

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Upto 17 HCP, 1M or a 2C overcall could be light, no 2level WJO. 2NS=NF over 1 level o/c.		Lead	in Partner's Suit		
2N-Mixed with stiff, 3 cue: Limit, 3M jump-mixed no stiff.		Suit	3rd,5th		Green
Transfers over 1M and 2x overcalls from their suit to ours if no int, else from 1N		NT	normally 4th		Country: India
If 3rd hand bids new suit: X=4th suit+tol;CUE in resp suit=STR raise, 4th suit bid=NF		Subseq	shifts are 3,5 residual count		Event:
Reopening style is similar, advancer usually is a queen heavier for similar resp		Other:	Against 1NT-3NT auction, X asks for weaker maj. In many other situations such as spl,		Players: R Venkatesh and Arvind Srinivasan
Reopening Jump overcalls are intermediate 6+ card suit; 4 card o/c with good suit pass		uncontested slam it asks for lowest unbid/lowest logical. Dbl of cue in Inv+ asks alt lead			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18 HCP, responses same as over 1NT opening		Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
Reopening 11-14 on 1m, about 12-16 on 1M		Ace	AKx, possibly Axx	AKJ10;asks for unblock or count	5 card major openings, Semi-forcing 1NT over 1H/1S, Gazilli over
2C is range ask stayman, no transfer adv if further bidding from opener, 1st dbls neg from both sides.		King	AK or KQxx	KQxx; asks for ATT	1H-1S and 1M-1N, Modified over 1D-1M-2C; Weak 2D/2H/2S
		Queen	QJx	QJx;KQ109x asks for unblock	open 1C with 44 minor except 1444 , 2C GF relay over 1M or 1m
		Jack	J10xx	same	Lots of transfers in competition; including by opener, responder
		10	109xx or HJ10x	same	Major openings tend to be sound, 1m can have weak 5M in a semi bal hand
2M 11+-14, 6 card suit over std 1C and 2S inter over 1D and 1H. 3D/H/S are preempt		9	9x or HT9x		1NT Openings: 14+-17HCP can have 6 card suit or 5/4(ex5S4H),rare stiff
over 1C: 2D (Majs);2N(D+H) over 1D:2H(S+C),2N(H+C); 2suiters constr continuous rng		Hi-x	Sx or Sxx if raised pd suit	xSx,xSxx or xSxxx or HSx when needing shift	2 OVER 1 Respons GF except 1S-2H-XY-3H
over prec 1D: 2H(Majs), 2S (H+C), 2N (S+C); resp: lower for M, higher inv+ for m.		Lo-x	HxS;HxxS;xxxS;xxS	xSxx;HxxSx	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
(2+)1C-2D is both Maj, 2H is S+ dia,2S Inter, 2N (D+H)		SIGNALS IN ORDER OF PRIORITY			3NT:Namyats in a Major,
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	Transfer overcalls at 3 level over Multi 2D or weak 2M
Over 1C: 2C (S+D), over 1D (Majs), resp: lower for M or H,		Suit:1st	UD att	Rev Smith	Rev smith
2N asks with support for both or neither		2nd	UD count	Rev Smith	UD attitude
over 1M: cue bid is oM+Clubs and lower for M, other for minor; bids are constructive		3rd	SP(if dummy short)	SP	SP
Jump cue is strong single suiter stopper ask over which 3X values,4C is p/c		NT: 1st	ATT	Rev Smith	Rev Smith
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Count	SP	Rev smith/UD Att
Str(Dir seat)/Weak UPH: Dbl-Values, 2C-Maj, 2D-single maj or strM/m, 2H/S: M+m		3rd		SP	
2N-6m,4H;3C/D-4S,6C/D		Signals (including Trumps): Rev Smith is priority as first signal post opening lead to clarify			Transfer overcalls at 3 level over Multi 2D or weak 2M
PH and bal pos vs Strong: DONT- Dbl-single suiter, 2X=X+higher, 2S better than dbl,		inclusive of on trump lead. Lo-Hi says like opening lead or unusual shift			
2N- strong single suiter 3C and above like 2 level but strong		SP when pd leads known long suit. Leading K from AK then switch is stiff			
		DOUBLES			
		TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		May be light with shape. Equal level between C & D, cue bid-8+ NF			SPECIAL FORCING PASS SEQUENCES
2M: cue bid is minors, x takeout, NT is 15-18, transfer overcalls,		responses of 2Nt and above are transfer with Inv+ values and usually 5+ cards			Clear ownership situations like after 2/1, slam tries after major raises
3x+: x is takeout,3N wide ranging, 4N jump is roman blackwood, 4m is m+oM or m+M		delayed dbls tend to show values if opener rebids 1N or his suit, else weaker t/o			After certain 3 card+ limit raise: upto that level and above 4M
forcing, cue over 3m is Majors, over 3M is Minors. Over 4C- 4D is Maj					after 1m op and invitational/1round force bids- above 4 responder suit
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1X (3M or higher) Dbl
X=majors,NT=minors vs strong 1C/2C openings and weak artificial 1D/2D responses		Dbls at low level mostly takeout, game try even non maximal, extras for prev auction etc			2C opener, If we bid game vul vs not voluntarily after opps preempt
