

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level= 10-15, 2 level=13-15 App.good suit 5+cards may be 4 cards
RESPONSES: 1NT = 7-9, 2NT = 10-11
Simple raise = 7-9 HCP, 3 cards
Jump = 8 losers, 4+ cards
New suit = N/F, Jump new suit = F1
Cue = F1, 12+ HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
All positions = 15-18 HCP
RESPONSES: Stayman, 4 ways TRF
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump in suit = weak, 6+ cards, 6-11 HCP App.
RESPONSES: OGUST
(1m) – 2NT = Om + H/S, 7-15 HCP, App.55-, 4-6 losers
(1M) – 2NT= C +D “ “ “
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue = MICHAELS
(1m) – 2m = H + S, 7-15 HCP, App. 55-, 4-6 losers
(1M) – 2M = Om + C/D
RESPONSE: 2NT = ask (m)
VS. NT (vs. Strong/Weak; Reopening;PH)
Either weak/strong, all positions: CAPELLETTI: DBL =
Equivalent PT., 2C = one suiter: ADV. 2D = P/C new suit = P/C,
2D = H + S; RESP> 2NT = F1, 3m + N/F
2H = H + m: RESP> 2NT = ask m, 2S/3m = N/F
2S = S + m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Weak two: 2NT = 16-18, DBL = T/O, B/L or two suits
Over call in suit: 2 level= 13-18 App.,3 level= 16-18
4 level = 19-21, Cue = FG
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Simple overcall = natural
Weak jump
Unusual NT
OVER OPPONENTS’ TAKEOUT DOUBLE
1C – DBL – 1D = relay, 6-9, new suit = F1, RED. = 10+
1D-DBL-1H=relay,6-9,new suit=F1,RED.10+;1H/1S-DBL-jump
raise= 6-9 App.8 losers 4 cards, new suit = F1, RED. = 10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	ATT	
NT	4th	ATT	
Subseq	SAME	ATT	
Other:	ATT	ATT	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx	AKQxx, AKJ10x	
King	KQxx	KQJ10, KQ10x	
Queen	QJxx	QJ10x, QJ9xx	
Jack	J10x	AQJx, J10xx	
10	109x	AJ10x, KJ10x	
9	98x	A109x, K109x, Q109x	
Hi-X	EVEN	EVEN	
Lo-X	ODD	ODD	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	CT	ATT
Suit 2	SP	SP	CT
3	CT		SP
1	ATT	CT	SP
NT 2	CT	SP	CT
3	SP		
Signals (including Trumps):			
Trump Signal HI/LO STD; SMITH; LAVINTHAL			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
B/L or two suits= 13+ not promise M, one suit 16+			
Jump response= 8 losers, 9-11HCP, 1NT= 7-9, 2NT= 9-11			
Cue bid by responder= G/F, Jump Cue= Ask stopper			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG.DBL= 6+HCP not promise shape			
NEG.DBL followed by suit rebid= N/F (we use Free bid= F1)			
Escaping from 1NT DBL (WRIGGLING)			
REDBL= one suit, 5+ cards; 2C = C + D/H/S; 2D = D + H/S, 2H = H +S			
SLAM POSITIVE DOUBLE			

W B F CONVENTION CARD
CATEGORY: BLUE
NCBO: CBLT
EVENT: ALL EVENT
PLAYERS: CHAITAD- SAGUAN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong Diamond 16-21, artificial, any distribution
Weak NT 13-15 HCP
1C art. no 5 cards M, 13-18, may be light
1H 1S 5 cards+, 13-15 may be 4 cards, light open
2C Game Force, 16+HCP App.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C – 1D = relay, any strength, not promise shape
1D – 1H = “ “ “
2D – 2H/S = P/C
2NT – 3C = PUPPET
2NT – 3D = transfer H, 3H = transfer S
3C – 3D = ask for M
3D – 3H = P/C
3D – 3S = F1 spade may be short
3NT – 4D = ask for K outside
4C – 4D = to play
4D – 4H = to play
4D – 4S = to play
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON’T FIT ELSEWHERE
Culbertson Asking bid
RKC (0/3,1/4,2/5w/oQ,2/5wQ)
Gerber (0/4,1,2,3)
Stayman over 1NT (13-15)
Puppet Stayman over strong NT
Lebensohl (slow show stopper)
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, 13-18, no 5 cards M	1D = relay 0+ HCP, any shape 1H/1S = 6+ cards, 6-9 HCP App. 8 losers	1H/1S = 4 cards and one minor	
1♦	/	0	4S	Any dist. 16-21 HCP	1H = relay 0+ HCP, any shape		
					1S,2C,2D.2H,2S = 0-5 HCP, 6+ cards, 9 losers		
1♥		5	4S	5+ cards, 13-15 HCP App.	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, 13-15 HCP App.	Same as 1H opening		
INT		2		B/L or semi B/L, 13-15 HCP	2C = Stayman with 4-ways Transfer	2H/2S = 4 cards	
						2D = no 4 cards major	
2♣	/	0	4S	Strong G/F, 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,	2H = pass or correct		
				6-12 HCP App.	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	
				13-15 App.	3H = to play		
2♠		6		Inter. S 6+ cards, 13-15 App.	Same as 2H opening		
2NT				21-22 HCP, B/L or semi B/L	Puppet Stayman and Two ways transfer		
3♣	/	5		C5 + major H/S,	3D = ask for major; 3H/3S = F1; 4C = RKC;		
3♦	/	5		13-15 HCP App. 55- D 5+ major H/S,	4D/4H/4S = asking bid 3 H = pass or correct; 3S = raise to 4S or bid 4D F1;		
				13-15 HCP App. 55-	4C/4H/4S = asking bid; 4D = RKC		
3♥		7		Preemptive, 6-12 HCP App.	4 in new suit = asking bid		
3♠		7		“ “	“ “		
3NT	/			Gambling, Solid minor 7+,	4C = pass or correct to 4D		
				13-15 HCP App.	4D = ask for specific K	4H = HK, 4S = SK, 4NT = DK or CK	
4♣	5			C5 + D5, 13-15 HCP App. 55-	4H/4S = asking bid;, 4NT = RKC agreed in C		
4♦	5			H5 + S5, 13-15 HCP App. 55-	4NT = RKC agreed in H; 5C/5D = asking bid	5H = sign off, 5NT = positive	
4♥		7		Solid H suit, 7+ cards 13-15 App.	New suit = asking; 4NT = RKC		
4♠		7		Solid S “ “ “	“ “		
4NT	/	0		Asking for Specific A	More than one A bid the lower or lowest	HIGH LEVEL BIDDING	