

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					WBF TEAM CONVENTION CARD	
OVERCALLS	General Style 8+ HCP 5+ Cards, sound suit	OPENING LEADS	SUIT	3 rd 5 th	4 th	Attitude ✓	Rusinow	NCBO PLAYER: CBLT - THAILAND KOBKUL ABHAKARA PLAYER: SUPANG MEKCHARAS
Response	Natural Positive			OTHERS				
	New Suit = Non-Forcing		NT	3 rd 5 th	4 th	Attitude ✓	Rusinow	
	Cue Bid = Forcing for one round			OTHERS				
IN BAL POS	Maximum 12 HCP & 5+ cards suit	SUBSEQUENT LEADS					SYSTEM SUMMARY	
Responses	Cue = Forcing, New Suit = 1-RF						GENERAL APPROACH AND STYLE	
TAKE-OUT DOUBLE - General Style	Opening Hand Value	CIRCLE OPENING LEADS VS NO-TRUMPS						
Responses	Limit response, Cue = Game Forcing	Underline leads against suit contracts if different						
	Jump = Showing HCP						Natural System with 4 cards Diamond Opening	
IN BAL POS	10 HCP Good Suit	A K	K Q	Q J	J 10	10 x	x x	Strong NT
Responses	Limit Response, Natural	A K x	K Q x	Q J x	J 10 x	10 9	x x x	Michael Cue Bid
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD		A K J x	K Q x x	Q J 10 9	J 10 9 8	10 9 x	x x x x	Strong 2C
1NT OVERCALL 2 nd pos	HCP 16-18	A K J 10 x	K Q J x	K Q 10 x	K J 10 9	9 8 x	x x x x x	Weak Two
Responses	Same as NT Opening	A Q J x	K J 10 x	K Q 10 9 x	K 10 9 8		x x x x x x	
	4 th pos HCP 16-18	A J x x	K x x	Q x x	J x x	10 x x		
Responses	Same as NT Opening	K J x x x	K x x x	Q x x x	J x x x	10 x x x		STRONG OPENING CALLS (other than 1NT and 2NT)
JUMP OVERCALL	WEAK INTERM STRONG 2 SUITERS	K x x x x x	K x x x	Q 10 9 x	J x x x x	10 x x x x		2C = Strong Any Distribution
OTHERS	8-11 12-14 6+ cards 5+ cards	SIGNAL WHEN FOLLOWING SUIT OR DISCARDING USE 1 - ODD NO. OF CARDS, 2 - EVEN NO. OF CARDS D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE BRACKET THE SIGNALING SYMBOL WHEN RARELY USED						
Responses	Limit Response or Natural							
		CARDS		HIGH	LOW	ODD	EVEN	
		SUIT	On partner's lead	E, 2, S	D, 1, S			PREEMTIVE OPENINGS (State first any artificial openings)
			On declarer's lead	2, S	1, S			
			Discarding	E, S	D, S			2H = Weak in H 7-11 HCP 6-7 losers
UNUSUAL NT OVERCALL: 5-5 in Minor Suits, 10-14 HCP		NT	On partner's lead	E, 2, S	D, 1, S			2S = Weak in S 7-11 HCP 6-7 losers
Responses	Limit response, Cue Bid = Game Force		On declarer's lead	2, S	S			3C/3D/3H/3S = 7 cards in suit, 6-12 HCP (Rule of 2 and 3)
DIRECT CUE-BID STYLE	Natural & Strong HCP		Discarding	S, E	S, D			
Responses	Natural or Limit Response	SIGNALS IN TRUMP SUIT		OTHER SIGNALS				
VS NT	Dbl = 16-18 HCP	High-Low = Even cards						
Responses	Pass = Penalty, same as NT opening	Low-High = Odd cards						
VS PREEMPTS	Dbl = Take Out - 16+ HCP	IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE					1NT AND 2NT OPENINGS	
