

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Agresive at 1 Level; Sound at 2 Level, cue=inv or better, 2/1=NAT F1, reopening= can be light.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd = 15-18 HCP; Reopening =12-17 HCP; RESP=Sys on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE, depend on VUL; Responses : 3NT=To play; New suit at 4 level=CAB; Unusaul NT= Minors
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue=Michaels; Jump=Ask Stoppper; Reopen = same as Direct
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong : dbl=strg , 2c=2M, 2d=1M, 2h=h+m, 2s=s+m
2nt=2m
vs weak : same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O; CUE over Michaels=Ask Sopper; Jump in m over Weak Two= Leapping Michael
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1C: DBL= M's, 1nt+m's; Vs 2C: DBL=M's , 1nt=m's
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=9+HCP, PEN Oriented

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	same	
NT	2/4best	same	
Subseq	Same		
Other: 2 nd best from 3 or longer small card			
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	109....	(A/K/J)10....	
9	9x	9x	
Hi-X	odd	odd	
Lo-X	even	even	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Suit Preference
Suit 2	Suit Pference	Suit Prefernce	Count
3			
1	Count	Count	Suit Preference
NT 2	Attitude	Suit Pference	Count
3			
Signals (including Trumps):			
Suit Preference in NT, Attitude in trumps, Smith Echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Support for unbid suit, except 18+ HCP; Response s: Cue=F1; 2NT=INV			
Reopening : Can be light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP DBL; (1m)-P-(2m)-DBL=Majors; (1m)-P-(1M)-DBL=5+OM/4+om			
SUPP RDBL			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: YOUBERTH J SUMARAUW
VICTOR MANOPPO
EVENT (OPEN TEAM/PAIR)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Major, F NT by UPH; 1+card Diamond; STR NT;
2 Club =11-15 HCP 5+C/4M UNBAL or 6+Club
2 Diomond = weak 1M
2h= weak H+m
2S= weak S+m
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
If we in Forcing situation and OPP bid in any level' PASS=F
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NEG .DB L THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♠	v	0	4S	16+ HCP,	1D=0-7 HCP; 1M=8+HCP 5+M; 1NT=BAL FG 2m=8+HCP 5+m	1C-1D;1H= 20+ 1C-1D,1H-2H=S 1C-1D,1H-2S=H	
1♦		1	4S	11-15 HCP	2C=-NAT, F1; 2D=Inverted; 2H=7-10 HCP 5S/4+H 2S= m's 6-10	1D-1M-1NT=12-14 BAL 1D-1M,1NT-2C=PUPPET TO D, 2D = FG	
1♥		5	4S	11-15 HCP	1NT=F1; 2S=FG fit H,2NT=13-15FG Bal 3 kartu h; 3c = 7-9 fit H 3d= 10-11 fit H., 3S/4c/4d=spl		Drury; JORDAN 2NT
1♠		5	4H	11-15 HCP	1NT=F1; 3C= FG fit S,2NT=13-15FG Bal kartu s; 3d = 7-9 fit S 3H= 10-11 fit S		Druty; JORDAN 2NT
INT			4S	15-17 HCP BAL or Semi BAL	STAYMAN; JACOBY TRF; Minor Suit STAY; TEXAS TRF	1NT-2R; 3R+1=Good SUPP good Hand	LEBENSOHL over OPP NAT o/c
2♣		5	4S	11-15 HCP 5+C w 4x or 6C w or w/o 4M	2D=Relay, F1; 2H=NAT 4+H, F1; 2S=NAT 5+S, F1; 3D= 55 M	2C-2D; -2M=4M; -2NT; 6+C, max, - 3C=6+C min	
2♦	v	0	-	WK 1M	2H/S= p/c , 2nt = forcing, 3H/S= p/c, 4c= re-trf, 4D= bid u suit, 4H/S=to play		
2♥		5	-	weak H+m 54	2NT= Relay; 3c=pc		
2♠		5	-	weak S+m 54	2nt = relay, 3c=p/c		
2NT	v		4S	weak m's			
3m		6		PRE, good suit			
3M		6		PRE, depend on VUL			
3NT	v			SOL 7+m no K or A outside			
4x	v	7		PRE			
4NT	v			Ace Asking Ace			
						HIGH LEVEL BIDDING	
						SPL; RKC; RKCB; CONTROL SHOWING	