3M = Pre-emptive 7+ cards 6-9 HCP
3NT = Pre-emptive minor 8+ cards 0-11 HCP
4♣ = 5+ ♣ cards & 6+ Major 0-11 HCP
4♦ = 5+ ♦ cards & 6+ Major 0-11 HCP
4M = Pre-emptive Major 8+ cards 0-11 HCP
<b>4<sup>th</sup> seat opening</b>
2♣ = 6+ ♣ cards No 4 cards suit 10-15 HCP
2♦ = Two Major 10-15 HCP
2♥ = 6+ ♥ cards 10-15 HCP
2♠ = 6+ ♠ cards 10-15 HCP
2NT = Two minor 10-15 HCP
<b>SPECIAL FORCING PASS SEQUENCES</b>
1♣ – O/C – Pass = Negative 0-7 HCP
<b>IMPORTANT NOTES</b>
3 <sup>rd</sup> seat opening (except 1♣ & 1NT) can be lighter and tactical (About 0-15 HCP instead of 10-15 HCP).
Opening at the 2-3-level (3 <sup>rd</sup> & 4 <sup>th</sup> seat opening) may also be weaker, or even stronger.
<b>PSYCHICS: 1<sup>st</sup> &amp; 2<sup>nd</sup> Rarely, 3<sup>rd</sup> &amp; 4<sup>th</sup> Seldom.</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Y	0	Any hand 16+ HCP	1♦ = Negative 0-7 HCP or Control 0-1 8+ HCP 1♥ = 4+ ♠ cards 8+ HCP 1♠ = Balance or Red suits 8+ HCP 1NT = 4+ ♥ cards 8+ HCP 2♣ = 4+ ♦ cards 8+ HCP 2♦ = 5+ ♣ cards 8+ HCP 2♥+ = Two Minor 8+ HCP	1♣ 1♦ 1♥ 1♠ FG: <b>Relay = Asking hand</b> <b>Single suit</b> 2♠ = High short, 2NT = Mid short 3♣ = Even short, 3♦ = (5332), 3♥ = (6331) 3♠ = (7330), 3NT = (7321) (Reverse) 4♣+ = (7321) 2+ Control 2♠ – (R) – 3♣ – (R) – 3♥ (6322) (3 Low) 2♠ – (R) – 3♠ – (R) – 3♠ (6322) (3 Mid) 3♣ – (R) – 3♥ = (6322) (3 High) 3♠ – (R) – 3♠ = (7222) <b>Two suits</b> 2♥ = Reverse, 2♠ = Long two suits 2NT = High short, 3♣ = (5422) 3♦ = (5431), 3♥ = (6421), 3♠ = (6430) 3NT = (7411), 4♣+ = (7420) 2+ Control 2♠ – (R) – as follow: 3♣ = High short, 3♦ = Even short 3♦ – (R) – 3♠ = (6511) (Reverse) 3♦ – (R) – 3NT+ = (6511) 2+ Control 3♥ = (5521), 3♠ = (5530) 3NT = (6520) (Reverse) 4♣+ = (6520) 2+ Control	DBL = INV RDBL = 4+ ♠ cards 8+ HCP <b>Pass hand</b> 1♠ = Support 3+ cards 10-11 HCP <b>Competitive</b> DBL = No SUPP INV RDBL = FG
1♦	Y	0	4+ ♥ cards 10-15 HCP	1♥ = FG 12+ HCP, 1♠ = 4+ ♠ cards 0-11 HCP 1NT = No 4M 0-9 HCP, 2♣ = 5+ ♣ cards 0-9 HCP 2♦ = No 4 Major 10-11 HCP 2♥ = SUPP 3+ cards 0-9 HCP 2♠ = SUPP 4+ cards INV, 2NT+ = Mini Splinters INV	2♥ = Reverse, 2♠ = Long two suits 2NT = High short, 3♣ = (5422) 3♦ = (5431), 3♥ = (6421), 3♠ = (6430) 3NT = (7411), 4♣+ = (7420) 2+ Control 2♠ – (R) – as follow: 3♣ = High short, 3♦ = Even short 3♦ – (R) – 3♠ = (6511) (Reverse) 3♦ – (R) – 3NT+ = (6511) 2+ Control 3♥ = (5521), 3♠ = (5530) 3NT = (6520) (Reverse) 4♣+ = (6520) 2+ Control	<b>Pass hand</b> 1♥ = SUPP 3+ cards 10-11 HCP <b>Competitive</b> DBL = No SUPP INV RDBL = FG
