

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
1-level 8-16, 2-level 10-16	
Responses: cue bid LIM+, jump raise PRE, new suit F1,	
Re-opening: suit bids can be 4 cards, usually not 12+HCP	
1N to 1-level BAL10+, cue=12+ F1, new suit NF	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15-18 SYSON	
4 <sup>th</sup> = 2 suits 8-12 HCP, may be 4M5+m	
Reopening=12-14 by UPH, 10-12 by PH, SYSON	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
1 suit: PRE, 6 cards HHxxxx when VUL; RESP: new suit F1,	
Cue=STR raise, Raise PRE	
Direct UNT= 2 lower unbid, BAL=20-21 (SYSON resp)	
Reopen: 5+ cards, 12+	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Over m=both M, over M=oM+m, 5-5, can be PRE	
Responses: Raise PRE, jump raise may be PRE, cue=STR	
Raise, (1M)2M(P)2N asks m	
Reopening cuebid=2 suits as above, opening hand	
Jump Cue: asks for stopper (usually 8 trick hand)	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
2♣=1 suit any, 2♦=both M, 2M=M+m, 2N=both m, usually 5-5,	
DBL by UPH=PEN, DBL by PH=♣	
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
DBL>T/O; Jump= Good suit 14+HCP; 4m over 2/3M=m+OM;	
also over 2♦ 1M PRE – 4m=m+M	
DBL-2x=0-8, 2N PUP3♣P/C=0-8,3x=9-11, cue=FG asks stop	
Cues= MM over m, 3M over 2M asks stop	
2N over weak 2 or multi 2=15-18 SYSON	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
NAT, 2N over 1♣ = ♣+♦ 5+5+	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
Suit at 1-level 1RF, 2N=LIM+ 3-card support or FG 4+cards;	
UPH3♣,3♦ ART raise 7-9/10-12 4 cards; PH NAT LIM INV	
2/1 NF, 5+ cards	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	4th	
NT	4th	4th	
Subseq	3 <sup>rd</sup> , 4 <sup>th</sup> , top of 2	3 <sup>rd</sup> , 4 <sup>th</sup> , top of 2	
Other: xxx in partner's suit = top w/ support, lowest w/o support; from unbid xxx, lowest			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax+, asks ATT	Requests unblock/count	
King	AKx+, KQ(J/T)x+ asks CT	AKJTx+, KQJx+, KQTx+	
Queen	QJx+	QJT <sub>x</sub> +, QJ <sub>x</sub> , AQJ <sub>x</sub> +	
Jack	J10x+, KJ10x+	JTx+, AJTx+, KJT <sub>x</sub> +	
10	109x+, K/QT9x+	109x+, H109x+	
9	9x	9x, 98x	
Hi-X	Sx, xSXx, HxxSx	Sx, xSXx, HxxSx	
Lo-X	HxS, HxxS	HxS, HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT: Lo ENC	Count: Lo Hi E	ATT: Lo ENC
Suit 2	Count: Lo Hi E	S/P	Count: Lo Hi E
3	S/P	ATT: Lo ENC	S/P
1	ATT: Lo ENC	Count: Lo Hi E	ATT: Lo ENC
NT 2	Count: Lo HI E	S/P	Count: Lo-Hi E
3	S/P	ATT: Hi ENC	S/P
Signals (including Trumps): Hi-lo in trumps ability to ruff or 3+			
We do not always give count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
NAT: Pattern or STR(17+); Resp: 0-8 nonjump, 9-11 jump, 12+ cue or game, 8-10 1N, 10-12 2N			
Re-opening: shows an opening hand or perfect pattern			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG>3♠, RESP>3♠, MAX>3♥, SUPP>2♥, below 2N=competitive, DBL of slam=asks unusual lead			

W B F CONVENTION CARD	
<b>CATEGORY: Red</b>	
<b>NCBO: Philippines</b>	
<b>PLAYERS: Tina Del Gallego, Gemma Mariano-Tan</b>	
<b>Event: APBF 2013 Hongkong, Women's Teams</b>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 card major	
2 over 1 response FG , 1m-2m F3m	
1M-1N F1	
1N 15-17 BAL, may have 5 card M	
2♣ STR ART may stop in 2N or 3M	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2♦= PRE any 6card M 5-10 HCP	
2♥ or 2♠=55 M+m 7-10 HCP	
3N 7-8 card SOL m	
1M-3♣/♦ response = ART M raise by UPH (10-12/7-9 HCP)	
= NAT INV by PH	
1M-2♣/♦ by PH=LIM 3/4 trumps, 9-11 HCP	
Competitive cue = LIM+	
Over opp 1N 2♣=1suit any, 2♦=MM, 2M=M+m, 2N=mm	
Cue of opps m=both M, of M=oM+m	
UNT	
Support DBL thru 2♥	
1x-1y-1z-2♦=ART FG; 1x-1y-1z-2♣ PUP tp 2♦ then P or	
NAT INV	
Defense to 2 suited O/C <b>Note 4</b>	
Defense to O/C of our 1N <b>Note 5</b>	
IMPORTANT NOTES	
1N (2NATX)2NT relay to 3♣, then 3X asks M, 3N=X stop,	
Direct 3X or 3N denies X stop	

