

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural 7-17 HCP, Cue Bid = Limit or better
New suit 1-level F1, jump new suit = FIT
Namyats 4♣4♦ over 1 minor opening
Unusual VS Unusual (UVU)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd = 15-17 balanced or semi bal, system ON
4th = 12-15 does not promise stopper, system OFF
1NT over 1♥ = 44+ minors
1NT over 1♠ = 5+♥ overall
1NT over strong artificial = 4M/5+minor
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1♣, 1♦ jump 2M = 4M+ another 5+ minor
Cue = TOP Bottom, 2N= Low Low 55+
3♣ over 1♣ = Top + Top, 3♦ over 1♦ = Top + Top
1♥-3♣ Top + Top, 1♠-3♣ Top + Top bad or good hand
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Jump Cue = ask for stopper or if follow with new suit = BIG
Or 55 see Jump overcall
2♥/♠ = 5♥/♠ + 4+minor, 2N=minors
VS weak DBL=Penalty, others are same as 14+
<b>VS. NT (vs. Strong/Weak; Reopening;)</b>
VS Strong NT DBL= 5minor / 4Major, 2; = 2majors 4+/4+
2♦=1-suit major may be 5 cards or strong hand
2♥/♠ = 5♥/♠ + 4+minor, 2N=minors
3 level long 1-suit
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O DBL good 13+/ NT natural
Leaping Michael apply all seat
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1-Level bid = natural in suit bid
1NT = 5minor / 4Major, 2♣=2 majors 4+/4+, 2♦ 1-suit Major
2♥= 5♥+minor, 2♠=5♠+minor, 2N= minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
ReDBL=10+ non-fit, 2NT invite with FIT

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4/6 if honor, 1/3/5 if no	Same	
NT	4th or 2nd from top	Same	
Subseq	as from original Comb.	Same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A, AK (+),	Same	
King	AKQ, KQ (+), AKJT (+)	Same	
Queen	QJ (+), AQJ (+), KQT (+), KQJ (+)	Same	
Jack	JT, JT (+)	Same	
10	HT (+), HHT (+), Tx	Same	
9	T9(+) or short	Same	
Hi-X	Sx, xxS, xxSx, xxxxS	xS, xSx, xSxx	
Lo-X	HSx, HxSx, HxxSx, HxxxxS	HxxS, HxxSx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	3/5=Odd if no Honor	Smith	O/E DISC.
Suit 2	S/P	Hi/Lo = Odd	no. cards
3	Hi = Dis-ENC		
1	MUD, 2/4th	same as suit	same as suit
NT 2			
3			
Signals (including Trumps):			
Smith echo Hi=ENC			
Lavinthal- for ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
10+ limit response			
Jump Cue Bid = Almost GF, may be no stopper for NT			
DBL INT 12+ = 4M/5+minor			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative DBL may be included balanced GF, support DBL			
Maximum overcall up to 17			
Artificial against Multi / NT opening			
Rubensohl over 2 level interruption and INT opening			

W B F CONVENTION CARD
<b>CATEGORY: Blue</b>
<b>NCBO: CBLT</b>
<b>PLAYERS: Phanuwit - Kampol</b>
<b>EVENT: All</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
3 ways clubs 1/ 12-14 balanced 2♣ / any 18+, 3/ 15-17 4+♣
1♦ 4+ 12-17 possible 5♣4♦
2♦ weak 2 either major, 2♥ 5/5♥ +any, 2♠ 5/5♠ +minor
2NT weak 55 minors, 3NT solid minor no side,
1NT over a major semi forcing - denies fit 8-11 or 5-7 Fit
2♣ = 10-14 5+♣ with 4 Major or 6+♣
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ = 10-14 5+♣ with 4 Major or 6+♣
1♣-1♦ usually 0-6 or 7-11 minor or minors, 7-8/16+bal no M
1♣-1♦-1M 12-14 3-4 M or 11-17 4M with 5m or 5M <21
1♣-1N 9-11, 2N 12-15 No Major
1♣-1M-2♦ Relay 2♥ 4M 7-10, 2♠ 11+4M, 2N 11+5+M con.
con...3♣ 9-11 5+♣ 3♦ 5+♦ 3♥ 5M exactly unbal. (3♣ ask short)
con...3♣ 5332 7-10 3N 7-10 6+no short, 4X 7-10 6+ splinter
1♣-1♦-2♦ GF 2♥ relay or negative 2♣ 7+, 2N 44M or 55mi
1♣-1M-2♦ possible no 3M if 24+, 1♣-1M-2N 18-23 no 3M
1♣-1♦-1N 18-20, 2N 21-23 2♣ 6+♣ 15-20, 2♥♣3♥3♦ 21-23
1♣-1♦-2♣ 15-20 no major or very long club with Major
1♣-1♦-3♥ 55♥+any 3♣ 5♠ +minor 3N to play, 4♣ 5♠+5♦
over 3♥ 3N ask 3♣ p/c, over 3♠ 3N ask 4x cue for ♣
over 4♣ 4♦ ♦set 4♥♣ cue for ♣
1♣-1♦-1x 2N 16+balance no M
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
3rd hand opening may be weaker, possible 4 cards
<b>PSYCHICS: RARE</b>

