


DEFENSIVE AND COMPETITIVE BIDDING			
OVERCALLS — General Style LIGHT – GOOD SUIT			
Responses RAISE/ JUMP RAISE = WK; INT/ 2NT = BAL ENC.; NS = INV; CUE = FORCING WITH FIT; JUMP IN NS = FORCE			
IN BAL.POS. SAME			
Responses SAME			
TAKE-OUT DOUBLE — General Style SHORT IN OPENER'S SUIT W 12+			
HCP			
Responses MIN LEVEL = NF; JUMP/CUE = FORCING			
IN BAL.POS. 10+			
Responses CAUTIOUS			
1NT OVERCALL	Responses		Other Meanings
2nd pos. 16 – 18	NAT (SYSTEM OFF)		
RARELY COMIC			
4th pos. 11 – 14			
JUMP OVERALL	WEAK	INTERM	STRONG 2 SUITER
OTHERS			
Responses			
UNUSUAL NT			
Responses			
DIRECT CUE-BID STYLE 5+, 5+ IN TWO OTHER SUITS W 9½			
OFFENSIVE TRICKS 1♣ – 2♣ = NAT O/C			
Responses			
VSNT	Responses		
VS PREEMPTS			
STRONG T/O			
VS ARTIFICIAL STRONG 1 or 2 OPENINGS			
OVER OPPONENTS' TAKE-OUT DOUBLE			
NS w/o JUMP = NAT, GOOD 5+ CARDS, NF; RDBL = 10+, USUALLY INTERESTED			
IN PEN			

LEADS AND SIGNALS									
OPENING LEADS	SUIT	3rd/5th:	4th:	Attitude:	Rusinow:				
		OTHERS							
	NT	3rd/5th:	4th:	Attitude:	Rusinow:				
		OTHERS							
SUBSEQUENT LEADS									
COUNT OF REST – HIGH = EVEN; LOW = ODD									
Circle opening leads vs no-trumps Underline leads against suit contracts if different.									
AK	KQ	QJ	J10	10x	<table border="1"> <tr> <td colspan="2">SAME LEADS IF OUR SIDE SHOWED SUIT</td> </tr> <tr> <td>YES</td> <td>NO</td> </tr> </table>	SAME LEADS IF OUR SIDE SHOWED SUIT		YES	NO
SAME LEADS IF OUR SIDE SHOWED SUIT									
YES	NO								
AKx	KQx	QJx	J10x	109					
AKJx	KQx	QJ109	J1098	109x					
AKJ10x	KQJx	KQ10x	KJ109	98x					
AQJx	KJ10x	KQ109x	K1098	xx					
AJx	Kx	Qx	Jx	10xx					
KJxx	Kxx	Qxx	Jxx	10xxx					
Kxxx	Kxx	Q109x	Jxx	10xxx					
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE BRACKET THE SIGNALLING SYSTEM WHEN RARELY USED									
SUIT	CARDS		HIGH	LOW	ODD	EVEN			
	On partner's lead		E	D					
	On declarer's lead		2	1					
NT	Discarding		S/E	S/D					
	On partner's lead		E	D					
	On declarer's lead		2	1					
Discarding		S/E	S/D						
SIGNALS IN TRUMP SUIT			OTHER SIGNALS						
[HI – LO = ODD NO TRUMPS]			RARELY	S WHEN OBVIOUS					
[LO – HI = EVEN]			USED						
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES									
DBL AT LOW LEVEL (EXCEPT AFTER RDBL OR STR PASS) AND ON OPPONENTS FIT OR PRE, ARE ALL FOR T/O									
SPECIAL FORCING PASS SEQUENCES									

WBV CONVENTION CARD														
<table border="1"> <tr> <th colspan="2">SYSTEM STYLE</th> <th>No. Points</th> </tr> <tr> <td>Natural ✓</td> <td>GREEN</td> <td rowspan="4">[]</td> </tr> <tr> <td>Strong Club —</td> <td>BLUE</td> </tr> <tr> <td>Artificial —</td> <td>RED</td> </tr> <tr> <td>Highly Unusual –</td> <td>YELLOW</td> </tr> </table>		SYSTEM STYLE		No. Points	Natural ✓	GREEN	[]	Strong Club —	BLUE	Artificial —	RED	Highly Unusual –	YELLOW	 <p>OPEN LADIES MIXED</p>
SYSTEM STYLE		No. Points												
Natural ✓	GREEN	[]												
Strong Club —	BLUE													
Artificial —	RED													
Highly Unusual –	YELLOW													
NURDIN AJANIA	MICHELE CAPRI	KENYA												
NAME OF PLAYER	NAME OF PLAYER	NCBO												
SYSTEM SUMMARY														
GENERAL APPROACH AND STYLE: NATURAL														
STANDARD 5 CARD M; 4 CARD ♦; SHORT ♣; 15 – 17 NT 2 ♣ = FORCING; 2♦ = MULTI; 2M = CONSTRUCTIVE														
RESPONSES TO 1 MAJOR: 1 NT = 4 – 10 2 OVER 1 = FG														
OPENING 1 NT RANGE: 15 – 17, 5M OK														
ARTIFICIAL STRONG 1 Responsive Style														
CANAPÈ: (SYSTEMIC USE) OPENINGS <input type="checkbox"/> RESPONSES <input type="checkbox"/>														
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE														
OPENINGS	DESCRIPTION													
OP. 1 2♦	WK M; 0 – 7 HCP; 4441 – 20 HCP													
OP. 2														
OP. 3														
OP. 4														
OP. 5														
OP. 6														
OP. 7														
OP. 8														
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE														
CB. 1	WEAK JUMP OVER PARTNER'S OPENING OF 1 IN A SUIT													
CB. 2														
CB. 3														
CB. 4														
CB. 5														
CB. 6														
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE														
PSYCHIC OPENINGS OTHER														

IMPORTANT: Use symbols ♣, ♦, ♥, ♠ when needed

IMPORTANT: All text must be typewritten or block letters.

