

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
<ul style="list-style-type: none"> At 1 level- 8+/17 HCP at 2 Level- 10 -18 HCP Jump raise is weak Promises 4+ cards 0/7 HCP strictly pre-emptive. Unfavourable vul it shows 6 to 8 HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
<ul style="list-style-type: none"> Immediate o/call: 15 -17 Balancing 1N: 11-15 now 2C Stayman. Range and shape enquiry. 1N system on Balancing suit call at 1 Level or non-jump 2 level: 9-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump suit call: Pre-emptive
On H/S suit – Unusual 2N: Highest & lowest suits
(1C/D)-2NT – Highest & lowest suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Modified Ghestem
Jump Cue – Control ask
VS. NT (vs. Strong/Weak; Reopening; PH)
Woolsey in immediate seat, DON'T vs strong - Subsequent bids will describe them
Natural vs weak Double is penalty
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
On M suit pre-empt- 4C = C + OM, 4D = D + OM, Cue of preempt asks for stopper.
Up to 2 level pre-empt Double we play Lebensohl
OVER OPPONENTS' TAKEOUT DOUBLE of our M transfers at 2 level, Jumps are fit showing, 2NT = 4 card support in M & LR+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5th leads, High Low, 2nd best from 4 rags	Low from Honor if count is known.	
NT	4 th best Journalist Top of sequence Second Highest from rags	4 th best, if supported then may be from top of nothing.	
Subseq	Normal		
Other: Journalist in NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	AKx+	
King	KQ x (+), KA tight or with side ston	KQJ x (+) or, AKJx	
Queen	QJ, QJ x (+),	QJx, KQ10x, AQ10xx, KQx	
Jack	J 10 9 (x ⁺)	J109+	
10	10 x, 10 9 x, H 10 9 (+)	HJ10(+), 109(+)	
9	9 x, 9 8 x	H109 (+), 98(+)	
Hi-X	Doubleton	Doubleton	
Lo-X	3 or more	3 or more	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	
Suit 2	Normally count	SPS	O/E
3	SPS		
1	Normally count except on AQ	Count	Lavinthal
NT 2	Count – Residual	Attitude	
3	SPS	SPS	
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Of 1C / 1D / 1H: Can be light, but T/O of 1S: min opening hand, but			
balancing Dbl can be light if shape is good			
Most doubles are shapely doubles with fewer values. Else it must have HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support, Negative, responsive, maximal, penalty-After GF is established			

W B F CONVENTION CARD
PLAYERS: Sadhana Gupta & Ratna Tadepalli
EVENT –Reynolds June 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
<ul style="list-style-type: none"> Standard, 5533, 2/1 NT (unpassed seat) semi-forcing over 1M 2D-Weak in one M. 4-7 - partner may pass 2D 2C- Strong 22+ Balanced or Game in hand 2NT = 20-22 NAMYATS
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Help Suit trials, Short Suit trials
1M-3D is LR+ 1M-3M is 8-10 dummy points, 1H-3S and 1S-3N are ambiguous splinters
LDD on opponent's artificial bids
Support double not mandatory.
1D-1H-1S shows unbalanced hand rarely can be 3+ cards
SPECIAL FORCING PASS SEQUENCES
When GF is established

Openers Bid	TICK IF ARTIFICIAL	MIN . NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11/21 3+ Clubs	1D/H /S Natural 5+ HCP, 2C-Inverted 10+, 2D-9/11 with 5+C,1N- 8 to 10, 2H-5S+4H 6-8, 2S- 5S&4H, 8-10, 2N-10/11, 4C wild pre-empt	Generally natural, jump to 2N-18+C, Various artificial reverses to shows 17+ hand, 2 way check back , FSF	Comp Crisscross is on 2N is 5 card support weak destructive. 2H/2S is weak
1♦		3	4H	11/21 3+ D	1H /S Natural 5+ HCP, 2C- Nat GF,2D-Inverted 10+, 3C-9/11 with 5+D,1N- 6 to 10, 2H-5S+4H 6-8,2S-5S&4H, 8-10 limit, 2N-10/11, 4D wild pre-empt	Generally natural, jump to 2N-18+C, Various artificial reverses to shows 17+ hand,2 way check back, FSF	
1♥/1♠		5	3S	11/21 Generally 5+H/S	1N: ORF can be 0+ HCP with Fav Vul, 1M-2M (7-10), 2C - Unconditional GF. 1M-3M constructive.1M-4M Catch all., 4N RKC		Modified Drury. Drury is off in competition. Fit bids 7-9 and via Drury 10-11
INT			3S	15/17 HCP, may have a rag singleton, can have 5 M/6m	2C Stayman, 2D/H-Trf, 2S-range enquiry and Trf to C, 2N-Transfer to D, 3C-g/f 4M, 3H/S-short with 5/4 minors, 4C/D -Transfers, 4H/S-Quantitative with 5C/5D	After 2C Stayman 2N is Inv. Forcing, Inv or GF sequences after M transfer	
2♣	X	0	3S	22+Bal or any Game in Hand/18+ with 3/4.5 losers	2D-GF Relay, 2H-Bust, 2N- shows 5+ HCP, 5+ H	Various transfer bids to show the hand.	
2♦	X	0		0 -7, Weak in either H/S	2H-Pass or correct, 2S - playable up to 3H, 2N Enquiry, 3C/D/H/orf. 4C - Transfer me to the suit. 4D - Bid your suit, 3NT/4H/4S to play		On 4 th seat, promises 11-14, 6 cards
2♥/2♠		6+		8/11 HCP	3H/S- Not invitational, 3C/D -own suit F, 2N(relay)-3C/D that suit,2S- pass or correct	Ogust, RKCB after setting suit.	
2NT				20/22	Puppet Stayman & Transfers. 3S=3NT		
3C/D/H/S		6/7+		Standard pre-empt.	Natural bidding new suit is ORF Jump in suit is control asking		
4♣/4D	X	varied		Namyats on 1 st and 2 nd Seat, weak on 4th	One suit lower = enquiry for 2 quick losers NS shows losers in bid suit, 4M shows no loser but kx, 4NT shows no loser no k to protect		
4♥/♠		7		To Play	New suit is control asking bid		
5♣/♦		8		To play	New suit is control asking bid		
						RKC: 14/03, Minorwood, Control bids after trump is set below 3N, DOPI (Double 0/3, pass 1/4, Next step 2... etc)	
						Drury – 2C: 3+ card 10-11 HCP, 2D: 3 card support constructive raise,	
						Support double and redouble: 3 Card support,	

GF: Game Force, ORF; one round Force. To Play,