

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 Level-7-17(can be lower with shape) HCP 5+cards (rarely4), New suit by ADV at a)1 level-8+HCP,4+card, b)2Level-Const nf 10-14/15HCP, 5+, Single Jump = Fit, Double jump = SPL if only one jump available Jump = SPL Cue = 9+ fit or any GF Jump cue = 4+cards, 6-9 HCP, jump = PRE. 2 LevelO/C -10-17HCP, 5+cards (usually 6) new suit - ORF1
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd live: 15-18HCP, usually with stopper. Responses=Same as 1nt opening Balancing: 11-14: Responses = 2C is range ask, rest same. On 2C, 2D/H/S with min 11-13, 2NT with max 14, then 3C = re-stayman
<b>JUMP OVERCALLS (WJO) (Style; Responses; Unusual NT)</b>
<b>WEAK</b> 2NT by ADV = same response as after opening weak 2
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue against strong 1C -Dbl for Majors, NT for minors
Direct Cue bid against Std 1C/1D.- 2C/2D majors, 2NT-H&minor
Direct Cue against 1H/1S- Other major & minor
Jump cue bid: asks partner for check in opponents suit. May be good suit and invn to 3NT
<b>VS. NT (vs. Strong/Weak)</b>
Vs Strong NT: Don't (see notes -11)
Vs. Weak NT - Cappelletti (See Notes-11),
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Weak 2: DBL for take out, and rest natural
Weak 3: Dbl take out and rest natural
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1C/1D Strong: Dbl Majors, 1NT minors.
Over 1C- 2C : Natural, 2C(art)-3C : majors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl=10+HCP, usually no fit. Jump raises weak = 5-7 with5+supp
1m-X-jump in om = LROB, 2m = Courtesy raise
Over 2C strong- Natural

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	highest card	
NT	2 <sup>nd</sup> or 4 <sup>th</sup>	Highest card	
Subseq	Count on remaining cards	Count on remaining cards	
Other: vs NT: A for attitude or U/B, K for count, Q for ATT or U/B			
ATT shifts thru declarer: low from Q or higher			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK (+), Ax	Asks UB/CT, AKJT (+)	
King	KQ (+), AK, Kx	Asks for attitude, AKx	
Queen	Q x, QJ (+)	UB or Att, KQT9, QJ (+)	
Jack	HJT0, JT0(+), Jx	HJT0, JT0(+), Jx	
10	HT9, T9(+), Tx	HT9, T9x, 10x	
9	9x	98(+),9x(x)	
Hi-X	xx, doubleton	xx, denies H	
Lo-X	Shows an honor	Promises at 2/4cards	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT(Low=Enc)	COUNT (H/L=Odd L/H even)	1 <sup>st</sup> discard low encl
Suit 2	COUNT(Hi=Odd)	S/P(STD)	COUNT (H/L=Odd L/H even)
3	S/P(STD)	S/P(STD)	S/P(STD)
1	ATT(Low=Enc/cou nt)		
NT 2	COUNT(Hi=Oddn)	COUNT (H/L=Odd L/H even)	1 <sup>st</sup> discard o/e
3	S/P(STD)	S/P(STD)	S/P(STD)
Signals as above			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
At 1- level: 11+. At 2 level: 12+			
Short in opponents' suit (max 2 cards usually) or 18 +. T/O dbls till 4H			
Responses to Partner's take out double: - Lebensol (see notes 10) Any new suit at lowest level = 0-8 points 4+ length 1NT = 9-11 points 4+ with stopper in opponents' suit Jump bid = 9-11 points 4 + suit game invitational Cue bid opponent's suit = 12+ game force			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
-ve DBL upto 4H			
(1N) (3N) X asks for short M lead.			