1♥	Y	0	4+ ♠ cards No 4♥ cards 10-15 HCP	1♠ = FG 12+ HCP, 1NT = No 5♥ 4♠ 0-9 HCP 2♣ = TRF ♦ 0-11 HCP 2♦ = TRF ♥ 10-11 HCP 2♥ = No 5♥ 5♦ 4♠ 10-11 HCP 2♠ = SUPP 3+ cards 0-9 HCP 2NT = SUPP 4+ cards INV, 3♣+ = Mini Splinters INV	2♥ = Reverse, 2♠ = Long two suits 2NT = High short, 3♣ = (5422) 3♦ = (5431), 3♥ = (6421), 3♠ = (6430) 3NT = (7411), 4♣+ = (7420) 2+ Control 2♠ – (R) – as follow: 3♣ = High short, 3♦ = Even short 3♦ – (R) – 3♠ = (6511) (Reverse) 3♦ – (R) – 3NT+ = (6511) 2+ Control 3♥ = (5521), 3♠ = (5530) 3NT = (6520) (Reverse) 4♣+ = (6520) 2+ Control	<b>Pass hand</b> 1♠ = Support 3+ cards 10-11 HCP <b>Competitive</b> DBL = No SUPP INV RDBL = FG
1♠	Y	0	Unbal 4+ ♦ cards No 4 cards Major 10-15 HCP	1NT = F1 it can be possible to 3 cases as follow: 4+ ♣ cards 0-9 HCP or long suit 10-11 or FG 12+ 2♣ = P/C, 2♦ = SUPP 4+ cards 0-9 HCP 2♥ = 5+ ♥ cards 0-9 HCP, 2♠ = No 5 Major INV 2NT = No 5 Major 4+ ♣ cards INV, 3♣+ = Pre-emptive	2♥ = Reverse, 2♠ = Long two suits 2NT = High short, 3♣ = (5422) 3♦ = (5431), 3♥ = (6421), 3♠ = (6430) 3NT = (7411), 4♣+ = (7420) 2+ Control 2♠ – (R) – as follow: 3♣ = High short, 3♦ = Even short 3♦ – (R) – 3♠ = (6511) (Reverse) 3♦ – (R) – 3NT+ = (6511) 2+ Control 3♥ = (5521), 3♠ = (5530) 3NT = (6520) (Reverse) 4♣+ = (6520) 2+ Control	DBL = INV RDBL = FG
1NT			No 4 cards Major 12-15 HCP	2♣ = FG 12+ HCP 2♦ = TRF ♥ 0+ HCP, 2♥ = TRF ♠ 0+ HCP 2♠ = No 5 Major 10-11 HCP, 2NT = Two minor 0-9 HCP 3♣ = 5+ ♣ cards 0-9 HCP, 3♦ = 6+ ♦ cards 0-9 HCP	1NT – 2♣: 2♦ = 3♥, 2♥ = 3♠ No 3♥, 2♠+ = 5+ ♣ cards 1NT – 2♦♥♠ – 3♣: 6+ ♣ cards 12-13 HCP	DBL = INV RDBL = TRF ♣ 0+ HCP 2♣ = TRF ♦ 0+ HCP
2♣	Y	0 (1/2/3) 6 (4)	1 <sup>st</sup> & 2 <sup>nd</sup> & 3 <sup>rd</sup> Two Major 8-11 HCP 4 <sup>th</sup> 6+ ♣ cards 10-15 HCP	2♦ = Asking Major, 2Major = S/O 2NT = Any hand 16+ HCP, 3♣ = TRF ♦ 0-13 or 16+ HCP 3♦ = Pre-emptive Both SUPP, 3Major = Pre-emptive	2♠ – 2NT: 3♣ = (4441) (5440), 3♦ = TRF ♥, 3♥ = TRF ♠ 3♠ = Long Two Major, 3NT = (4432)	<b>4<sup>th</sup> seat opening</b> 2♦ = TRF ♥, 2♥ = TRF ♠, 2♠ = No 5 Major INV
2♦	Y	0	1 <sup>st</sup> & 2 <sup>nd</sup> & 3 <sup>rd</sup> Weak one suit Major 6-11 HCP 4 <sup>th</sup> Two Major 10-15 HCP	2♥ = P/C, 2♠ = INV ♥ Singleton or Void ♠ 2NT = Any hand 16+ HCP or INV both Major 3m = INV 6+ cards suit, 3♥ = P/C, 4♥ = P/C	2♦ – 2NT: 3♣ = ♥ max, 3♦ = ♠ max 3♥ = ♥ min, 3♠ = ♠ min	<b>3<sup>rd</sup> &amp; 4<sup>th</sup> seat opening</b> 2NT = SUPP INV
2♥♠	Y	5 (1/2/3) 6 (4)	1 <sup>st</sup> & 2 <sup>nd</sup> & 3 <sup>rd</sup> 5+ ♥♠ cards & 4+ m 8-11 HCP 4 <sup>th</sup> 6+ ♥♠ cards 10-15 HCP	2NT = Any hand 14+ HCP 3♣ = P/C, 3♦ = TRF ♥ 3♥♠ = Pre-emptive	2♥♠ – 2NT: 3♣ = ♣ min, 3♠ = ♦ min 3♥ = ♣ max, 3♠ = ♦ max	<b>3<sup>rd</sup> &amp; 4<sup>th</sup> seat opening</b> 2NT = SUPP INV
