

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
Overcalls = 8-16 HCP 4+ suit
Response
- New suit forcing from unpassed hand
- Cue bid opp. Suit = support 3+ with invitation+
<b>INT OVERCALL</b>
2 <sup>nd</sup> = 14-17 Bal. or semi bal. (can have short in ♣ or ♦)
- Res. system on same as 1NT opening
4 <sup>th</sup> = Balancing NT 11-14
- Res. System on same as 1NT opening
<b>JUMP OVERCALLS</b>
1) Weak jump overcall in suits
2) Unusual 2NT overcall
- 1♥,1♠ opening = 2 suit ♠+♦ 5-10 or 16+
- 1♣,1♦ opening = 2 suit ♥+ other minor 5-10 or 16+
<b>DIRECT &amp; JUMP CUE BIDS</b>
1) vs 1♣,1♦ opening = 2 suit ♥+♠ 5-10 or 16+
2) vs 1♥,1♠ opening = 2 suit other major + ♣ or ♦ 5-10 or 16+
Remark : responder bid 2NT ask + show some points 9+
<b>VS. NT</b>
Multi Landy
1) X = strong or minor5+ major4 vs weak NT, 2) 2♣ = 2 suit ♥+♠
3) 2♦ = 1 suit ♥ or ♠, 4) 2♥ = ♥+♣ or ♦,
5) 2♠ = ♠+♣ or ♦, 6) 2NT = ♠+♦
<b>VS. PREEMTS</b>
Overcall = 8-16 5+ cards in suit
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Overcall = 8-16 5+ cards in suit
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1) 1♣,1♦ >(X)>XX = 4 cards+ in next (e.g. 1♣ >(X)> XX = ♦4+)
2) 1♣,1♦ >(X)>2♦ = ♥6+ wk or strong, 2♥ = ♠6+ wk or strong, 2♠ = ♠5+♦5 wk or strong
3) 1♥,1♠ >(X) >> XX = 10+ any

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / 5 <sup>th</sup> / top	3 <sup>rd</sup> / 5 <sup>th</sup> / top	
NT	3 <sup>rd</sup> / 5 <sup>th</sup> / top ** sometime 4th	3 <sup>rd</sup> / 5 <sup>th</sup> / top	
Subseq	3 <sup>rd</sup> from inner Seq. (0 or 2)	3 <sup>rd</sup> from inner Seq. (0 or 2)	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKQx, AKx, Ax	AKQx, AKx, Ax	
King	AK, AKJx, KQ, KQx, Kx	AK, AKJx, KQ, KQx, Kx	
Queen	QJ10x, QJx, Qx	QJ10x, QJx, Qx	
Jack	AQJx, J10x, Jx	AQJx, J10x, Jx	
10	AJ10x, KJ10x, 109x, 10x	AJ10x, KJ10x, 109x, 10x	
9	A10x, K109x, Q109x, 9x	A10x, K109x, Q109x, 9x	
Hi-X	Xx	Xx	
Lo-X	XxxxX, xxX, HxXx	XxxxX, xxX, HxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
	1 Lo-Hi = Enc./even	same	same
Suit	2 Hi-Lo = Disc./Odd	same	same
	3		
	1 Lo-Hi = Enc./even	same	same
NT	2 Hi-Lo = Disc./Odd	same	same
	3		
Special : Reverse Smith Echo			
- Lo card on opp. Suit played = Enc. the 1 <sup>st</sup> suit lead			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES</b>			
Natural 11+ vs. opening ♣/♦/♥/♠ and weak NT			
15+ vs Strong NT opening			
8+ vs partner's overcall			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1) After partner open 1♣,1♦ >> (1x) >> X = 4 cards+ in next suit up the line			
2) After partner open 1♣,1♦ >> (X) >> XX = 4 cards+ in next suit up the line			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green <b>NCBO:</b> CBLT
<b>PLAYERS:</b> Singsan PHROMYOTHI
Chongchana CHANTAMAS
<b>EVENT :</b> ALL
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF in Major opening + 1NT=1 rd. force, 2♣ opening = (19)20+ any