	Suit = Natural Suit 5+ Cards						1NT = 16-18 B/L or Semi B/L (4 cover cards)	
	NT = Strong Balanced Hand						2NT = 21-22 B/L or Semi B/L (7 cover cards)	
VS ARTIFICIAL STRONG 1♣ OR 2♣ OPENINGS								
	Dbl 1♣ = Should have 16+ HCP for take-out	1C(D) - Pass - 1H - 1S - Dbl = 12-15 HCP - 3 cards support						
	Dbl 2♣ = Opening Hand HCP for take-out	1C(D) - Pass - 1H - 1S - 2H = 12-15 HCP = 4 cards support					SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES	
	Suit = Good Suit 10+ HCP							
OVER OPPONENTS' TAKE-OUT DOUBLE		SPECIAL FORCING PASS SEQUENCES					Competitive Double DOPI	
	RDbI = Show HCP						Responsive Double	
	New Suit = One Round Force						Negative Double	
IMPORTANT: Use symbols ♣ ♦ ♥ ♠ when needed		PSYCHICS: Rare						IMPORTANT: All text must be typewritten or block letters

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	DESCRIPTION	NEG. DBL THRU	RESPONSES (including modifications over competition)	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS 1C		2+	12-21 HCP	2S	Natural over 1C opening, 2NT = 13-15 HCP 2D/2H/2S = 12+ HCP Good 6+ Suit 3C = 13-15 HCP 5+ C Suit	1C-1D-1H-1S = Forcing for one round 1C-1H-3S/4D = Splinter	
1D		4+	12+21 HCP	2S	Same as 1C Opening	1D-1H-1S = Forcing 1D-1H-3S/4C = Splinter	
1H		5+	12-21 HCP		1S = 4+C S, 6+ HCP, 1NT = 6-9 HCP 2S/3C/3D = 12 HCP good 6+C suit 3H = 13-15 HCP Good support, 4H = signoff	1H - 3S/4C/4D = Splinter (short in bid suit)	
1S		6+	12-21 HCP		Same as 1 H Opening	1S - 4C/4D/4NT = Splinter (short in bid suit)	
1NT			16-18 HCP Balanced, May have 4 cards major		2C = Stayman, 2D, 2H = Transfer, 2S = Minor Stayman 3C/3D/3H/3S = 6 cards suit, Slam Try	1NT - 4NT = Quantitative 1NT - 2S - 2NT = No Minor, min - 3C, 3D = 4Card - 3H/3S = Both minors - 3NT = No minor, max	
2C	✓		22+ HCP, any Distribution		2D = Negative or Relay (0-6 HCP) 2H/2S/3C/3D = 8+ HCP 5+card suit 2NT = 8-10 HCP Balanced Hand		
2D	✓		Flannery 12-15 HCP 6+H 5-4S		2H, 2S = Signoff 2NT = Asking for more information	2D-2NT-3C/3D = 3-card C/3-card D 2D-2NT-4C/4D = 5-4-4-0 shape 2D-2NT-3H = 6-4-3-0, 6-4-2-1 2D-2NT-3S = 5-4-2-2 min 2D-2NT-3NT = 5-4-2-2 max	
2H/2S	✓		Weak, 7-11 HCP, 6+ cards suit		2NT = Asking for short suit, New suit = 10-13 HCP - non-forcing Support = 12-13 HCP - Invitation		
2NT			22-24 Balanced Hand		3C Puppet Stayman, 3D, 3H = Transfer 3S = Minor Stayman (same as 1NT Opening)		
3♣/3♦	✓	7]	Natural Pre-emptive		Pre-emptive raise, new suit = forcing	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♥/3♠	✓	7]	6-12 HCP (Rule of 2 & 3)			RKC (0-3, 1-4, 2, 2w/Q)	
3NT	✓		Gambling = 7 Solid minor		4C/4D = to play, 5C/5D to play in C or D 4NT = asking for extra to go to 6C/6D	Cue Bid Quantitative NT Raise	
4♠/4♥		8	Pre-emptive			DOPI	
4♥/4♠		8	Pre-emptive				