


DEFENSIVE AND COMPETITIVE BIDDING			
<b>OVERCALLS</b> — 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			
<b>IN BAL.POS.</b> CAN BE LIGHT			
Responses NS = NF; CUE = F1			
<b>TAKE-OUT DOUBLE</b> — 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			
<b>IN BAL.POS.</b> CAN BE LESS			
Responses CAUTIOUS / CUE = F1			
<b>1NT OVERCALL</b>	<b>Responses</b>		<b>Other Meanings</b>
2nd pos. 15/16-18	2♣ = STAY; CUE = FG;		
	JUMP = INV		
4th pos. 11-14	2♣ = STAY; CUE - FG		
<b>JUMP OVERALL</b>	<b>WEAK</b>	<b>INTERM</b>	<b>STRONG</b> <b>2 SUITER</b>
<b>OTHERS</b>			
WIDE RANGE WITH PASSED PARTNER			
Responses NEW SUIT BID BY P/H = FIT / LEAD DIRECTIONAL			
<b>UNUSUAL NT</b> 2 LOWEST SUITS; WEAK OR STRONG			
Responses NS = NAT NF; CUE = FG; JUMP = INV.			
<b>DIRECT CUE-BID</b> STYLE 1m - 2m = M+M; 1M - 2M = 0M+m			
WEAK OR 17+; 5+ & 5+ CARDS			
Responses JUMP = INV; CUE = FG; 2N = m INQUIRY			
<b>VSNT</b>	<b>LANDY</b>	<b>Responses</b>	
2♣ = LANDY & TRANSFER 2 <sup>ND</sup> SEAT, LANDY 4 <sup>TH</sup> SEAT			
2♦ / 2♥ / 2♠ = NAT DOUBLE CAN			
BE LIGHTER			
<b>VS PREEMPTS</b> DBL = T/O THRU 4♥; 4♠ - 4 NT = T/O, 3 SUITS OR 2 SUITS;			
PH - 4♥ - DBL = ♠			
<b>VS ARTIFICIAL STRONG</b> 1♣ or 2♣ OPENINGS			
VS 1♣; CRASH, WIDE RANGE J. O/C, PASS & BID = 14+ INV			
VS 2♣; DBL = M+M; NT = m+m; WIDE RANGE WJO			
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>			
NS = F1, JJUMP IN NS = 6 CARDS WITH 2 HONORS EXCET AK, REDBL = PEN			
ORIENTED			
1M - 2NT = LT (+), 1m - 2NT = INV DENIES 4M, (WITH P/H PROMISES FIT)			

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

LEADS AND SIGNALS						
<b>OPENING LEADS</b>	<b>SUIT</b>	3rd/5th	4th:	Attitude:	Rusinow:	
		OTHERS				
	<b>NT</b>	3rd/5th:	4th:	Attitude:	Rusinow:	
		OTHERS				
<b>SUBSEQUENT LEADS</b>						
Circle opening leads vs no-trumps						
Underline leads against suit contracts if different.						
					SAME LEADS IF OUR SIDE SHOWED SUIT YES NO	
AK	KQ	QJ	J10	10x		
AKx	KQx	QJx	J10x	109		
AKJx	KQx	QJ109	J1098	109x		
AKJ10x	KQJx	KQ10x	KJ109	98x		
AQJx	KJ10x	KQ109x	K1098	x(x)		
AJx	Kx	Qx	Jx	10x(x)		
KJx	Kxx	Qxx	Jxx	10xx(x)		
Kxx	Kxx	Q109x	Jxx	10xx(x)		
<b>SIGNAL WHEN FOLLOWING SUIT OR DISCARDING</b>						
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						
<b>SUIT</b>	<b>CARDS</b>		<b>HIGH</b>	<b>LOW</b>	<b>ODD</b>	<b>EVEN</b>
	On partner's lead		D1 (S)	E2 (S)		
	On declarer's lead		1 (S)	2 (S)		
	Discarding		D1 (S)	E2 (S)		
<b>NT</b>	On partner's lead		D1 (S)	E2 (S)		
	On declarer's lead		1 (S)	2 (S)		
	Discarding		D1 (S)	E2 (S)		
<b>SIGNALS IN TRUMP SUIT</b>			<b>OTHER SIGNALS</b>			
HI - LO = ODD NO OF TRUMPS						
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>						
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♠						
DBL AFTER O/C SHOWS MAX VALUE						
<b>SPECIAL FORCING PASS SEQUENCES</b>						
PASS AND PULL = CONTROL IN OPP. SUIT						
PASS = F BY OPENER AFTER 2♣ OPENING						

WBFC CONVENTION CARD		
<b>SYSTEM STYLE</b>		<b>No. Points</b>
Natural — GREEN		[ ]
Strong Club — BLUE		
Artificial — RED		
Highly Unusual — YELLOW		
		
<b>OPEN LADIES MIXED</b>		
<b>DIPAK GUDKA</b>	<b>KAMAL SHAH</b>	<b>KENYA</b>
<b>NAME OF PLAYER</b>	<b>NAME OF PLAYER</b>	<b>NCBO</b>
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
STANDARD 5 CARD M; 3m		
OPEN LIGHT ON UNBAL HAND; RESP LIGHT WITH LONG SUIT / FIT; WIDE RANGE PRE IN 3 SEAT; FREQ USE OF NON - PENALTY DBLs.		
<b>RESPONSES TO 1 MAJOR: 1 NT = F1      2 OVER 1 = FG</b>		
<b>OPENING 1 NT RANGE: 15 - 17, 5M OK; 3/4 SEAT SPL H OK</b>		
<b>ARTIFICIAL STRONG 1</b> Responsive Style N/A		
<b>CANAPÉ: (SYSTEMIC USE) OPENINGS</b> <input type="checkbox"/> <b>RESPONSES</b> <input type="checkbox"/>		
<b>SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</b>		
<b>OPENINGS</b>	<b>DESCRIPTION</b>	
OP. 1 2♦	WK M; 24-25 BAL	
OP. 2 2♥	♥ + m; 5-4 OK IN 3 SEAT	} RANGE 5-9 NV
OP. 3 2♠	♠ + m; 5-4 OK IN 3 SEAT	
OP. 4 3NT	4m PRE	
OP. 5 4♣	} NAMYATS ; PROMISES CONTROLS IN 2 OUTSIDE	
OP. 6 4♦	} SUITS	
OP. 7 4M	WIDE RANGE 3/4 <sup>th</sup> SEAT	
OP. 8		
<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>		
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		
<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>		
3 SEAT PRE, IF NV CAN BE VERY WIDE RANGE		
<b>PSYCHIC OPENINGS</b>		<b>OTHER</b>
IMPORTANT: All text must be typewritten or block letters.		

