

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 2.18 	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
1 Level: HCP 8+-15			Lead	In Partner's Suit		
2 Level: HCP 12+-16		Suit	MUD, Low promises	Low promises 3 cards if not		
Response to Overcall in New Suit Forcing for one round			honor	supported	Category:	Blue
Cue in response to Overcall implies Fit		NT	Standard 4th best	Standard 4th best	Country:	India
Jump in new suit in response to Overcall implies Fit		Subseq	Standard	Low from 3 with honor	Event:	All
1NT response to Overcall: HCP 7-10.		Other: Doubled 4 level contract or 5 level contract: Lower Honor			Players:	Sheelu Thadani & Usha Kabra
2NT response to Overcall: HCP 11-12						
		LEADS				
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY	
Direct: HCP 15-18, Systems on		Ace	From AK	Asks for unblock or give a count	GENERAL APPROACH AND STYLE	
4th Live: Shows other two suits		King	From KQ	From AK, asks for attitude	1C - Artificial and Strong - HCP: Unbalanced 17+, Balanced 18+	
Reopening position: HCP 11-14, Responses Stayman &		Queen	From QJ	Top of sequence or KQT9	1D - Prepared Diamond - HCP: 12-16, Min. suit length: 1D	
transfers		Jack	Top of a sequence.	Top of sequence. Denies higher.	1H/S - Natural - HCP: 12-16, Min. suit length: 5	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Standard	Promises zero or two higher	2C - Precision Style - HCP: 12-16, Min. suit length: 5C+4M or 6C	
1-Suit: 2 Lvl-75% Preemp,25% Inter. 2NT=Unusual. 3 Lvl-50% preem, 50% Inter		9	Standard	Promises zero or two honors	2D - Two suited Minor - HCP: 14-16, Min. suit length: 5D+4C	
2-Suit: Over Opponents' Weak 2H/2S - Jump overcall in		Hi-x	Doubleton	Doubleton or 5 cards	Open light on unbalanced hands, Respond light frequently	
Minor shows that Minor + Other Major, Strong.		Lo-x	Promises honor	4th best		
Jump in Other Major shows 7 card suit, invitational		SIGNALS IN ORDER OF PRIORITY			1NT Openings: 15-17, 5 card H/S(esp H) or 6 card C/D OK	
			Partners Lead	Declarer's Lead	Discarding	2 OVER 1 Responses Without competition: Game Force
Reopen: Intermediate		Suit:1st	Attitude	Count when necessary	Standard	In Competition: Forcing for 1 round
		2nd				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		3rd				2H/2S: 5+ cards, HCP: 5-11
Michaels HCP 6-10 or 16+		NT: 1st	A and Q ask for unblock	Count when necessary	Standard	3C/3D: 6+ cards, Wide range.
1M-3M, 2M-3M: Asks for Stopper			or give a count			3H/3S: 6+ cards, Wide range.
		2nd				3NT (1st and 2nd Seat): Gambling, No outside A or K.
VS. NT (vs. Strong / Weak; Reopening; PH)		3rd				3NT in 3rd Seat: To play.
Double: 16-17 in Direct position, 14+ in Reopening position		Signals (including Trumps): Trump echo shows 3 cards and a desire			4C/4D: NAMYATS, 81/2 to 91/2 tricks.	
Cappelletti		to ruff.			4H/4S: 7+ cards, Preemptive	
		DOUBLES				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)				
Double: Take Out		Direct position: HCP 11+				
Cue-bids: Strong		Reopening position: HCP: 8+				
NT bids: To Play		Standard responses to Takeout Doubles				
VS. ARTIFICIAL STRONG OPENINGS						
Mathe in Direct Position					SPECIAL FORCING PASS SEQUENCES	
1C-P-1D-X Shows Diamonds		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Pass and Pull: Stronger hand. Implies control in opponents' suit	
		Negative Doubles through 4D				
OVER OPPONENTS' TAKE OUT DOUBLE		Support Doubles, Responsive Doubles, Maximum Overcall Doubles			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
New Suit at 1 Level: Forcing for 1 round.		Lead Directional Doubles, Lightner Doubles			Drury, Limit raises, Inverted Minors, Splinters, Crowhurst, Lebensohl,	
Redouble: HCP 10+. Does not promise a fit.		Support Redoubles, Rosencrantz Redoubles			Cappelletti	
Jordan and Reverse Jordan					Psychics: Rare	

