


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, ½ Level, Reopening)</b>
<b>Style:</b> Usually good suit, lead directing, can be 4 carder at 1L
<b>Responses:</b> raise weaker, cue bid onwards transfers, new suit below cue bid is forcing by unpassed hand
<b>Reopening:</b> Maybe 4 carder
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b>
<b>2<sup>nd</sup> position:</b> 15 to 18
<b>Responses:</b> nSystems ON
<b>4<sup>th</sup> position:</b> 10 to 14 points
<b>Responses:</b> 2C is Range Ask, 2D/2H transfers
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
<b>Style:</b> Weak (except over a preempt)
<b>Responses:</b> 2NT is ASKING
<b>Unusual notrump:</b> Lowest unbid suits
<b>Reopening:</b> 2H/2S is INT 12 - 15 pts, 6 carder
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
<b>Style:</b> Michaels two suiter. Leaping and non Leaping Michaels Split Range based on Vul
<b>Responses:</b>
<b>Reopening:</b> Same
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Strong &amp; Weak:</b> HAMILTON vs Strong/Weak NT DBL = Values, suggesting Penalty 2C = both M 2D = Single suiter Major
<b>Reopening:</b> SAME
<b>Passed Hand:</b> SAME except DBL shows Minor/Major
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
Double for take out. Lebensohl/Rubensohl over Weak 2
Jump overcalls strong hand good suit
Leaping & Non Leaping Micheals
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>vs strong 1♣:</b> X = Majors and 1NT = Minors

LEADS AND SIGNALS			
<b>OPENING LEADS AND SIGNALS</b>			
	Lead	In Partners' suit	
Suit	3rd from even, lowest from odd	3rd from even, lowest from odd	
NT	2/4th best	2/4th or T/L from 3	
Subseq	3/5	3/5	
Other:	Standard Honor Leads	Standard Honor leads	
<b>L E A D S</b>			
	Lead	vs. Suit	vs. NT
Ace	AKx (ATT)	UB or Count	
King	AKx(for Count) or KQx	AKx or KQx for ATT	
Queen	QJx	QJx or KQ109	
Jack	J10, AJ10, KJ10	J10x or AJ10 or KJ10	
10	H109, 109x, 10x	H109 or 109x or 10x	
9	9x	H98x or 98x or 9x	
8	8x	8x	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 <sup>ST</sup>	ATT	SP	ATT
2 <sup>ND</sup>	SP	SP	SP
3 <sup>RD</sup>	CT	ATT	CT
NT: 1 <sup>ST</sup>	ATT	Smith	ATT
2 <sup>ND</sup>	SP	SP	SP
3 <sup>RD</sup>	CT	ATT	CT
Upside down ATT & COUNT, Std Present Count, STANDARD SMITH Vs. NT: STD SMITH in Trumps			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>			
<b>Style:</b> Opening hand plus, maybe less with shape. could be strong single suiter			
<b>Responses:</b> Jump in suit with better than minimum			
<b>Reopening:</b> could be light			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>			
Responsive doubles			
Support doubles			
Save suggesting (bid on) Doubles			

