DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WBF CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE				SYSTEM: CS SYSTEM
1 level= 7-15, 2 level=13-15 App. good suit 5+cards may be 4 cards		Lead		In Partner's Suit	CATEGORY: BLUE
RESPONSES: 1NT = 6-9, 2NT = 10-11	Suit	4th		ATT	NCBO: CBLT
Simple raise = 6-9 HCP, 3 cards	NT	4th		ATT	EVENT: GIRL TEAM
Jump = 8 losers, 4+ cards	Subsequence	SAME		ATT	PLAYERS: MS. SUTHITA INSRILA
New suit = $N/F$ , Jump new suit = $F1$					MS. SUPASSARAPORN NANTHACHO
Cue = F1, 12+ HCP					<b></b>
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
All positions = 15-18 HCP	Lead	Vs. Suit		Vs. NT	
RESPONSES: Puppet Stayman, 4 ways transfer	Ace	AKxx		AKQxx, AKJ10x	GENERAL APPROACH AND STYLE
	King	KQxx		KQJ10, KQ10x	Strong Diamond 16-21, artificial, any distribution
	Queen	QJxx		QJ10x	Weak NT 12-15 HCP
	Jack	J10x		AQJx, J10xx	1C artificial no 5 cards M, 12-18, may be light opening
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x		AJ10x, KJ10x, 109x	1H/1S 5 cards+, 10-15 may be 4 cards, may be light opening
Weak jump in suit = weak, 6+ cards, 6-11 HCP App.	9	98x		A109x, K109x, 98x	2C Game Force, 16+HCP App.
RESPONSES: OGUST	Hi-X	EVEN		EVEN	
(1m) - 2NT = Am + H/S, 7-15 HCP, App. 55-, 4-6 losers	Lo-X	ODD		ODD	
(1M) - 2NT = C + D , " "		ORDER OF I	PRIORITY		1
DIRECT & JUMP CUE BIDS (Style; Responses; Reopening)		tner's Lead	Declarer's L	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct Cue = MICHAELS	1 A7		CT	ATT	1C - 1D = relay, any strength, not promise shape
(1m) - 2m = H + S, ,7-15 HCP, App. 55-, 4-6 losers	Suit 2 SP		SP	CT	1D – 1H = relay, any strength, not promise shape
(1M) - 2M = AM + C/D, " " "	3 CT			SP	2D - 2H/S = P/C
RESPONSE: 2NT = ask (m)	1 A7		CT	SP	2NT – 3C = Puppet stayman
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 CT		SP	CT	2NT – 3D = transfer H, 3H = transfer S
Either weak/strong, all positions: CAPELLETTI: DBL =	3 SP				3C - 3D = ask  for  M
Equivalent Pts., $2C = \text{one suiter: ADV. } 2D = P/C \text{ new suit} = P/C,$	Signals (including Trumps):				3D - 3H = P/C
2D = H + S; RESP> $2NT = F1$ , $3m + N/F$	Trump Signal HI/LO STD; SMITH ECHO; O/E DISCARDS				3D - 3S = F1, spade may be short
2H = H + m: RESP> $2NT = ask m$ , $2S/3m = N/F$	Trump Signal III/LO STD, SWITTI LETIO, O/L DISCARDS				3NT – 4D = ask for K outside
2S = S + m: RESP > 2NT = ask m, 3m = N/F	DOUBLES				4C - 4D = to play
20 5 in. REST 2141 disk in, 3ii 141					4D - 4H = to play
/S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Sty	ula. Dagnangag	Pagnaning)	4D - 4S = to play
Weak two: 2NT = 16-18, DBL = T/O, B/L or two suits+		uits= 13+ not pr			SPECIAL FORCING PASS SEQUENCES
Over call in suit: 2 level= 13-18 App., 3 level= 16-18		se= 8 losers, 9-1			SPECIAL FORCING PASS SEQUENCES