[illegible]

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Yes	0	4D	HCP 17+ Unbalanced, 18+	1D: HCP 0-7. 1M or 2m: HCP 8+, min. 5 cards.	Natural	
1C				Balanced	1NT: HCP 11-12. 2H: Artificial - Balanced -		
1C					HCP 8-10. 2S: Artificial - Balanced - HCP 13+		
1C					2NT: HCP 10-12, 4-4-4-1 distribution (any stiff)		
1D		1	4D	HCP 12-16	1H/1S: can be light. 2H/2S is weak	Crowhurst, 4th Suit Artificial & Forcing	
1D					1NT: HCP 7-10, Denies 4 cardH and 4 card S		
1D					2C: Game force. 2DD Inverted. 2NT: HCP 11-12		
1H		5	4D		1NT=Fl. 2H = Constructive raise. 2/1 = GF.	Crowhurst, 4th Suit Artificial & Forcing	2-Way Drury; 2C=3 trumps, 2D=4 trumps
1H					2NT=Jacoby. 3H=Limit raise.		
1H					3S/4m=Splinter		
1S		5	4D		1NT=Fl. 2S=Constructive raise. 2/1 = GF.		2-Way Drury; 2C=3 trumps, 2D=4
1S					2NT = Jacoby. 3S = Limit raise.		trumps
1S					4H/4m = Splinter		
1NT			3S	HCP 15-17. 5M (especially H)	Stayman, Smolen, 4-way transfers.	Xfer followed by New Suit = Forcing 1 rnd	
2C		5	4D	HCP 12-16. 5C + 4M or 6C	2D=Relay, 2M=Non-Forcing.		
2C					3D/3M=Inv, 3C = Preemptive, 2NT = Inv		
2D		5+4	-	HCP 14-16. 5D + 4C	2H = Relay , 2S = Non-forcing, 3M = strong		
2H		6/5	-	HCP 5-11	2NT=Ogust, 3C =Asks for singleton, New Suit		2NT asks for singleton
2H					= Forcing 1 round, Jump NS = CAB (3 Steps)		
2S		6/5	-	HCP 5-11	2NT = Ogust, 3C = Asks for singleton, New Suit		2NT asks for singleton
2S					= Forcing 1 round, Jump NS = CAB (3 Steps)		
2NT			3S	HCP 21-22 Balanced	Stayman, 3D/3H=Transfers, 3S = minor suit stayman,		
2NT					Gerber, Texas, Quant 4NT		
3C		6	-	Wide range in 3rd Seat	New suit forcing 1 round. Jump in new suit = CAB		
3D		6	-	Wide range in 3rd Seat	New suit forcing 1 round. Jump in new suit = CAB		
3H		6/7	4H	Wide range in 3rd Seat	New suit forcing 1 round. Jump in new suit = CAB		
3S		6/7	4H	Wide range in 3rd Seat	New suit forcing 1 round. Jump in new suit = CAB		
3NT		7m		Solid minor, 3+4 Seat: To Play	4C/5C=Pass or Correct. 4D asks for singleton	4H/S=H/S Singleton, 4NT=No Singleton	
3NT						5C=D Singleton, 5D=C Singleton	
4C		7M		NAMYATS 8 1/2 - 9 1/2 tricks	4D=Slam invitation		
4D		7M		NAMYATS 8 1/2 - 9 1/2 tricks	4H=Slam invitation		
4H		7		Preemptive	New suit = CAB		
4S		7		Preemptive	New suit = CAB		
4NT				Asks for specific Ace			

HIGH LEVEL BIDDING

RKCB (1430), D1P0, R1P0

4NT-5NT: Shows 2 Key Cards+Useful Void

4NT-6C: Shows C Void + 1 Ace

4NT-6D: Shows D Void + 1 Ace

Exclusion Blackwood

Pass+Pull: Strong+Control in Opponents' Suit