WBF Convention Card	
	
<b>Category:</b> 1	<b>NBO (Country):</b> INDIA/USA
<b>Event:</b> ONLINE EVENTS 2021 (4/21)	
<b>Players:</b> G. Venkatesh & Anil Padhye	
<b>SYSTEM SUMMARY</b>	
<b>Std Am, Strong 2C and 2/1 Game Force</b>	
<b>GENERAL APPROACH AND STYLE:</b>	
5 Card Majors, Semi Forcing NT	
Minor opening 3+. Open 4-4 in Minors with 1D	
2C opening is Game forcing	
2H/2S is weak. 2D is MULTI (can be 19-21 4441)	
2NT is 20-21 BAL. No 5 card Major	
1M - 2C is ART GF.	
1M - 1X; 2C is Gazilli F1R. 1m - 1X; 2C is APTEX. F1R	
<b>INT opening:</b> 14+ to 18- HCP, 5-card Majors Frequent	
<b>2 over 1 Response:</b> Game forcing	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
<b>Openings:</b>	
1C - 2D, 1D - 3C Mixed Raise	
1m - 2M: 6M 5 - 7 points. Can have 4 minor	
1H - 2S; 1S - 3C; 1S - 3H: Mini/Midi SPL	
1M (X) Xfer	
2M (X) XX Forces 2M+1	
<b>LEBENSÖHL &amp; RUBENSÖHL in many situations</b>	
<b>3NT preempt in minor in 1st and 2nd seat. To Play in 3rd/4th</b>	
1M - 2C; can be short	
1M - 1NT and 1H - 1S; 2C can be short	
1M - 2NT is Nat 12 - 14 with atleast xx in BM	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
PASS is forcing in GF auctions and when the hand belongs to us	
Multiple uses for 4NT in high level competition	
<b>IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE</b>	
HAMILTON over 1NT overcall by Opponents	
Good Bad 2NT	
2-Way minors (2C/2D) after 1 level rebids (upto 1NT).	
ReTransfers after 2NT jump rebid	
Fit showing Jump bids by Passed Hand, and in Competition.	
Frequent use of Transfers and RELAYS.	

OVER OPPONENTS' TAKE OUT DOUBLE					Psychics: Rare		
1 Level bids are forcing, 2 level bids transfers after 1M							
Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	No	3	3S	Usually natural but may be 4-3-3-3 good 11-21	1D can be 3. Single raise forcing to 3C, Double raise constructive 5-7, 2D = Mixed Raise 8-10, 2H/2S = 6BM 5-7, 1NT 8-10, 2NT 13-15, 3NT 16-17. 3D/3H/3S Splinter	Rebid of 2C is Forcing. Can be 12 - 14 with 6 Cs, 15 -17 shapely hands or 18 - 21 GF hands	Inverted Minor raise. Fit bids.
1♦	No	3	3S	Usually natural but may be 4-4-3-2 or 4=5 in minors(in min range). Good 11-21	Single raise forcing to 3D, Double raise constructive 5-7, 2H/2S = 6BM 5-7, 1NT 6-10, 2NT 11-12, 3NT 16-17. 3C = Mixed Raise 8-10, 3H/3S/4C Splinter	Rebid of 2C is Forcing. Can be 12 - 14 with both minors, 15 -17 shapely hands or 18 - 21 GF hands	SAME AS ABOVE.
1♥	No	5	3S	Natural good 11-21	1NT SF, 2H: 6-9 3+ card, 3C Limit, 2NT Bal 12 -14, 2C = GF RELAY, 2S = Mini/Midi SPL, 3D = Mixed, 3H = Preempt 3S =void splinter, RKC, 2/1 Game force. 2C can be short. Xfers after T.O. DBL	Long & Short Suit Game Tries. RELAY responses to 2C and follow on	2-Way Drury. Re bid shows minimum hand. Fit Bids
1♠	No	5	3H	Natural good 11-21	1NT SF, 2S: 6-9 3+ card, 3D Limit, 2NT Bal 12 -14, 2C = GF RELAY, 3C/3H = Mini/Midi SPL, 3D = Limit, 3S = Mixed Raise 3NT =void splinter, RKC, 2/1 Game force. 2C can be short. Xfers after DBL	Long & Short Suit Game Tries. RELAY responses to 2C and follow on	2-Way Drury. Re bid shows minimum hand. Fit Bids
1NT	No			14+ -18- points, may be off shape. 5 or 6 card minor or major possible.	2C Stayman (does not guarantee 4 card major), 2D/2H transfers, 2S/2NT transfers to C/D, 3C GF+ Minors, 3D Slammish Majors, 3H 3=1-5-4 3S 1=3-5-4, 4D/4H Jacoby Transfers. 4S/4NT Quanti	3C after 2C is Pattern asking, SMOLEN After Minor suit transfer new suit is shortness if Opener accepts. If opener rejects then swapped 4 card suits.	
2♣	Yes	0	No	Game forcing opening	2D is with one K or two Qs, 2H is negative. 2S responses are 5+ cards headed by KJ10 or better (2NT = C, 3C = D and 3D = H and 3H = 6H + 4S. 6+cards. 8+ points	After 2C-2D, Opener rebids 2H with H or balanced hands, 2NT = C and 3C = D 3D=5+ Ds & 4 Cs, 3H/S = 3 suiter with short other M.	
2♦	No	5	No	MULTI. 5-7 with Weak 2 in H or S. Or 19 -21 with 4441 (any SPL)	2H/2S/3H/3S/4H are Pass/Correct. 2NT shows values. 3C/3D shows own H/S and 4D/4S shows own C/D	Opener P/C or shows SPL and strong/weak hand	
2♥	No	5	No	8 - 10 points	2NT is RELAY, New suit is forcing. Raise is NF, 4C is MKC. RDBL over a T.O. Double forces 2S	Response to 2NT is Hand type	
2♠	No	5	No	8 - 10 points	2NT is RELAY, New suit is forcing. Raise is NF, 4C is MKC. RDBL over a T.O. Double forces 2NT	Response to 2NT is Hand type	
2NT	No			20-21 points. No 5 card Major	3C is Stayman, 3D/3H is transfer, SMOLEN, 3S is Puppet to 3NT to play or for minor(s), 4D/4H is Transfer 4S/NT is Quanti	3S is Puppet to 3NT. Responder shows single or two minor hands	
3♣	No	6+	No	Pre-emptive, rule of 2, 3 and 4	Raise is non forcing. New Suit FIR, 4D is MKC		