OPENING	TI C K I F A R T I F I C I A L	MIN · NO. OF C A R D S	NE G. D B L T H R U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes		4♥	12-14 bal 2+♣, 15-17 4+♣, 18+ any	1♦;0-6, 7-11 minor, 16+bal no M Forcing 7-8 NT, 1M 7+4+M, 1NT=9-11, 2 level= GF	1♣-1♦-1N 18-20, 1♣-1♦-1M possible 3 cards 18-20 5+M, 15+ 4M5♣/18+5♦, 1♣-1M-2♦ relay	1♣-2♣ 9-11 5+suit no 4M 1♣-2M = 5+M +4+♣ 9-11
1♦		4	4♥	11-17 4+♦, 11-14 4♦/5♣	2♣ at least invite, 3♦ preamp, 2♣ invite+ in ♦ 2♦ 6-9 5♣4♥, 2♥ 6-9 5♣5♥, 2N 11-12	1♦-2♣-2N /3♣ worst, 1♦-2♣-2♦ F1 5+♦ 1♦-2♣-, others = max 14+ no 5+♦	1♦-2M = 5+M +4+♦ 9-11
1♥		5	4♦	11-17 5+♥	2/1 almost GF, 2N FIT invite, 3x strong 3N 10-13 FIT unknown splinter, 4x splinter	1♥-2♥-2N Relay, new suit = help, 4x = 55+	2♣ Drury Fit 3+
1♠		5	4♥	11-17 5+♠	As above		
INT			3♥	15-17 bal. 6m, 5m4H is ok 5Major always if 15-17 5332	2♣ Puppet Stayman, 4 ways transfer 2♦=♥,2♥=♠,2♠=♣, 2N=♣, 4♣=♥, 4♦=♠	1N-2♦-2♣ super accept, 1N-2♠-2N super accept Raise 3M =min 4-5 cards	
2♣		5	4♥	10-14 5+♣/4M or 6+♣	2♦ relay 2♥/♠ NF, 3 level =invite, 2NT puppet 3♣ then 2 suiters 55 GF	2♣-2N-3♣- pass = to play 2♣-2N-3♣ > 3♦ = 5♦5♥, 3♥ = 5♥5♠ 3♠ = 5♠5♦	
2♦	Yes			6-9 6M ♥/♠	2♥ p/c, 2♠ invite ♥ or Good ♠, 2N ask	2♦-2N 3♣ any max ,3♦ min ♥, 3♥ min ♠ 3♣ max 3♦ relay 3♥=♠,3♠=♥	
2♥		5	3♦	6-9 5♥/5+another may be ♠	2♣ pass/correct, 3♣ pass/correct, 2N ask	2♥-2N 3H = 5♥/5♠	
2♠		5		6-9 5♠/5+minor	2NT ask minor, 3♣ pass/correct	2♠-2N 3♣ min ♣ 3♦ min ♦ 3H max ♣ 3S max ♦	
2NT	Yes			6-9 5+/5+minor	new suit F1, 4♣♦ blocking		
3♣		6		all 3 level = PRE EMPTIVE	New suit F1		
3♦		6					
3♥		6					
3♠		6					
3NT	Yes			7+solid minor suit no side stop	4♣ pass/correct, 4♦ ask short	3N-4♦ > 4♥/4♠ = short, 4N=short minor, 5 no	
4♣		8					
4♦		8		all 4 level = PRE EMPTIVE			
4♥		6					
4♠		6					
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						Cue bid = possible 2nd round control	
5♥						RKCB 1403, step (streamline) for Queen Trump or King	
5♠							