

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Level 1: Natural, 8+ HCP. Level 2: Natural, 10+ HCP
Response: New suit= 1RF; bid enemy = limit or better
Jump: Preemptive.
1NT Response: Semi-forcing over M; NF over m
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Balance 15-17 HCP, respon: system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preemptive jump overcalls
Jump 2NT after 1M: 2 minors weak or strong. Jump 2NT after 1C:
Weak or strong 2 suiter H+D. 2NT after 1D: weak or strong 2 suiter
S + C
Reopen: Fit + Cue
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michael Cue Bid: (1m)-2m: Weak/Strong 2 majors
(1M)-2M: Weak/Strong OM+m
1M-2NT : Weak/Strong 2 minors
1m-2NT : Weak/Strong Black/Red
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X= 15+ HCP balance
2C= 2 majors (5/5) 10+ HCP
2D= 1 suiter major, 10+ HCP
2M= 5M+5m, 10+ HCP
2NT = 2 minors (5/5), 10+HCP
3x = Nat 6+ , HCP 0+
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X= T/O; New suit= 6+ cards in the suit, 14+ HCP.
Response cue bid= limit raise or better.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□</b>

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	4th best; MU; Xx; xXxx	4th best; MU; Xx; xXxx	
NT	4th best; MU; Xx; xXxx	4th best; MU; Xx; xXxx	
Subseq			
Other: Second best, Top or Nothing			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, Ax(+), AK	Ax, Ax(+), AK	
King	AK(+), Kx	AK(+), Kx	
Queen	KQ(+), Qx	KQ(+), Qx	
Jack	QJT, QJT(+), Jx	QJT, QJT(+), Jx	
10	Tx, KJT, JTx	Tx, T	
9	9x, T9(+)	9x, T9(+)	
Hi-X	2nd, doubleton	2nd, doubleton	
Lo-X	2nd, 4th	2nd, 4th	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Low : Encourage	Odd even	Suit preference
Suit 2			
3			
1	Low : encourage or odd even		
NT 2			
3			
Signals (including Trumps): odd even or suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X: T/O, 12+ HCP. Bid after X: 18+			
Response: Jump=Inv. Cue=GF. Natural = longest suit			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO: GABSI</b>
<b>PLAYERS: Diah Saras Solehati &amp; Doni Permana</b>
EVENT (Junior)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural
1C: 12-19 HCP, 2+ C, no 5H/S
1D: 12-19 HCP, 4+ D, no 5 H/S
1M: 12-19 HCP, 5+ M
1NT: 15-17 HCP balance 4432/4333/5332
2C: 20+ HCP unbalance; 23+ balance
2NT: 20-22 HCP balance
3C/3D/3H/3S: Preemptive
4C/4D/4H/4S: Natural, 8 Cards <12 HCP
<b>SPECIALBIDSTHAT MAYREQUIREDEFENSE</b>
2D: 7-10 HCP, 6 H/S
2M: 5+M + 5+m, 7-10 HCP
Bergen
Cue: Limit raise or better.
<b>SPECIAL FORCING PASS SEQUENCES</b>

X= TO 12+ HCP
2C: 2 majors 10+ HCP, 2D = 1 suit major 10+ HCP, 2M = M + m 10+ HCP
3x = Preemtivie or block
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Over 1M: System on.
Over 1m: System on.

<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>
Negative DBL, Directing Lead DBL, T/O DBL, Double Invite.

1NT X Pass = Forcing to Redouble
<b>IMPORTANT NOTES</b>
1D with 4+D + 5C, 1S with 5S + 5H.
2D Without 6 4 Majors, 1C with 6C+4D

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C		2		12-19 HCP, 2+ C, no 5H/S ;	1D= 4+ D, no 5M, 0+ HCP. 1H= 4+H, 0+ HCP.		
				15-17 HCP unbalance	1S: 4+S, 0+ HCP. 1NT: NF bal. 2C= 5+C, 12+		
					HCP; 2NT=inv.bal.; 3C= weak 5+C; 3NT= T/P		
1D		4		12-19 HCP, 4+ D, no 5 H/S; 15-17	1H= 4+H, 0+ HCP. 1S: 4+S, 0+ HCP. 1NT: NF		
				HCP unbalance	Bal; 2C= 5+C, GF; 2D= 5+D, 10+HCP;		
					2NT = inv.bal.; 3D= weak 5+D; 3NT= T/P		
1H		5		12-19 HCP, 5+ H	1S: 4+S, 0+ HCP; 1NT: 1RF; 2C= 2+C, GF; 2D=		
					4+D, GF; 2H= 6-9 HCP 3+ H; 2S/2NT/3/3D/		
					H = Bergen 12+/11-10/9-7/6-4/3-0 HCP		
1S					3S/4C/4D = Splinter, 4H = T/P		
		5		12-19 HCP, 5+ S	1NT: 1RF; 2C= 2+C, GF; 2D= 5+D, GF; 2H=		
					5+H, GF; 2S= 6-9 HCP, 3+ S; 2NT/3C/3D/3H		
INT					3S= Bergen, 12+/11-10/9-7/6-4/3-0 HCP		
					4C/4D/4H = Splinter, 4S = T/P		
					2C: Stayman; 2D: Trf. H; 2H: Trf. S; 2S: 1 Suit minor NF, 55 and 54 Minor GF		
2C				15-17 HCP balance	2NT: 1 Suit minor GF, 5 5 minor NF. 3m: 6 C invite. 3M : 3154/1354 3NT: T/P. 4D= Texas H;		
				4432/4333/5332	4H= Texas S; 4C= Gerber		
				20+ HCP unbalance; 23+ balance	2D= Relay, 0-7 HCP; 2H/S= 5+H/S, 8+ HCP;		
2D					2NT= 8+ HCP. 3C/3D = 5+ C/D 8+HCP		
				7-10 HCP, 6H/S	2H = P/C 0-13 HCP, 3H = P/C 14-15 HCP		
					2S = 2 Suiter 16+ HCP		

					2NT = 1 Suiter Any (6+) 16+ HCP		
					3C = 16+ HCP Fit Major, 4H = P/C Block		
2H				5+H + 5+m, 7-10 HCP	3C: P/C m, NF; 2S = 14+ HCP 6+S ; 2NT=		
					14+HCP, ask minor; 3H= inv.H, 14+ HCP		
2S				5+S + 5+m, 7-10 HCP	3C: P/C m, NF; 2NT= 14+HCP, ask minor; 3S= inv		
					S, 14+ HCP; 3D/3H= 14+HCP, 6+D/H.		
2NT				20-22 HCP balance	3C= Stayman M 5+ HCP; 3D= Trf. H; 3H= trf. S;		
				4432/4333/5332	; 3NT= T/P;.		
3x		7		Preemtive	New Suit: Natural, 5+ cards in the suit, 14+ HCP		
					3NT: 15-17 HCP Bal., 2+ cards of opener's suit		
					Raise in M=T/P; Raise in m= slam try.	HIGH LEVEL BIDDING	
4x		8		Preemtive	New Suit: Natural 6+ card 14+ HCP	RKCB 03 / 14 / 2-Q / 2+Q	
					4NT: RKCB.	CUE BID	
						DOPI/ROPI	
						Gerber	
						Splinter	