3♦	No	6+	No	Pre-emptive, rule of 2, 3 or 4	Raise is non forcing. New Suit FIR, 4C is MKC		
3♥	No	7	No	Pre-emptive, rule of 2, 3 and 4.	Raise is non forcing. New Suit FIR, 4C is MKC		
3♠	No	7	No	Pre-emptive, rule of 2, 3 and 4.	Raise is non forcing. New Suit FIR, 4C is MKC		
3NT	Yes		No	1st or 2nd seat = Minor Preempt. 3rd seat = GAMBLING 4th seat = To Play	4C after 1st, 2nd or 3rd seat is Pass/Correct		
4♣	Yes	8/9	No	NAMYAT (Hearts)	Intermediate suit bids to show Key cards		
4♦	Yes	8/9	No	NAMYAT (Spades)	Intermediate suit bids to show Key cards		
4♥	No	7/8	No	PREEMPTIVE, rule of 2, 3 or 4			
4♠	No	7/8	No	PREEMPTIVE, rule of 2, 3 or 4			
4NT	Yes		No	SPECIFIC ACE ASK	5C = 0, 5D/H/S/6C = Specific Ace 5NT = Two	<b>HIGH LEVEL BIDDING</b>	
5♣	No	8	No	PREEMPTIVE		<p>After minor suit is established, in certain sequences, bid of SPLINTER by unlimited hand is RKC.</p> <p>After major suit is established, 4BM+1 is RKC.</p> <p>Responses to RKC 1403 except for C where it is 0314. DOP1 responses after intervention below 5 Trump suit. Then DEPO.</p> <p>DUAL KEY CARD BLACKWOOD, MODIFIED KEY CARD BLACKWOOD after partner preempts, EXCLUSION KEY CARD BLACKWOOD, Void RKC, Dual Void RKC, 5NT PICK-A-SLAM, SPLINTER KEY CARD ASK, FORCING PASS, PASS &amp; PULL. Response to EKC is 0314.</p> <p>High Level Doubles depend on hand ownership. Can be forward going or regressive.</p>	
5♦	No	8	No	PREEMPTIVE			
5♥	No	8	No	invites small slam/grand slam with 1/2 top honours			
5♠	No	8	No	invites small slam/grand slam with 1/2 top honours			
5NT				SPECIFIC KING ASK	C = 0, 5D/H/S/NT = Specific King		