

<b>DEFENSIVE AND COMETITIVE BIDDING</b>	<b>LEADS AND SIGNALS</b>		
<b>OVERCALLS(Style; Responses; 1/2level; Reopening)</b>	<b>OPENING LEADS STYLE</b>		
7-15 points with 5 cards	Lead	In Partner's Suit	
change of suit to over caller- NO SUPPORT OR FORCING	Suit	3rd or 4th from H	low from H or MUD
	NT	4th or 2nd best	
	Subseq		
	Other:	top of sequence or inner sequence- high/low with 2 cards MUD from XXX	
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	<b>LEADS</b>		
2nd 15-18 points	Lead	Vs.Suit	Vs. NT
4th can be 12-15 points	Ace	AK or 2 cards	AKXX(+)
	King	KQ or partners suit	KQJX or KQ10X
	Queen	QJ OR PARTNERS SUIT	QJ10 X, QJ 9X
	Jack	J10X or JX	J109 X
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>	10	10 9 X , 10X	10 9 X, 10X
1-Suit: weak and 6 cards	9	9 X	9X
unusual- 2 NT is 5-5 minors	Hi-x	H X	
	Lo-x		
Reopening:	<b>SIGNALS IN ORDER OF PRIORITY</b>		
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>	Partner's Lead	Declarer's Lead	Discarding
DIRECT - 17 + points	Suit: 1st HI- LO encrg		suit pref
jump cue enquire 3 NTwith stopper	2nd		
	3rd		
	NT: 1st HI- LO encrg		suit pref
<b>Vs. NT(vs. Strong/Weak; Reopening;PH)</b>	2nd		
double - equals strength	3rd		
natural overcall	Signals (including Trumps):		
	<b>DOUBLES</b>		
	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>		
<b>Vs.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>	13+ take out		
double take out, CUE bid G/F	response: JUMP BID 9+ point		
3 level overcall	CUE 11+ game forcing		
NT promises stopper	NT 8-10 with stopper -2NT 11-12 with stopper		
<b>Vs. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>		
DOUBLE equal strength	neg. DOUBLES upto 25		
natural overcall	redouble 10+ points		
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>			
10+ redouble			
non forcing free bid-raise is preempt			
1 NT is 6-9 , 2NT is limit raise			

## WBF Convention Card



Category i.e. **Green**

Country: **KENYA (NCBO kenya Bridge association)**

Event: **OPEN TEAMS**

Players: **ARUNA SHAH and CHANDRAKANT SHAH**

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**SYSTEM SUMMARY**

**GENERAL APPROACH AND STYLE**

5 CARD MAJOR - 15-17 NT -2NT UNUSUAL

11-21 MINOR OPENING- 2 CLUB STRONG

SOUND PRE WHEN VUL, GAMBLING 3NT

RULE OF 20 1ST AND 2ND SEAT

2C CAN BE 3 CARDS IN RESPONSE

1NT OPENING 15-17

2 OVER 1 Respon: is 10+ points

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

MULTI 2 dlamond, Gerber

3rd seat can be light

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**SPECIAL FORCING PASS SEQUENCES**

pass is foring when game values have been shown and opp interfer

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**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**

Psychics: RARE

MULTI 2 dlamond, can be weak in major(6 cards 6-11 pts) or strong in minors or 20/22 point

*any distribution*