4 level = 19-21, Cue bid = GF		esponder= GF, J			4
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	Cue old by It	esponder – Gr., 3	unip Cue– Ask	stopper	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Simple overcall = Natural	SDECIAL A	DTIFICIAL &	COMPETITI	IVE DBLS/RDLS	Culbertson Asking bid
Weak jump		6+HCP not pror		IVE DBLS/RDLS	RKC (0/3,1/4,2/5w/oQ,2/5wQ)
weak jump Unusual NT				use Free bid= F1)	Gerber (0/4,1,2,3)
ORUSUAL IN TOUR STAKEOUT DOUBLE		m 1NT DBL (W		use free blu- fri)	Stayman over 1NT (12-15)
				(C. 2D. D.   II/C. 2II   II   C	
1C - DBL - 1D = relay, 6-9, new suit = F1, RED. = 10+	KEDBL= on	e suit, 5+ cards;	2C = C + D/H/	S'(S) = D + H/S, 2H = H + S	Puppet Stayman over strong NT
1D - DBL - 1H=relay,6-9,new suit=F1,RED.10+;1H/1S-DBL-jump	CI AM DOCI	TIVE DOUBLE	3		Lebensohl (slow shows stopper)
raise= 6-9 App.8 losers 4 cards, new suit = F1, RED. = 10+	SLAM POSI	TIVE DOUBLE	1		PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1.*	/	0	4S	unB/L, 11-18 HCP App., no 5 cards M	1D = relay 0+ HCP, any shape	1H/1S = 4 cards and one minor	
					1H/1S = 6+ cards, 6-9 HCP App. 8 losers		
1♦	/	0	4S	Any dist. 16-21 HCP	1H = relay 0+ HCP, any shape		
					1S = 0-5 HCP, $6+$ cards, $9$ losers	1NT = relay	
1 🗸		5	4S	5+ cards, 11-15 HCP App.	1S=6+HCP,1NT = N/F, 2NT = 10-11 HCP Limit raise,Limit jump= 6-9 HCP,4+ cards, 8 losers New suit = F1		
1 🌲		5	4S	5+ cards, 11-15 HCP App.	Same as 1H opening		
INT		2		B/L or semi B/L, 12-15 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 25-26 Bal	2H = pass or correct	Pass = weak H, 2S = weak S, 2NT = 25-26 Bal	
					2S = pass or 3H, if MAX. bid 4H; 2NT= F1 ask clarification	5 steps response OGUST	
2♥		6		Intermediate H 6+ cards,	2NT = F1, OGUST, Try game/slam	5 steps response OGUST	
				11-15 App.	3H = invite		
_					2 277		
2 <b>A</b>		6		Inter. S 6+ cards, 11-15 App.	Same as 2H opening		
2NT				21-22 HCP, B/L or semi B/L	Puppet Stayman and Two ways transfer		<u> </u>
3.	/	5		C5 + major H/S,	3D = ask for major; 3H/3S = F1; 4C = RKC;		
				11-15 HCP App. 55-	4D/4H/4S = asking bid		
3♦	/	5		D 5+ major H/S,	3 H = pass or correct;3S = raise to 4S or bid 4D F1;		
				11-15 HCP App. 55-	4C/4H/4S = asking bid; 4D = RKC		
3♥		7		Pre-emptive, 6-12 HCP App.	4 in new suit = asking bid		
3♠		7		Pre-emptive, 6-12 HCP App.	4 in new suit = 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.	5			C5 + D5, 11-15 HCP App. 55-	4H/4S = asking bid;, 4NT = RKC agreed in C		
4♦	5			H5 + S5, 11-15 HCP App. 55-	4NT = RKC agreed in H; 5C/5D = asking bid	5H = sign off, 5NT = positive	
4♥		7		Solid H suit,7+cards11-15 App.	New suit = asking; 4NT = RKC		
4♠		7		Solid S suit,7+cards11-15 App	" "		
4NT	/	0		Asking for Specific A	More than one A bid the lower or lowest	HIGH LEVEL B	EIDDING