


DEFENSIVE AND COMPETITIVE BIDDING			
OVERCALLS — General Style 1 LEVEL = 7-16; 2 LEVEL = 11-16			
Responses	AFTER 1 LEVEL ; NS = F1, CUE = FIT		
	AFTER 2 LEVEL ; NS = F1, CUE = FG		
	AGGRESSIVE FACING PASSED PARTNER		
IN BAL.POS. CAN BE LIGHT			
Responses	NS = NF; CUE = F1		
TAKE-OUT DOUBLE — General Style 3 OTHER SUITS OR STR;			
	M+M, OFF-SHAPE OK; OM, SLIGHT OFF-SHAPE OK		
Responses	NON JUMP = 0-8, 4+ CARDS; JUMP = 9+; CUE = FG		
IN BAL.POS. CAN BE LESS			
Responses	CAUTIOUS		
1NT OVERCALL	Responses	Other Meanings	
2nd pos. 15/16-18	2♣ = STAY; CUE = FG; JUMP = INV		
4th pos. 11-14	2♣ = STAY; CUE - FG		
JUMP OVERALL	WEAK	INTERM	STRONG 2 SUITER
OTHERS			
	WIDE RANGE WITH PASSED PARTNER		
Responses			
UNUSUAL NT 2 LOWEST SUITS; 8-11 NV; 9-13 V; OR V STR. (18+)			
Responses	NS = NAT NF; CUE = FG; JUMP = INV.		
DIRECT CUE-BID STYLE 1m - 2m = M+M; 1M - 2M = 0M+m LESS THAN			
	12/13 OR 17+; 5+ & 5+ CARDS		
Responses	JUMP = INV; CUE = FG; 2N = m INQUIRY		
VSNT	LANDY	Responses	
2♣ = M+M, 5+ & 4+ CARDS		2M = TO PLAY, 3M = INV: P OR 2♦ = SUIT 3♣ = INV, ANY M; 3♦ = FG, ANY M	
2♦ / 2♥ / 2♠ = NAT	NAT; NS = F1; RAISE = INV.		
DBL = STRONG			
VS PREEMPTS DBL = T/O THRU 4♥; 4♠ - 4 NT = T/O, 3 SUITS OR 2 SUITS;			
PH - 4♥ - DBL = 5+ ♠ (INV SAVE)			
VS ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS			
VS 1♣; DBL = M+M; WIDE RANGE WJO; NT = m+m; PASS & BID = 14+ INV			
VS 2♣; DBL = M+M; NT = m+m; WIDE RANGE WJO			
OVER OPPONENTS' TAKE-OUT DOUBLE			
NS w/o JUMP = NAT, F1; JUMP = PRE; RDBL = 10+, USUALLY INTRESTED IN PEN,	DENIES M FIT		
1M - DBL - 2NT = JORDAN (LIMIT + RAISE with 4+ CARDS)			

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

LEADS AND SIGNALS						
OPENING LEADS	SUIT	3rd/5th	4th:	Attitude:	Rusinow:	
		OTHERS				
	NT	3rd/5th:	4th:	Attitude:	Rusinow:	
		OTHERS				
SUBSEQUENT LEADS						
Circle opening leads vs no-trumps Underline leads against suit contracts if different.						
					SAME LEADS IF OUR SIDE SHOWED SUIT	
AK	KQ	QJ	J10	10x		
AQx	KQx	QJx	J10x	109		
A K J x	K Q x	Q J 10 9	J 10 9 8	10 9 x	YES NO	
A K J 10 x	K Q J x	K Q 10 x	K J 10 9	9 8 x	x x	
A Q J x	K J 10 x	K Q 10 9 x	K 10 9 8		x x (x)	
A J x	K x	Q x	J x	10 x	x (x) x (x)	
K J x	K x x	Q x x	J x x	10 x x	x (x) x (x) x	
K x x x	K x x x	Q 10 9 x	J x x x	10 x x x	x (x) x (x) x x	
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 2 (S)	D 1 (S)		
	On declarer's lead		2 (S)	1 (S)		
	Discarding		E 2 (S)	D 1 (S)		
NT	On partner's lead		E 2 (S)	D 1 (S)		
	On declarer's lead		2 (S)	1 (S)		
	Discarding		E 2 (S)	D 1 (S)		
SIGNALS IN TRUMP SUIT			OTHER SIGNALS			
HI - LO = ODD NO OF TRUMPS						
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES						
RESP DBL THRU 4♦ USUALLY DENIES OM EXCEPT 3♠						
COMP DBL THRU 4♦ = OM						
(4 SUIT DBL)						
G/T DBL						
FLEXIBLE NEG DBL AFTER 2♠						
SPECIAL FORCING PASS SEQUENCES						
PASS AND PULL = CONTROL						

WBV CONVENTION CARD		
SYSTEM STYLE No. Points Natural — GREEN Strong Club — BLUE Artificial — RED Highly Unusual — YELLOW		 OPEN LADIES MIXED
ASHWIN SHAH	RAKESH SHARMA	KENYA
NAME OF PLAYER	NAME OF PLAYER	NCBO
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
STANDARD 5 CARD M; 4 CARD ♦; SHORT ♣		
OPEN LIGHT ON UNBAL HAND; RESP LIGHT WITH LONG SUIT / FIT; WIDE RANGE PRE IN 3 SEAT; FREQ USE OF NON - PENALTY DBLS.		
RESPONSES TO 1 MAJOR: 1 NT = F1 2 OVER 1 = FG		
OPENING 1 NT RANGE: 15-17, 5M OK; 3/4 SEAT SPL H OK		
ARTIFICIAL STRONG 1 Responsive Style N/A		
CANAPÉ: (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; 24-25 BAL	
OP. 2 2♥	♥ + m; 5-4 OK IN 3 SEAT	} RANGE 5-9 NV 7-10 VUL.
OP. 3 2♠	♠ + m; 5-4 OK IN 3 SEAT	
OP. 4 3NT	SOLID m; OUTSIDE STOP PROMISED	
OP. 5 4♣	} NAMYATS; PROMISES CONTROLS IN 2 OUTSIDE	
OP. 6 4♦	} SUITS	
OP. 7		
OP. 8		
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE		
CB. 1	PRE RAISE IN COMP	
CB. 2	PRE JUMP SHIFT IN COMP	
CB. 3	CUE = LIMIT (+) RAISE VS O/C	
CB. 4		
CB. 5		
CB. 6		
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		
PSYCHIC OPENINGS OTHER		

IMPORTANT: All text must be typewritten or block letters.