OPENING	Tick if Artif	Min no Of cards	NEG DBL THRU	APBF 2013 Hongkong Women's Teams TINA DEL GALLEG0 – GEMMA MARIANO-TAN			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♠	12-21	May bypass 1♦, 1m-2m F>3m, 1N=6-10, 1♣-2♦=PRE 4-6, 1♣-3♦/♥/♠ SPL	1♣-2♣-2♥/♠=stopper, 1♣-2♣-2N=♥+♠ stopper, 1♣-2♣-2♦=FG; after 1x-1y-1z, 2♣ or 2♦ (INV, FG) "checkback" style	
					1m-2M PRE 4-6, 6 cards, 1m-3m PRE 4-9	Help suit game tries	1m-2m NF
1♦		3	3♠	12-21	(same as 1♣) 1♦-3♣ LIM, 1♦-3♥/♠/4♣ SPL	(same as 1♣)	
1♥		5	3♠	12-21	2/1 FG, 1N may have 3 card support weak or LIM, 1♥-2♠ PRE, Jacoby 2NT game raise 4+cards, 3♣ or 3♦LIM, 1M-2M Constr 8-10	Jacoby 2NT- new suit shortness, 3M-good hand unbal, 5+, 3N BAL MIN, 4M good suit 5+; 4of suit=void	2♣ DRURY LIM 3 card 2♦ DRURY LIM 4+ cards
					1♥-3♠/4♣/4♦ SPL; 1♠-4♣/♦/♥ SPL	Help suit game tries	1M-2N, 1M-3C or 3D NAT INV
1♠		5	3♠	12-21	(same as 1♥), 1♠-3♥ FG SOL	(same as 1♥)	(same as 1♥)
INT				15-17 BAL 5M ok	2♣=NF STAY, 2♦, 2♥TRF, 2♠>♣, 2N>♦ <b>Note1</b>	1N-2♣-2♦-3♠/♦ FG; 1N-2 TRF-TRF-3x FG	
					3♣/♦=INV, 3♥/♠ slam interest, 4♣ ace ask, 4♦ 4♥ TRF, 4N=QUANT, 5N QUANT	1N-2♣-2♦-2M=5, OM=4 INV; 1N-2♣-2♦-3M=4, 3OM=5 FG	
2♣	x	0		22+ or 17+ 3 losers, 9 winners	2♦ NEG or Waiting, 2♥/♠ 3♣/3♦ A/K 5+ 2+CTRL, 2N BAL 8-10 (or 7=AK)	2♦-4M=9-10 tricks, 17+HCP, 2♦-3M=2 losers, 22+HCP, 2♦-2N-3♣ asks M, TRF	
2♦	x	0		Any 6M 5-10 HCP	2♥/♠, 3♥/♠ P/C, 4♠>4♦=♥, 4♥=♠; 4♦>4♥ or 4♠; 4♥ or 4♠=suit; 2N suit?HCP?, 3m F1	2N-3♣=♥/3♦=♠ 8-10hcp, 3♥/3♠=5-7, 2N-3♣/3♦-next step=how good-3M/3N <b>Note2</b>	
2♥		5		55+ ♥+m 5-10 HCP	2N or 4N asks m, new suit F1, raise PRE	2N-3m-3M INV/3oM FG/4m INV/4oM FG	
2♠		5		55+ ♠+m 5-10 HCP	2N or 4N asks m, new suit F1, raise PRE	2N-3m-3M INV/3oM FG/4m INV/4oM FG	
2NT				20-21 may have 5-card M	3♣ STAY, 3♦/♥ TRF, 3♠ relay to signoff in ♣/♦	Super accept after 3♦ or 3♥ TRF <b>Note3</b>	
3♣		6		PRE	New suit F1		
3♦		6		PRE	New suit F1		
3♥		7		PRE	New suit F1		
3♠		7		PRE	New suit F1		
3NT	x			SOL m 7 cards +K or 8 cards	4/5♣ P/C, 4♦ asks singleton, 4♥/♠ to play,	4♦-4♥/♠=singleton/4N=7222/	
					4N Bid your m	5m =singleton in other m	
4♣		7		PRE, 7+ cards	4♥/♠ to play		
4♦		7		PRE, 7+ cards	4♥/♠ to play		
4♥		7		PRE, 7+ cards	4♠ to play		
4♠		7		PRE, 7+ cards			
4NT	x			Asks specific ace	5♣=0, 5N=♣ ace, 6♣=2 aces		
5♣		8		PRE, 8+ cards		<b>HIGH LEVEL BIDDING</b>	
5♦		8		PRE, 8+ cards		Splinter raises, RKC 3041, cue bids 1 <sup>st</sup> , 2 <sup>nd</sup> round control	
5♥						P0D1 (0 or 3, 1 or 4, step bids) RKC with interference	
5♠						P0R1 (P=0 or 3, RDBL=1 or 4, step bids)	
						<b>When RKC response is DBLd, RDBL shows Ace</b>	