

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses: 1/2 Level; Reopening)</b>	
8- 18 HCP reasonable suit	
Jump raise in partner suit :Pre-emptive when non vul 3 to 7 HCP	
Vul 6 Bad 8	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
Immediate o/call : 15-17	
Balancing 1N : 11-15, Now 2C {E}	
-2D : Up to 13 HCP – 2H/2S / 2N: 14-15	
Balancing suit call : 9-14	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Jump suit call : PRE when non vul intermediate when Vul	
On H/S suit – Unusual 2N: Both minors	
On m suit – Unusual 2N:2 lowers	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Direct Cue – Asking for stopper or good raise	
Jump Cue – shortage	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
STR NT - Dbl –single minor(Any Range or Single M(Good hand)	
2C-Both M,2D-Single M(Weaker version),2H/S- That M plus any minor	
Passed hand-Double Both M,and natural	
Weak NT- Double 15+ good hand,2C-M+M,2D-any M	
2H/2S- H/S+minor	
(1m)-P-(1N) – Double Values ,2C –M+M,2D/H – Shows H/S	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
'D' – T/O thru 4H	
Lelansohl sequencer after 2H/2S – 'D'	
Leaping Michael , on opp. 2H/2S – Our 3H / 3S; both m	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ Double M+M,NT-m+m</b>	
strong. 1C – 1D double M+M, NT-m+m	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
Fit showing in new suit Jump,2N-4 card support Inv or better	

LEADS AND SIGNALS	
<b>OPENING LEADS STYLE</b>	
Suit	Lead
	4 <sup>th</sup> Best
	In Partner's Suit 4 <sup>th</sup> best
NT	4 <sup>th</sup> best,
Subseq	4 <sup>th</sup> best
Other:	Standard carding
<b>LEADS</b>	
Lead	Vs. NT
Ace	AK x (+)
King	AK, KQ x (+)
Queen	QJ, QJ x (+)
Jack	J10 (x')
10	10 x, 10 9 x, Q 10 9 (+)
9	9 x, 9 8 x
Hr-X	2/4/6
Lo-X	1/3/5
<b>SIGNALS IN ORDER OF PRIORITY</b>	
Partner's Lead	Discarding
1 ATT	CT
Suit 2 CT	ATT
3 SPS	CT
1 Normally CT	ATT
NT 2 CT – Residual	CT
3 SPS	SPS
Signals (including Trumps):	Standard but given when required
Against NT contracts AQ asks for Unblock,K attitude	
<b>DOUBLES</b>	
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>	
10+ on shapely hand else 12+	
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>	
Support/ Lightner, Co operative, Takeout, Lead directional	

W B F CONVENTION CARD	
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:	
<b>NCBO:</b>	
<b>PLAYERS:</b> Ravi Goenka Arun Bapat	
<b>EVENT (HCL)</b>	Team Shree Cement
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
2/1 GF unless rebid of same suit	
INT -15/17,2N- 20/21,2C- Strong bal or any GF hand	
3N- Running m in 1 <sup>st</sup> , 2 <sup>nd</sup> to play in 3 <sup>rd</sup> and 4th	
NT ORF by unpassed hand	
2D Weak in one M ,2H/S - Tartan	
2C- 22+HCP	
1M-2C/D Rebid NF.	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1m-(1M) we play transfers on this. From 2C and above	
1m-(1M)-2M shows C Inv or better ,2OM-D suit inv or better	
1H-(1S) on this we play transfer from 2C and above.	
1m- 1M can come with 3 cards if no suitable bid is available.	
Opener will always bid assuming it is 4 cards	
Drury – 2C/2D: 4 card / 3card support, 9-11 HCP. Passed hand	
1H-2Ssome splinter 7 to 9 1S-2N splinter 7 to 9	
We play transfer on M overcall by opponents on our 1 level	
Opening.	
1M-3M tends to be pre-emptive when non vul can be as low as	
3 /4 HCP and 6 to 8 when Vul	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
When GF is established, Pass and Pull situation. waiting for more	
Information from partner	
<b>IMPORTANT NOTES</b>	
Our jumps support to M opening when non vul can come with as	
Less as 3+hcp	
<b>PSYCHICS: Very rare</b>	

