


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: Usually good suit, lead directing, can be 4 carder at 1L
Responses: raise weaker, cue bid onwards transfers, new suit below cue bid is forcing by unpassed hand
Reopening: /Maybe 4 carder
INT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: 15 to 18
Responses: nSystems ON
4th position: 11-14 over 1m and 14-16 over 1M
Responses: 2C is Range Ask, 2D/2H transfers
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: Weak (except over a preempt)
Responses: 2NT is ASKING
Unusual notrump: Lowest unbid suits
Reopening: Intermediate hand 6 card suit
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels two suiter. Leaping and non Leaping Michaels Split Range based on Vul
Responses:
Reopening: Same
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: .HAMILTON vs Strong/Weak NT DBL = Values, suggesting Penalty 2C = both M, 2D = Single Major, 2M = M + m
Reopening: SAME vs Weak NT. Vs STR X = Minor or Major
Passed Hand: SAME except DBL shows Minor/Major
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Double for take out. Lebensohl/Rubensohl over Weak 2
Jump overcalls strong hand good suit
Leaping & Non Leaping Micheals
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣: X = Majors & INT = Minors

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	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	
L E A D S			
	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	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 ST	ATT	SP	ATT
2 ND	SP	SP	SP
3 RD	CT	ATT	CT
NT: 1 ST	ATT	SE	ATT
2 ND	SP	SP	SP
3 RD	CT	ATT	CT
Upside down ATT & COUNT, Std Present Count, STANDARD SMITH Vs. NT: STD SMITH in Trumps			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: Opening hand plus, maybe less with shape. could be strong single suiter			
Responses: Jump in suit with better than minimum			
Reopening: could be light			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Responsive doubles			
Support doubles			
Save suggesting (bid on) Doubles			

WBF Convention Card	
	
Category: 1	
NBO (Country): INDIA	
Event: WBF 2024	
Players: G. Venkatesh & Anil Padhye	
SYSTEM SUMMARY	
Std Am, Strong 2C and 2/I Game Force	
GENERAL APPROACH AND STYLE:	
5 Card Majors, Semi Forcing NT	
Minor opening 3+. Open 4-4 in Minors with 1D	
2C opening is Game forcing	
2H/2S is TARTAN. 2D MULTI (can be wk in M or 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	
INT opening: 14+ to 18- HCP, 5-card Majors Frequent	
2 over 1 Response: Game forcing	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings:	
1C - 2S, 1D - 3C Mixed Raise	
1C - 2D/H & 1D - 2M: 6M 5 - 7 points. Can have 4 minor	
1H - 2S; 1S - 3C; 1S - 3H: Mini/Midi SPL or Void	
1M (X) Xfer	
LEBENSÖHL & RUBENSÖHL in many situations	
3NT preempt in minor in first 2 seats. 3rd/4th Gambling	
1M - 2C; can be short	
1M - 1NT and 1H - 1S; 2C can be short	
1m (1Y) Many Coded bids	
Fit jumps and other 2-suiter jumps at 4-level	
SPECIAL FORCING PASS SEQUENCES	
PASS is forcing in GF auctions and when the hand belongs to us	
Multiple uses for 4NT in high level competition	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
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, 2S = Mixed. 2D/2H = H/S (+ m), 1NT 8-10, 2NT 13-15, 3NT 16-17. 3D/3H/3S Xfer 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 with min hands. good 11-21	Single raise forcing to 3D, Double raise constructive, 3C= Mixed 2H = S (+ m), 2S = Inv C (+D) 1NT 6-10, 2NT 11-12, 3NT 16-17. 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 F, 2H: 6-9 3+ card, 3C Limit+, 2NT Bal 12 -14, 2C = GF RELAY, 2S = Mini/Midi SPL, 3D = Mixed, 3H = Prempt 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 F, 2S: 6-9 3+ card, 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= 6D + 4C GF, 3H 3=1-5-4 3S 1=3-5-4, 4C = 2=2-5-4, 4D/4H Transfers. 4S/4NT Quanti	3C after 2C is Pattern asking, SMOLEN After Minor transfer new suit is SPL if Opener accepts. Else length (transfers)	
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, 3S = Solid suit, 3NT/4C/D/H = 7 card xfer	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. 5-11 with Weak 2 in H or S. Or 19 -21 with 4441 (Major SPL)	2H/2S/3H/3S/4H are Pass/Correct. 2NT shows values. 3C/3D shows own H/S, 4C = Xfer to M-1 and 4D/4S shows own C/D	Opener P/C or shows SPL and strong/weak hand	
2♥	No	5	No	5H + 5m. 5 - 10 points	2NT is RELAY, New suit is forcing. Raise is NF, 4C is MKC. RDBL over a T.O. Double asks for 2nd suit	Response to 2NT is show 2nd suit	
2♠	No	5	No	5S + 5O. 5 - 10 points	2NT is RELAY, New suit is forcing. Raise is NF, 4C is MKC. RDBL over a T.O. Double asks for 2nd suit	Response to 2NT is show 2nd suit	
2NT	No			20-21 points. No 5 card Major	3C is Stayman, 3D/3H is Transfer, SMOLEN, 3S is puppet to 3NT, for minor(s) or play, 4D/4H is Transfer 4S/NT is Quanti	3S is Puppet to 3NT. Responder shows single or two minor hands	
3♣	No	7	No	Pre-emptive, rule of 2, 3 and 4	Raise is non forcing. New Suit FIR, 4D 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. 8 trick NAMYAT in 4th seat	Raise is non forcing. New Suit FIR, 4C is MKC		
3♠	No	7	No	Pre-emptive, rule of 2, 3 and 4. 8 trick NAMYAT in 4th seat	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	1	No	NAMYAT (Hearts)	Intermediate suit bids to show Key cards		
4♦	Yes	1	No	NAMYAT (Spades)	Intermediate suit bids to show Key cards		
4♥	No	7/8	No	PREEMPTIVE			
4♠	No	7/8	No	PREEMPTIVE			
4NT	Yes		No	SPECIFIC ACE ASK	5C = 0, 5D/H/S/6C = Specific Ace 5NT = Two	HIGH LEVEL BIDDING	
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, 4NT is RKC for S and 4S for H.</p> <p>Responses to RKC 1403 except for C where it is 0314. D1P2 Step responses after intervention below 5 Trump suit. Then DEPO.</p> <p>EKC, VRKC & Spcl RKC response is 0314</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 & PULL.</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	6C = 0, 6D/H/S/NT = Specific King		