over precision: 2NT-6m,4H and 3C/3D is 4S,6C/D		support Dbl and 1N (unbal support dbl)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
		Rosenkranz style redbl at 1,2 level;Responsive dbls			RKC 0314, 4y+1 RKC when 4y sets suit, clear priority of suit setting
OVER OPPONENTS' TAKE OUT DOUBLE		anti lead directing when we have bid (others mentioned in leads)			EKC-0,1,1+Q,2,2+Q;
New suit 4+ cards, 1Rd force.		After 1x (dbl) redbl, -ve dbls from both sides. Third seat opener shows a full opening by a -ve dbl			Psychics:very rare, always reason for opening light in 3rd seat, could be 4cM
1x-dbl-2NT:limit raise or better, JUMP 2's is Fit,Double JUMP in new suit:pre-empt					
1M x- 3 level jumps are fit, transfers from 1N, 2M-1 (good raise), 2N (4 card limit)					

OPEN	TICK IF ART.	MIN NO. OF	NEG. DBL. THR	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 C		3	4S	11-21 HCP;12+ if BAL	Common for 1C/1D	1m-1M-1NT-2C GF checkback	2 way checkback by a passed hand
				4,4 minor open 1C, except with 1444	1M=4/5+,4+cards, 1N-5-10,2C-GF relay,2D-<10/11,5+ opened minor	retransfers after 1N rebid	1m (x) 2N is a good raise
				can have weak 5 card maj with 5332	2H/2S-9+ cards in M+opened m,6-11 HCP, 2N-11-12 bal	1C-1D-1M (54),NT rebid can have both maj	1m (x or 1X) 3Y is preemptive
1D		3	4S	Identical to 1C, tends to have 4 except	3minor-mixed without stiff, 1D-3C (inv with C), 3M-preempt, 1C-3D pre	or 4441, 1C-1H-1S (usually 4-4)	
				4432	Cheapest reverse or jump shift after 1c-1M is artificial and shows variety of 15+ hands (6,3;54;6+.64)	1m- 2M-2M+1 relay, rest stiff	
1H / 1S		5	5x	11-21 HCP. Good 4 card suit possible in	1M-2M:Constructive. Gazilli after 1H-1S and 1M-1N; 2C is GF relay		Reverse Drury 2 way - 2C 4card support,
				3rd seat. Else sound major openings	1H-2S,1S-2N: 3/4 card with stiff 6-10; 1H-2N,1S-3H: 9-11 3/4 tr, no stiff		2D 3 card support.
1 NT				14+- 17, can have 6 card suit, 5M,4m	Maj transfers,2S-range ask or clubs,2N- both minors 55 GF	1N-2D-2H-2S (any stiff/void, 8-13 various shapes)	2 level int- x is t/o inv+, 2N onwards transfer leb
				5S,4H	3C: tr to D, 3D- both minors longer dias 64 or better	1N-2C-2D-2M(4+, inv), 1N-2C-2D-3D (55M,Inv)	2C-Maj, 2H/2S-C/D inv+,2N both min
					2C- stayman, smolen after stayman	1N-2C- (a)2N-6 c suit (b) 3C/3D-5H/S,4other	pen dbl- DONT runouts
					1N-3M (4oM, COG, jx or worse in M)	(c) 3M-5M	
2 C	Yes	0		Artificial,strong	2D waiting,2H less than 2 Queens. 2NT=H suit,positive	2C-2D-2H-2S-(a)2N-22-23 or 26/27 (b)3N-24/25	Int: upto 3level-pass is 0-4, dbl-5+
					3H/3S- stiff or void 3 suiter 4-6 with 4oM;	©3C-6+Hor5H/4S (d)3D/3H-5H-4D/C(e)3S-3514.	suit bids 7+; 4 level or higher: Dbl:0-5
					3N is solid suit, 4x is 8 card broken suit 4-6hcp	2C-2D-2S-2N (similar treatment as above)	pass is 6+; 4N usually two places to play
					2S/3m- positive 5/6+ cards 7+ hcp	2C-2D-(a)2N-cl (b)3C-dias ©3D-5D/4C	over 4 level
						(d)3H/3S-4441 oM stiff(e)3N/4C is c/D void 44M	
						Auto RKC over 2C-3m	
2 D		6		Weak,natural 5-10HCP,can be 5 1seat green	2M-F1, 2N-relay	on 2N: 3C-good with stiff,3D min,3H/S-4S/H	2 level o/c: dbl game try, 2N-sys on
				or 3rd seat		3N-good no stiff. After that 4D RKC, epsilon	3 level: dbl pen. 2D-2N-(3X): Dbl max
						on 2M-2N min xx supp,3x is values in x,xx sup	
						3D-min stiff M, 3N-max- stiff M.	
2 H/S		6+		Weak,natural 6-10HCP, could be 5 in 1st	New suit F1, 2N relay (usually promises tolerance)	2N: 3C-good or bad, 3D-good qual,3H-good hcp	redbl strength, game try on 2 level
				seat green and in third		3S-4 card minor good, 3N-4oM good	overcalls
2 NT				20-21, may include 5 card M	3C-Stayman and smolen; 3D/3H-transfers,	3C-3H-3S is 3+H, 3C-3N is 5 spades,	
					3S puppet to 3N to play or other; 3N puppets to 4C to show 3 suiters	3D-3H-4m (5-4 slamish)	
					4C/4D texas transfers slam try; 4H/4S both minors	3S-3N-(i)4C/4D (5m/4om ST) (ii)4H/S is C/D ST	
						3N-4C-4D/4H/4S/4N is suit below stiff 4N dia ST	
3C/D/H/S		6+		Pre-emptive, natural. Suit quality good	new suit is F1,3D over 3C and 4C over 3X is Slam attitude ask usually with fit	epsilon after response to 3D/4C	
3 NT	Yes			Namyats in H/S	4C-3.5+ tricks ST, 4D-2-3tricks, 4H is p/c	4 step epsilon and RKC	
4C/D/H/S		7+		Natural, pre-emptive. Wide ranging 3rd seat	4S over H and 4N RKC, 4M,5m to play		
4NT				5m opening with 9+ tricks	5C/5D pass or correct, 5H/s epsilon		
5C/5D		8+		Natural, pre-emptive except when vul.	next suit is RKC.		