

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Good 7-17 HCP at 1 Level 9-17 at 2 Level Sometimes good 4 card At 1 Level; Resp. : Cue=inv or better if FIT or General Forced If no FIT; 2/1=NAT NF, Jump Cue Mix Raise; Reopening can be Light;
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4 th Live = 15-18 HCP (note 1a); Reopening =10-15 HCP over m HCP over M ; RESP (note 1b)
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE, depend on VUL; Resp: 3N=To play; New suit at 4 level=CAB Unusaul NT= Minors/Prepare 1m and 2-lower unbid suit NAT 1m Reopen: 6+ in the bid suit, 6-7 Playing Tricks; Resp: Cue=F; 3N=s/o Unusaul NT=same as above with Constructive Hand
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct = Michaels; Jump=Ask Stoppper; Responses : Cue=F1; Reopen = same as Direct
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong/Weak: Multi Landy; 2♣=(4/5) in both M's; 2♦=6 (rarely 5) in ♥ or ♠; 2♥=♥+m; 2♠=♠+m; 2N= ♣+♦; Vs Strong : DBL= 4M+5+m or 6m Vs Weak : DBL= 4M+5+m or Good Hand PH Vs Strong/Weak : Same as Vs STR NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O; CUE=Michaels; Jumps to 4m over Weak 2 = Leapping Michaels; NT=NAT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=♦ or ♥+♠; 1♥=♠ or ♣+♦; 1♠=♣ or ♦+♥; 1NT=Shape; (1♣)-P-(1♦)-; DBL=♥ or ♠+♣; 1♥=♠ or ♣+♦; 1♠=♣ or ♦+♥; 1NT=Shape; 2♣=♦ or ♥+♠
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=9+ HCP, PEN Oriented; 1M-(DBL);-CAPPILLETTI ; Truscott 2NT; Jump Sift=Fit Showing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3th and 5th best	same	
NT	4th best	same	
Subseq	same		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+....; Ax+...	Ask ATT	
King	AK doubleton or KQ+...	Ask Unblock Q or KQT ..	
Queen	QJ+	Ask Unblock J or QJ9..	
Jack	Standard	Standard	
10	Satndard	Standard	
9	9x	9x or 98x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count/ENC	Count	Attitude
Suit 2	Suit Prference	Suit Preference	Count
3			
1	Count	Count	Suit Preference
NT 2	Attitude	Suit Preference	Count
3			
Signals (including Trumps):			
Suit Preference vs NT; Attitude vs Trump; Smith Echo; Trump Echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Support for unbid suit, except 18+ HCP; Response s: Cue=F1; 2NT=INV Jump CUE to 3m = Both Major Weak Hand			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP DBL/RDBL; (1m)-P-(2m)-DBL=Majors; (1m)-P-(1M)-DBL=Good Hand (UPH) or 5M/4+m (PH)			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: INDONESIA PLAYERS: Jeffrey M/Muslah P/Hendrik M BBO NICK NAME : Sarunta/Telimg/Kleak1 EVENT : 1st O.W.C (Online World Teams Event)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Major, FNT by UPH; Open 1♣ at 1 st & 2 nd seat with 3-3 in the both minor, except ♦ more better than ♣ but Better Minor at 3 rd & 4 th seat; STR NT; 2♦=MULTI (5-10 HCP (4 TH Seat=10- 13 HCP, 5+H+5+S or 23+ HCP BAL); 2M=WK Two
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