2NT	Y		1 <sup>st</sup> & 2 <sup>nd</sup> & 3 <sup>rd</sup> Two m or 7+ ♦ cards 6-9 HCP 4 <sup>th</sup> Two minor 10-15 HCP	3m = To play, 3M = 5+ cards suit 18+ HCP 3NT = To Play, 4♣+ = Pre-emptive	<b>HIGH LEVEL BIDDING</b>	
3♣♦♥♠		6	Pre-emptive 6-11 HCP	NAT	Gerber & Roman Keycard Blackwood 0314 in every situation except relay auctions Denial Cue Bids (Spiral Scan) & Puppet 4♦ in relay auctions Asking Bids in breaking the relay auctions Beta Cue Bids (The number of control): 1 <sup>st</sup> = 2 Control, 2 <sup>nd</sup> = 3 Control, 3 <sup>rd</sup> = 4 Control, 4 <sup>th</sup> + = 5+ Control Epsilon Cue Bids (Control Asking Bid): 1 <sup>st</sup> = No Control 3+ cards or 1 <sup>st</sup> & 2 <sup>nd</sup> Control, 2 <sup>nd</sup> = 3 <sup>rd</sup> Control 3 <sup>rd</sup> = 2 <sup>nd</sup> Control 4 <sup>th</sup> = 2 <sup>nd</sup> & 3 <sup>rd</sup> Control, 5 <sup>th</sup> = 1 <sup>st</sup> Control, 6 <sup>th</sup> = 1 <sup>st</sup> & 3 <sup>rd</sup> Control, 7 <sup>th</sup> = 1 <sup>st</sup> & 2 <sup>nd</sup> & 3 <sup>rd</sup> Control	
3NT	Y		Pre-emptive minor 0-11 HCP	4♣ or 5♣ = P/C		
4♣	Y	5	5+ ♣ cards & 6+ Major 0-11 HCP	4♥ = P/C		
4♦	Y	5	5+ ♦ cards & 6+ Major 0-11 HCP	4♥ = P/C		

## Defensive Against System

Opening & Description	Overall	Responses
Opening 1♦ 4+ ♥ cards 10-15 HCP	DBL = T/O ♥ 12+ HCP 1♥ (Raptor) = 5+ minor & 4♠ 10-15 HCP 1♠ = 5+ ♠ cards 10+ HCP 1NT = Strong NT 2♣ = 5+ ♣ cards 10+ HCP 2♦ = 5+ ♦ cards 10+ HCP 2♥ = 5+ ♥ cards & 5+ minor 2♠ = Weak ♠ 2NT = Two minor 3-Level = Pre-emptive	1♥ (Raptor) – 1♠ = 3♠ 0-9 HCP 1♥ (Raptor) – 1NT = No 4♠ 8-11 HCP 1♥ (Raptor) – 2♣ = P/C 0-9 HCP 1♥ (Raptor) – 2♦ = No 4♠ 12+ HCP 1♥ (Raptor) – 2♥ = SUPP 0-9 HCP 1♥ (Raptor) – 2♠ = SUPP 10+ HCP
Opening 1♥ 4+ ♠ cards No 4♥ cards 10-15 HCP	DBL = T/O ♠ 12+ HCP 1♠ (Raptor) = 5+ minor & 4♥ 10-15 HCP 1NT = Strong NT 2♣ = 5+ ♣ cards 10+ HCP 2♦ = 5+ ♦ cards 10+ HCP 2♥ = 5+ ♥ cards 10+ HCP 2♠ = 5+ ♥ cards & 5+ minor 2NT = Two minor 3-Level = Pre-emptive	1♠ (Raptor) – 1NT = No 4♥ 8-11 HCP 1♠ (Raptor) – 2♣ = P/C 0-9 HCP 1♠ (Raptor) – 2♦ = No 4♥ 12+ HCP 1♠ (Raptor) – 2♥ = SUPP 10+ HCP 1♠ (Raptor) – 2♠ = SUPP 0-9 HCP
Opening 1♠ Unbal 4+ ♦ cards No 4 cards Major 10-15 HCP	DBL = T/O ♦ 12+ HCP 1NT = Strong NT 2♣ = 5+ ♣ cards 10+ HCP 2♦ = Two Major 2♥ = 5+ ♥ cards 10+ HCP 2♠ = 5+ ♠ cards 10+ HCP 2NT = 5+ ♣ cards & 5+ Major 3-Level = Pre-emptive	Follow by partnership agreement
Opening 2♣ Two Major 8-11 HCP	DBL = T/O Major 12+ HCP 2♦ = 5+ ♦ cards 12+ HCP 2♥ = 5+ ♥ cards 12+ HCP 2♠ = 5+ ♠ cards 12+ HCP 2NT = Strong NT 3♣ = 5+ ♣ cards 12+ HCP	Follow by partnership agreement