

DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND SIGNALS			W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1/2 Level; Reopening)			OPENING LEADS STYLE			PLAYERS RANA ROY & SHEETAL BANSAL		
At 1 level can be 7+				LEAD	IN PARTNER'S SUIT			
At 2 level can be 10+			Suit	3rd or 5th best Top frm XX	3rd or 5th ;Top frm xx			
Jump overcalls are weak			NT	2nd from no honour Or 4th best	2nd or 4th			
New suits are NF after 1 levelO/C F1 after 2 level and highero			Subseq	Same or Attitude	Same or attitude			
On maj o/c of 1H/1S cue is 3card supp 9-11 And 2N is 4 cards supp with 9-11 single jumps are fit showing jump raise is pre-emptive			Other:Vs NT Ace lead asks fr count or UBLK;King Lead asks fr Attitude;Queen leadasks fr Unblock or Attitude.					
INT OVERCALL (2nd/4th Live; Responses; Reopening)			LEADS			SYSTEM SUMMARY		
2nd live =15-18 hcp Usually hv stopper in opponenets suit Resposes same as1N opening			LEADS	VS SUIT	VS NT	Standard 2 OVER 1		
4th live = 11-15 will hv stopper if hv more than 15 will bid dbl and then 1N			Ace	From AK unless AK bare OR Ax	Asks UB/CT,AKJT(+)	Carding UDCA		
Responses=2C is range ask rest same as 1N opening			King	From KQ or from AK if AK bare Kx	Asks fr attitude	Discarding and Attitude is low encouraging		
ON 2C NT bidder will bid 2D/2H/2S with min with max he will bid 2N then 3c will be stayman			Queen	From QJ(+);Qx	Ask Ub of J or Att,KQT9	RKC 14/03		
JUMP OVERCALLS (Style: Responses; Unusual NT)			Jack	KJT;JT(+);Jx	AJT;KJT;JT(+);Jx	1N 15-17 can be unbal		
Weak at any level Unusual NT on maj and minors shows any 2 suits 1maj and 1 min 8+ fr non vul and 10+ fr vul			10	HT9;T9(+),Tx	HT9;T9x;Tx	2D long maj weak		
Leaping michael (5 5)			HI-X	Doubltn	Denies H	2H/2S tartan 55 2 suitor 54 smtmes in non vul		
						2C Strong(22+) coquish 2D waiting		
DIRECT & JUMP CUE BIDS (Style: Response; Reopen)			SIGNALS IN ORDER OF PRIORITY			2NT(20-21)Muppet stayman		
Direct cue bid=Michaels				PARTNER'S LEAD	DISCARDING	SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Jump cue(1x - 3x)=invites 3N if hv control in opp minor or maj			SUIT	1Att(Low=Enc)	ATT(Low=Enc)	2D Weak maj		
				2Count(Hi=Odd)	Count(Hi=Odd)	2H/2S Tartan2 suitor 55 can be 5/4 2H is 5H and any second suit 2S is S and any minor		
				3S/P(STD)	S/P(STD)	1m-2H=5S and 4/5 H 5-9 hcp smtmes can be as low as 3 if well ditributed		
VS. NT. (vs. Strong/Weak; Reopening; PH)			NT	1ATT(Low=Enc)	Smith	1m-2S=5S and 4/5 H 10-11 hcp		
Vs strong NT=DONT on both positions				2Count(Hi=Odd)	S/P(STD)	1Major (dbl) all tr		
Vs weak NT =Capelliti on both positions			Signals (including Trumps):Smith Echo vs NT Low card on opponents lead shows int in P,s suit			plays 4th suit forcing on both 1 and 2 level ;if P opens and u reach 1NT then 2C is checkbag where 2D is relay 2C shows inv hand if Maj is repeated on 2D then inv in maj with 5/6 cards else bid 2N showing 11-12 hcp;2D is GF		
Vs weak 2NT showing both minors =3C both maj 11-13			Smith will continue until the signal is complete If A led in suit contract and a)dummy comes with dbltn then enc shows overruffing potential b)dummy comes with singleton the card will be SPS. If a singleton is led we will assume the partner knows it and treat his card as			IF u jump after opening at 1 level shows Gf But if u jump in the		