(1m)-P-(1NT)- 2♣=Majors better ♥, 2♦=Majors better ♠; DBL= T/O MIX RAISE (note 2) COMP CUE=LIMIT RAISE OR BATTER GOOD BAD 2NT CAPP over 1M DBL TRUSCOTT 2NT if OPP make t/o DBL or PH BIDDING (note 3) FIT SHOWING in COMP or PH BIDDING (note 4) MULTI 2D: Weak 5-10 HCP (5/4)+ in both M or Good 22+ HCP BAL AFTER OPPONENT 1NT O/C (note 5) 1NT DOUBLED BY OPPONENT (note 6)
SPECIAL FORCING PASS SEQUENCES
(2M=WK) – DBL – (5M=PRE) – P=F (2/3D=WK or 3C or 4m) – DBL – (5m=PRE) – P=F
IMPORTANT NOTES
1x – (1/2y) – 2/3z = F to 3x
PSYCHICS: Rare (if permitted)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4S	11-21 HCP	1D=waiting; 1M=6+HCP 4+M; 2NT=INV; 2C=Inverted (note 7a); JS=SOLOWAY; 3C=PRE; 2NT=11-12 w/o 4M, INV; Double Jump Sift=SPL	Reverse Rebid = Suggest NAT 4+SUIT; Jump Sift after suit response=SPL	NEG DBL = Suggest 4OM; Fit Showing Jump
1♦		3	4S	11-21 HCP	1M=6+HCP 3+M; 2C=4+C F1; 2NT=INV; 2D=Inverted (note 7b); JS=SOLOWAY; 3D=PRE; 2NT=11-12 w/o 4M, INV; Double Jump Sift=SPL	Reverse Rebid = Suggest NAT 4+SUIT; Jump Sift after suit response=SPL	NEG DBL = Suggest 4OM; Fit Showing Jump
1♥		5	4S	11-21` HCP	1NT=F1; 2S=Jacoby; 2N/3m=MOD Bergen Raise; 3M=PRE Raise, SPL; 3NT=13-15 HCP 3S433	1H-1NT;2NT=17-18 HCP 5H332/5H4m22; 1H-2H; 2S = Future Ask; 2NT=SSTB in S 3m=SSTB	Fit Showing Jump; 2C=Revice Drury; 2N=Limit+ Raise; 1N=SF Jump Sift=Fit Showing
1♠		5	4H	11-21 HCP	1NT=F1; 2NT=Jacoby; 3m/H=MOD Bergen Raise; 3M=PRE Raise; SPL; 3NT=13-15 HCP 3S433	1S-1NT;2NT=17-18 HCP 5S332/5S4m22; 1S-2S; 2NT = Future Ask; 3m/H=SSTB	Fit Showing Jump; 2C=Reverse Drury; 2N=Limit+ Raise; 1N=SF Jump Sift=Fit Showing
INT			4S	15-17 HCP BAL w/o 5M	STAYMAN; JACOBY TRF; Minor Suit STAY; TEXAS TRF; 4C=Minor Suit QUANT (8)	1NT-2R;2R+2=SUPP 4M, Max good Control; 2R+3= SUPP 4M, Max Bad Control or Min good Control	
2♣			4S	Artificial, F (may with 9+ Playing Tricks)	2D=Waiting; 2M/3m=NAT 4+, FG; 2NT=8+HCP BAL; 3M=SOL 6+M	2C-2D; -2M=NAT, F1; 2NT=5+C, F1; 3C=5+D F1; 3D=5+D/4+C; 3M=5+D4M3+C	2C-3H=4144/4045/4054; 3S=1444/0445/0454 (7-10 HCP)
2♦	v	0	-	5-10 HCP (4 th Seat=10-13 HCP, 5+H+5+S) or Good 22+ HCP BAL	2M/=s/o; 2NT=Relay Ask clarification; 3m=NAT; F1; 3M=INV;3N=To Play if OP both M; 4M=s/o	2D-2NT; 3m=8-10 HCP SPL m; 3H=22-24 HCP BAL w 4M; 3NT=22-24 HCP BAL, no 4M	2D(4 th Seat)-3M = INV
2♥		6	-	5-10 HCP, 6H (4 TH Seat=10-13 HCP)	2S/3m=NAT F1; 2NT=Ask Clarification; 3NT= To Play	2H- 2NT; New Suit SPL, Max Hand; 3NT=SOL no SPL; 3H=Min Hand	2H(4 th Seat) - 3H = INV
2♠		6	-	5-10 HCP, 6S (4 TH Seat=10-13 HCP)	3m/3H=NAT F1; 2NT= Ask Clarification; 3NT= To Play	2H- 2NT; New Suit SPL, Max Hand; 3NT=SOL no SPL; 3S=Min Hand	2S(4 th Seat) - 3S = INV
2NT			4S	20(Good)-22 HCP BAL, 5m or bad 6m OK	STAYMAN; JACOBY TRF; Minor Suit STAY; TEXAS TRF; 4C=Minor Suit QUANT (8)		
3 Suit		6		PRE, depend on VUL			
3NT	v			SOL 7+m w/o outside strenght			
4 Suit		7		PRE, depend on VUL			
4NT				5+C/5+D			
5m			7	Gambling			
HIGH LEVEL BIDDING							
DOPI; ROPI; DEPO; (If Opp bid over five at our suit); SPL; RKC; RKCB; Exclusion RKC; CUE BID; F PASS; GSF.							