After bid and raise, X of that suit = don't lead			
After silent auction, X of 3NT asks for dummy's 2 <sup>nd</sup> suit lead			
After we find a fit, Xs are game try/competitive			

W B F CONVENTION CARD
<b>CATEGORY: Asia Cup: Senior teams &amp; Pairs</b> <b>NCBO: Malaysia</b>
<b>PLAYERS: M Vasanth Pai &amp; Ian Irving</b> <b>EVENT: ALL (Standard 2/1 system)</b> <b>Convention Card to be read in conjunction with the</b> <b>Supplementary notes attached.</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card Majors with Semi F INT
D :4cards, C: min 3 Cards
1NT: 15-17, balanced or unbalanced hand
2D/2H/2S - weak
2C - Strong ART
2 over 1 GF
Freq when required WJOs
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Defence against Multi 2D, Tartan and 2NT (minors) see Notes 12
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
(1S) -P (2S) & (1S/2S)-P-(4S) - Here 2NT/4NT any 2 suits (1H)-P-(2H) & (1H/2H)-P-(4H) - here 2NT/4NT shows H & m

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				COMPETITIVE & PASSED HAND BIDDING
				DESCRIPTIO N	RESPONSES	SUBSEQUENT ACTION	
1♣		3+	4H	11-21	1D/1H/1S=4+Cards 6+HCP,1NT/2NT 3NT=8-10/11-12/13-15 (denies 4Card M), 2H/2S- reverse Flannery 5-4 in S & H 6-9 pts/10-11 pts	Reverse Flannery responses see <b>supplementary note -1</b> 1♣-1M/1m/1NT-2NT= BAL18-19. Then transfers – <b>see notes -2</b> Reverse by opener is Forcing - <b>see notes 13</b>	
				3C =Mixed raise, 2C -GF, 2D invitational 5carder suit +4/5 cards in P suit, splinters  <b>Splinters (with 5+ support)</b> 1C – 3D / 3H / 3S	1C-1M -2M (can be 3or 4card support unbalanced hand) - <b>see notes 3</b>  <b>18-19 HCP &amp; 4 card support for 1M response</b> <i>With 5 card minor and 5422- bid 1m – 1M – 4m: Examples</i> 1C – 1H/1S – 4C - Shows 5C and 4H – precisely 5422  <i>No 5 Minor &amp; No Singleton (Mostly by Jump reverse)</i> 1C – 1H – 3D 1C – 1S – 3D Only on 1D – 1H; no jump reverse bid is available. Hence, here 2NT may be with or w/o fit 1C-1M -3S Splinters 3S onward  1C-1D/1H/1S-1NT -2C/2D (art invi / GF) <b>supplementary notes -4</b> Other bids natural,4C/ 4NT=RKC/Quant. 4 <sup>th</sup> Suit GF – <b>see notes 8</b>	1C-(1X)-3C = Mixed Raise Transfers on 1S O/C Cue bid- limit or better. Dbl and Redbl are neg. 1C-(X)-2D – 10+ pts + fit	
					4C=RKC, 4M=To play, 4N = Quant	1C-1D/1H/1S-1NT -2C/2D (art invi / GF) <b>supplementary notes -4</b>	
1♦		4+	4H	11-21	1D/1H/1S=4+Cards 6+HCP,1NT/2NT 3NT=8-10/11-12/13-15 (denies 4Card M), 2H/2S- reverse Flannery 5-4 in S & H 6-9 pts/10-11 pts 3D =Mixed raise, 2D -GF, 3C invitational 5carder suit +4/5 cards in P suit, splinters  <b>Splinters (with 5+ support)</b> 1D – 3H/ 3S/ 4C  4D=RKC, 4M=To play, 4N = Quant	Reverse Flannery responses see <b>supplementary note -1</b> 1♣-1M/1m/1NT-2NT= BAL18-19. Then transfers – <b>see notes -2</b>  1D-1M -2M (can be 3or 4card support unbalanced hand) - <b>see notes 3</b> Reverse by opener is forcing. - <b>See notes 13</b>  <b>18-19 HCP &amp; 4 card support for 1M response</b> <i>With 5 card minor and 5422- bid 1m – 1M – 4m: Examples</i> 1D – 1H/1S – 4D - Shows 5D and 4S – precisely 5422 <i>No 5 Minor &amp; No Singleton (Mostly by Jump revers)</i> 1D – 1S – 3H Only on 1D – 1H; no jump reverse bid is available. Hence, here 2NT may be with or w/o fit  1C-1M -3S Splinters 3S onward.  