1NT=14-17, 2NT = 20-21 both can have short in ♣ or ♦
1♣ opening = ♣3+ with Transfer response & ♦ can be longer than ♣
1♦ opening = ♦3+
Multi 2♦ opening = 6 cards ♠ or ♥ with 5-10 HCP
2♥, 2♠ opening = 5 cards ♥, ♠ with 5-10 HCP
RKC 0314 2 2Q
Reverse Count and Attitude Signal
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♦ >> 1♥,1♠ >> 2♥,2♠ = can support from 3 cards
1♥ >> 1♠, 1NT >> 2♣ (forcing any) >> 2♦ = 8+ HCP / others are less than 8
1♠ >> 1NT >> 2♣ (forcing any) >> 2♦ = 8+ HCP / 2♥ = ♥5+ GF / 3♥ = ♥6+ inv. / others are less than 8
1♠ >> 2♥ = ♥6+ 6-9 HCP non force, 1♠ >> 1NT >> 2X >> 2♥ = ♥5+ GF
1♦ >> 2♣ = Inverted minor in ♣ or ♦
1♣ opening can have ♣ 2 cards form AQ
1♦ opening in 3 <sup>rd</sup> or 4 <sup>th</sup> seat can have 2 cards ♦
<b>SPECIAL FORCING PASS SEQUENCES</b>
1) 1NT >> 2♣ >> (X) >> Pass = at least K in ♣ >> if res. XX = re stayman
2) 1NT >> 2♦, 2♥ >> (X) >> Pass = at least K in ♦, ♥ >> XX = re transfer
3) 1NT >> (X) >> P = force opener to XX
4) 1NT >> (X) >> XX = force opener to bid 4+ suit up the line
<b>IMPORTANT NOTE THAT DON'T FIT ELSEWHERE</b>
<b>PSYCHICS:</b> Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♣	11-19 HCP with ♣3+ ** can have ♦4 longer than ♣	a)1♦/1♥=♥4+/♠4+, b)1♠=no♥4/♠4, c)1NT=8-11 no ♥4/♠4 d)2♣=10-12 inv.♣ or ♦, e)2♦/2♥=♥6+/♠6+(weak or GF) or ♥5+ & another 5+ GF/ ♠5+ & another 5+ GF, f)2♠=♣5+♦4+ (6-9 or slam Interest)	a)1♣>1♦/1♥>1♠/1NT>2♣/2♦ = forc. to 2♦ or inv. / GF any b)1♣>1♠>1NT>2♣/2♦ =force to 2♦ or inv./GF c)1♣>1♠>1NT>2♥/2♠=2155 inv.+/1255 inv.+, d)1♣>2♣>2♦>2♥/2♠=♣5&♦4 inv. / ♦5&♣4 inv. e)1♣>2♣>2♦>3♣=♣5+ inv. e)1♣>2♣>2♦>3♦=♦6+ inv.	
1♦		3	3♣	11-19 HCP with ♦3+	a)1♥/1♠=♥4+/♠4+, b)1NT=6-10 no ♥4/♠4, c)2♣=inv.♣ or ♦ d)2♦/2♥=♥6+/♠6+(weak or GF) or ♥5+ & another 5+GF/ ♠5+ & another 5+GF, e)2♠=♣4+♦5 (6-9 or slam interest)	a)1♦>1♥>2♥>2NT>3♣=1354/3♦=♦6&♥3 w/short / 3♥=♥4 min./ cue or 4♥=♥4 max. b)1♦>1♠>2♣ same as 1♥ c)1♦>2♣>2♦ (♦5+) > 2♥ = ♣5+ / 2♠ = ♦3+ GF d)1♦>2♣>2♦ > 3♣ = ♣5+ inv. / 3♦ = ♦3+ inv.	
1♥		5	3♣	11-19 HCP with ♥5+ ** can be ♥4+ in 3 <sup>rd</sup> & 4 <sup>th</sup> seat	a)1♠=♠4+, b)1NT=forc., c)2♣=GF ♣0+, d)2♦=GF ♦4+ e)2♠=♥4+ short ♣ or ♦ inv., f)2NT=♥4+ 12-14 HCP, g)3♣=♥4+ no short inv., h)3♦=♥4+ short♠ inv. i)3♥=♥4+ 0-5 HCP	a)1♥>1♠/1NT > 2♣ forc. any > 2♦=8+ HCP / others 6-7 HCP b)1♥>2♣ > 2NT (ask) > 3♣ = short ♣ / 3♦ =short ♦	1♥>2♣=♥3 inv. 1♥>2♦ = ♥4 inv.
1♠		5	3♥	11-19 HCP with ♠5+ ** can be ♠4+ in 3 <sup>rd</sup> & 4 <sup>th</sup> seat	a)1NT=forc., b)2♣=GF ♣0+, c)2♦=GF ♦4+, d)2♥=♥6+ 6-9 HCP non forc., e)2NT=♠4+ 12-14 HCP e)3♣=♠4+ short ♣/♦ inv. f)3♦=♠4+ no short inv., g)3♥=♠4+ short ♥ inv., h)3♠=♠4+ 0-5 HCP	a)1♠>1NT >2♣ forc. any >2♦=8+ HCP / 2♥=♥5+ GF / others 6-7 b)1♠>3♣ > 3♦ (ask) > 3♥ = short ♣ / 3♠ = short ♦	1♠>2♣ = ♠3 inv. 1♠>2♦ = ♠4 inv.
