

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+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
<ul style="list-style-type: none"> Immediate o/call: 15 -17 Balancing 1N: 11+ now 2C Stayman. Range and shape enquiry. Balancing suit call at 1 Level or non-jump 2 level: 9-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump suit call: Pre-emptive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels and Unusual 2N On 1C/1D- 2N is hearts and other minor Jump Cue – Control ask
VS. NT (vs. Strong/Weak; Reopening; PH)
Woolsey vs strong - Subsequent bids will describe them Cappelletti vs weak Double is penalty 2C both M, 2D long M
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
On M suit pre-empt- 4C = C + OM, 4D = D + OM,
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	4 th Best, High Low, 2nd best from 4 rags	Low from Honor if count is known.	
NT	4 th best Top of sequence, internal sequence Second Highest from rags	4 th best, if supported then may be from top of nothing,	
Subseq	Normal		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	AKx+	
King	KQ x (+), KA tight or with side ston	KQJ x (+) or, AKJx, KQ10x,	
Queen	QJ, QJ x (+),	QJx, AQ10xx, KQx	
Jack	J 10 9 (x ⁺)	J109+	
10	10 x, 10 9 x, H 10 9 (+)	H109	
9	9 x, 9 8 x	H98 (+), 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	Count	SPS	
3	SPS		
1	Attitude on AQ, unblock count on K	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, penalty-After GF is established			

W B F CONVENTION CARD
PLAYERS: Savleen Thadani & Sadhana Gupta EVENT – Asia Cup June 2026
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
<ul style="list-style-type: none"> Standard, 5533, 2/1 NT (passed seat) semi-forcing over 1M 2D-18-19 balanced 2C- Strong 22+ Balanced or Game in hand 2NT = 20-22
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2D –18-19 balanced, With a long d suit partner may pass (Note 7) Gazilli (Note 3), Bourke relay (Note 11), Transfer Lebensohl (note 13) Help Suit trials, Short Suit trials LDD on opponent's artificial bids Support double not mandatory. 1C-1D-1M 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.D BL 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 pre-emptive. (3M-1=LR, 3M-2=MR, 3M-3=15/16 3M-4=Mini/Maxi splinter) 1M-4M Catch all., 4N RKC		Cappeleti transfers. Drury off in competition. Fit bids 7-9 only after a double,
INT			3S	15/17 HCP, may have a rag singleton, can have 5 M/6m	2C Stayman does not promise 4 card M, 2D/H-Trf, 2S-Trf to C, 2N- Transfer to D, 3C-5C, 4M GF, 3D-5D, 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. 1N 2C 2H 2S = no 4 card S, 1N 2C 2H 2N = 4 card S	
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		18-19 Balanced	2H/2S - non forcing, 2N forces 3C muppet stayman, rest transfers. 2D can be passed if responder has weak hand with Diamonds	All bids similar to responses on 2N other than bids at the 2 level	
2♥/2♠		6+/- 1		5/11 HCP	3H/S- Not invitational, 3C/D -own suit F, 2N(relay)	Ogust, RKCB after setting suit.	On 4 th seat, promises 13-15, 6 cards
2NT				20/22	Muppet 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		varied		8 card suit usually			
4♥/♠		7		To Play	New suit is control asking bid		
5♣/♦		8		To play	New suit is control asking bid		
						RKC: 14/03, Control bids after trump is set below 3N, DOPI (Double 0/3, pass 1/4, Next step 2... etc) Rev. Drury - 2C: 4+ card 10-11 HCP, 2D: 3 card, 2N 3+ card support with shortness, Support double and redouble: 3 Card support,	

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