3D 14+ both maj						suit u opened then it is 15-17		
Vs strong 2NT= dbl both maj rest all natural			DOUBLES					
			TAKEOUT DOUBLES (Style: Response; Reopening)					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			Strength of imm hand at 1 level=(1o)11+;2 level 12+;3 level 13+ Tends to hv 3+ cards in other suits unless very strong (18)+;T/O X till 4H Advancer comes same level 0-7 With 8+					
Dbls =takout till 4H Level Lebenshol from advancer after 2 level T/O X								
(2D)weak in maj Dbl 19+OR Tr to H;2H tr to S;2S tr to C;2N								
Control in maj 15-18;3C tr to D;3D both min;3H/3S Own suit;								
3N to play;4C/4D Leaping Mich;(2H)/(2S)3H/3S Overcall shows both minors								
VS.ARTIFICIAL STONG OPENINGS-i.e. 1♣ or 2♣						SPECIAL FORCING PASS SEQUENCES		

OPENING	TICK IF ARTIFICIAL	MIN. CARDS	NEGDBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+	4H	12 to 21	4+ maj/1N7-9/2N10-12	Supp with 4 cards, maybe 3 or show 2nd 4 card	
1♦			4H		2H (5S4H)5--9/2S10-11		
		3+		12 to 21	4+maj/1N6-9/2N 10-12/2H	Same as above	
					forcing 1N/2M 8-10/3C Be	On 2H =2S IS Game try showing	On 2S=2N Shows shortness 3C asking 3D/3H/3S Shows shortness in D/H/C
1♥		5+occasionally 4+	4H	12 to 21	6-8 4cards supp /3D 9-11/	shortness 2N ASKING 3C/3D/3	On 2S=3C/3D/3H wants support in C/D/H
1♠					Jacoby12+/3H/3SPreempt	Shows shortness in C/D/S On	
		Same as above	4H	12to 21	Same as above	2H=2N/3C/3D shows wants supp in S/C/D	
1NT		Can be unbal		14-17	4 suit tr Texas tr 2C stayman	2D denies maj 2H/2S 4Cards maj ; 3H/3S 17 hcp 5 cards in maj 2NT shows 5 card maj 17 hcp ask again by 3C	On 1NT intervntn by opps we play lebensol all 2 level bids are non forcing 3 level bids are forcing 2N is tr to 3C;4C/4D Texas tr on any overcall
2♣	Yes			22+ or 3 loser hand	kokish/2D waiting		
2♦	Yes	6+occasionally5+ weak in any 1 major		Less than 10 hcp vul 9-10	2H-P or correct/2S BetterH/2N ask fr descr of hand/3C/3D own suit ORF/3H Block bid/4CTr me to your suit/4D bid your suit	3C shows good H/ 3D shows shows good S/ 3H shows weak H/ 3S shows weak S	
2♥	Yes	5,5 - 2 suitor hand ; 5♥ and 5/4 any other suit		Less than 10HCP H and another can have 4 card S or minor In 4th position 6 card H 12-14	2S don't like H pass with 4S or bid minor 2NT is asking, 3D game + in H	3C/D minor suit, 3H bad hand 5H + 5S	
2♠	Yes	5,5 - 2 suitor hand ; 5♦ and 5/4 any minor		Lass than 10 HCP S and another in 4th position 6 card S 12-14	2NT is relay, 3D game + in	3C/ D minor suit	
2NT				20-21 BAL	Muppet stayman & tr	3C=Stayman 3D 1 OR both maj 4 cards;3H no maj 3S 5 cards in S 3N 5cards in H	
3♣				Pre-empt 6+ cards C			
3♦				6+ cards D			
3♥				Pre-empt 6+ cards H			
3♠				Pre-empt 6+ cards S			
3NT				to play			
4♣				Pre-emptive 8+ cards	Pass or bid game/ slam		
4♦				Pre-emptive 8+ cards	Pass or bid game/ slam		
4♥				Pre-empt to play			
4♠				Pre-empt to play			
4NT				Ask for specific Aces			
5♣				To play			
5♦				To play			
5♥				To play			
5♠				To play			