INT	√	-	3♣	14-17 HCP Bal. or semi Bal. -can have short in ♣ or ♦ -can have ♥2 & ♠2	a)2♣=puppet stayman, b)2♦/2♥=trans.♥/♠, c)2♠/2NT=trans.♣/♦ d)3♣/3♦/3♥/3♠=4441 or 5440 or 5431 any almost GF, e)4♣/4♦=trans.♥/♠, f)4♥=♣5&♦5 Slam mild g)4♠=♣5&♦5 just game, 4NT = Quantitative	a)1NT>2♣>2♦ (no major 5)>2♥=♠4 or no major inv./ 2♠=♥4 inv./ 2NT=♥4&♠4 or 5/4 major inv. / 3♣ = ♥4&♠4 or 5/4 major GF / 3♦ = ♥5+ & ♠5+ inv.+	
2♣	√	0	3♣	1) (19)20+ HCP with any suit 2) 22-23 or 24+ Bal. or semi bal. -can have short in ♣ or ♦	a)2♦=waiting, b)2♥/2♠=♥5/♠5 pos., c)2NT=♣6+ good suit, d)3♣=♦6+ good suit, e)3♦=♥6+ good suit, f)3♥=♠6+ good suit	a)2♣ > 2NT/3♣/3♦/3♥ > 3NT = no good 2 cards support in suit b)2♣ > 2♦ > 2NT > same as 2NT opening	
2♦	√	0	3♣	Weak 6 cards ♥ or ♠ 5-10 HCP	a)2♥/2♠= pass or correct, b)2NT= Relay, c)3♣/3♦ = to play, d)3♥/3♠= pass or correct	a)2♦ > 2NT > 3♣ = max.>3♦ (ask)>3♥=♠6/3♠>♥6/3NT=♠ AKQxxx b)2♦/2NT>3♦/3♥ = ♥6/♠6 min. / 3NT = ♥ AKQxxx	
2♥		5	-	Weak 5 cards ♥ 5-10 HCP	a)2♠ = to play, b)2NT = Relay, c)3♣ = pass or correct in ♣ or ♦	a)2♥ > 2NT > 3♣ = ♣3+ min. / 3♦ = ♦4+ min. / 3♥ = ♣4+ max. / 3♠ = ♦4+ max. / 3NT = 3532 max. (only case that open with ♠3)	
2♠		5	-	Weak 5 cards ♠ 5-10 HCP	a)2NT = Relay, b)3♣ = pass or correct in ♣ or ♦, c)3♥ = to play	a)2♠ > 2NT > 3♣ = ♣3+ min. / 3♦ = ♦4+ min. / 3♥ = ♣4+ max. / 3♠ = ♦4+ max. / 3NT = 3532 max. (only case that open with ♥3)	
2NT	√	-	4♦	(19)20-21 HCP Bal. or semi bal. -can have short in ♣ or ♦ -can have ♥2 & ♠2	a)3♣=Puppet stayman, b)3♦/3♥ = Trans.♥/♠, c)3♠=forc. to 3NT, d)3NT=♠5+♥4, e)4♣/4♦=trans.♥/♠, f)4♥=♠5+♦5 slam mild, g)4♠=♣5+♦5 just game, h)4NT=Quantitative	a)2NT>3♣>3♦>3♥>3♠ =major 4 / 3♥=no ♥ or ♠ / 3♠ = ♠5 / 3NT = ♥5 b)2NT>3♣>3♦>3♥>3♠ =♥4 / 3♠=♥4 / 4♣=♣6+slam / 4♦=♥4&♠4 / 4♥=♦6+slam c)2NT>3♣>3♠>4♣=♣6 slam / 4♦=♦6+slam / 4♥=force to bid 4♣ d)2NT>3♣>3♥>3♠=♥5&♠5 GF / 4♣=♣6 slam / 4♦=♦6+slam / 4♥=♠3♥2♦4♣ slam / 4♠=♠2♥3♦4♣ slam e)2NT>3♣>3NT>4♣=♣6+slam/4♦=force to bid 4♥/ 4♥=♦6+slam f)2NT>3♣>3NT>4♠ = ♣5 & ♦4 slam / 4♦=♦5 & ♠4 slam *** 4NT are Quantitative	
3♣/3♦/3♥/3♠		6	-	Preemptive (6)7 cards + in suit			
3NT	√	-	-	Gambling with long solid ♣ or ♦			
4♣/4♦/4♥/4♠		7	-	Long good suit 7+ in suit			
4NT		-	-	♣5+ & ♦5+			1) RKC = 0314 2 2Q 2) Exclusion RKC 0314 2 2Q 3) CUE BIDS
<b>HIGH LEVEL BIDDINGS</b>							