1C-1D/1H/1S-1NT -2C/2D (art invi / GF) <b>supplementary notes -4</b>  Other bids natural,4C/ 4NT=RKC/Quant 4 <sup>th</sup> Suit -GF - <b>see notes 8</b>	1D-(1X)-3D = Mixed Raise Transfers on 1S O/C Cue bid- limit or better. Dbl and Redbl are neg 1D-(X)-3C – 10Pts + fit

1♥	5	4H	11-21, can be with 10 + in 3 & 4 seat.	<p>1N=6-12HCP semi-F,  2H – Constructive 3 card support 7-10 pts  2N=GF BAL 12+HCP (may Or may not have 3carder support  2C/2D= GF12+HCP 5cards  3D – limit raise (4 card support 10-11 Pts)  3H -Mixed raise 4 cards support 5-7 pts  1H – Double jumps are splinters having 11-13.  1H – 3NT is diamond splinter  1H-2S – 3 suiter-mixed splinters (8-10 or 14+ pts) <b>see Notes 5</b>  1H -4H -to play</p> <p>Two Way Drury (Only in uncontested auctions)  When 1M gets opened in 3rd or 4th seat it can be light. Responder now bids  2C with 9-11, 3 card support  2D with 8-11, 4 card support</p>	<p>1H-2H- 3C/3D -Help suit game try  1H-2H-2S – short suit tries. <b>See notes 6.</b></p> <p>1H-1S/1NT-2NT=18-19 HCP balanced  1H-1S/1NT – 3NT- 18-19 with 6 carder H suit  1H-1S-1NT +2way check back Stayman (GF ART)- <b>See notes 7</b></p> <p>4<sup>th</sup> suit GF – <b>see notes 8</b></p> <p>1H – 2C – 3D / 3S is D/S splinter in support of C  1H – 2D – 3S is S splinter in support of D</p> <p>Reverse by opener is forcing. (<b>see note 13</b>)</p>	<p>Transfers and good raises on DBL and 1S o/c.  2NT- 4C support inv Jordan   Cue bid -3+ support inv  On Michael O/C -3level bis natural &amp; GF, Dbl -10+pts and no fit,  On Unusual NT -3C/3D are H/S suit inv</p>
1♠	5	4H	11-21, can be 10+ pts in 3 <sup>rd</sup> & 4 <sup>th</sup> seat.	<p>1N=6-12HCP semi-F,  2S – Constructive 3 card support 7-10 pts  2N=GF BAL 12+HCP (may Or may not have 3carder support  2C/2D/2H= GF12+HCP 5cards  3D – limit raise (4 card support 10-11 Pts)  3S -Mixed raise 4 cards support 5-7 pts  1S – Double jumps are splinters having 11-13.  1S – 3NT is heart splinter  1S-3C minor mixed splinters (8-10 or 14+ pts) <b>see Notes 5</b>  1S-3H – heart splinter (other than 11-13 pts) <b>see note 5</b>  1S-4S to play</p> <p>Two Way Drury (Only in uncontested auctions)  When 1M gets opened in 3rd or 4th seat it can be light. Responder now bids  2C with 9-11, 3 card support  2D with 8-11, 4 card support</p>	<p>1S-2S- 3C/3D/3H -Help suit game try  1H-2S-2NT – short suit game tries. See notes 6.</p> <p>1S-1NT-2NT=18-19 HCP balanced  1S-1NT – 3NT- 18-19 with 6 carder H suit</p> <p>4<sup>th</sup> suit GF – see notes 8</p> <p>1S – 2C – 3D/3H is D/H splinter in support of C  1S – 2D – 3H is H splinter in support of D</p>	<p>Transfers and good raises on DBL  2NT- Jordan   Cue bid -3+ support inv  On Michael O/C -3level bis natural &amp; GF, Dbl -10+pts and no fit,  On Unusual NT -3C/3D are H/S suit inv</p>
INT		4H	15-17 Balanced or un balanced	2C Stayman	<p>After Stayman 1NT-2C</p> <p>2D -No Major  2H - 4H, May have 4S  2S - 4S  2NT- Any 5 Card major min  3C/3D – 6 carder suits  3H /3S - 5 Card suit, Maximum  Further bids –  1NT-2C-2NT -3C (art relay asks for Major) – 3H/3S -5 card major  1NT-2C 2D- 3H/3S (Smolen) GF with 4-5 majors (4cards in bid suit)  1nt-2C-2D-2H/2S – invitation with 54 in majors (5 card in bid suit)</p>	<p>On DBL/– if not penalty system on. If penalty then Don't style.  On 2C if not penalty system on. If penalty Dbl is inv values with one or both majors.  On 2D to 2S – Leben sol,(<b>see notes 10</b>)Dbl values.</p>



2NT			20-21, Balanced or unbalanced hand.	3C - Stayman (Puppet) 3D / 3H - Major Transfers 3S - Minor suit-oriented hand puppet to 3NT 3NT - To Play 4C- Gerber 4D / 4H - Texas Transfers to 4H / 4S 4NT - Quantitative	<p><b>2NT -3C- 3D</b> (Opener has at least one 4 carders major) - further responses 3H - 4 Card S 3S - 4Card H 4C – Both Majors – Slam invitational 4D – Both Majors – Game values</p> <p>2NT-3C -3H/3S – 5 card majors.</p> <p>2NT-3D (Trf to H) -further Responses 3H – normal transfer 3S/4C/4D – Cue bid with good 4 Carder H support</p> <p>2NT-3H (transfer to S) – further Responses 3S – Normal transfer 4H/4C/4D – cue bid with good 4 carder S support</p> <p><b>Further Bids.</b> With 5-5 Majors 2NT – 3H – 3S – 4H – 5-5 majors game values 2NT – 3D – 3H – 3S – 5-5 majors with slam invitation</p> <p><b>2NT – 3S (minors) – 3NT (puppet mandatory by opener) – Further Bids</b></p> <p>4C – 6+ cards C, 4D accept, 4NT reject 4D – 6+ cards D, 4H accept, 4NT reject 4H – low to low 5-4 with 5C 4S – low to low with 5-4 with 5D 4NT – 5-5 Minors</p>	All DBLs are T/O Rest natural.
3♣		6+	PRE	All Natural,		
3♦		6+	PRE	3M=F1, 4D=RKC		
3♥		7+	PRE	3♠=F1, 4NT=RKC		
3♠		7+	PRE	4NT=RKC,	...6♠=AK	
3NT	ART		Solid 7/8 card minor	4♣=P/C, 4M=To play, 4D =enquiry for singleton, 5C=P/C	3NT-4D=4♥/♠ Singleton in that suit, 4NT No Singleton, 5♣ Singleton♦, 5♦ Singleton ♣	
4♣		8	PRE	4♦=NAT F1, 4M = To play, 4NT=RKC		
4♦		8	PRE	4M/5♣ = To Play, 4NT=RKC	<b>HIGH LEVEL BIDDING</b>	
4♥		8	Pre or good hand to play	4♠/5m = To Play, 4NT=RKC	4NT-RKCB=1430, <b>the next higher level is Q, if below trump suit</b> -6 level Trump, no extras, 5NT – Two kings, 6 level bid – That King. <b>Above trump suit,</b> NT -no extras, 6 Level bid – That “K” or extras	
4♠		8	PRE or Good hand to play.	5m = To Play, 4NT=RKC	4C/4D – RKC in minor suits is possible. EKCB =Same as RKCB	
					On interferences DIPO & RIPO	
					On NT oriented hand– 4C is RKC.	
					5NT bid after RKC is Grand slam try. If Extras bid that suit @6 level.	
					RKC response with a void. 5NT- Even no. of key cards and a void. 6 level void suit-Odd key cards with Void if below trump suit, else bid trump suit at level 6.	