

<b>DEFENSIVE AND COMPETITIVE BIDDING</b> ♣♠♥♦
<b>OVERCALLS</b> (Style; 1/2 Level; Reopening)
GENERAL STYLE NATURAL AGGRESSIVE, 6-16 HCP, 1 LEVEL CAN BE 4 CARDS.
RESPONSE OF NEW SUIT FORCING .JUMP SUIT FIT SHOWING
JUMP RAISE PRE. CUE BID IS F1R 1 NT NF, 2 NT INV, 2NT AFTER CUE AGAIN 1RF
<b>1NT OVERCALL IN 2ND POS</b> IS 15 -18 HCP NOW RESP ARE
Stayman, major suit transfers 2NT inv. IF NT overcall is DBL – resp WRIGGLE {see notes}
<b>INT OVERCALL IN 4TH POSITION</b> 11-14, NOW 2C BY RESP IS RANGE ASK STAYMAN. Resp 2D/2H/2S = 11-12:2NT=13/14; Then 3C - Stayman
INT OVERCALL CAN BE COMIC OCCASIONALLY
<b>OVER 1CLUB STRONG</b> 1NTIS MINRS D FOR MJR LEBSOL on 2H/S BY OPP AND DOUBLE BY PARTNER
<b>JUMP OVERCALLS</b> (Style; Responses; Unusual NT)
OVER 1-SUIT:WJO 100%
ON MINORS CUE IS MJRS
MICHAELS ON ALL ONE LEVEL OPENINGS. JUMP CUE is DIRECTIONAL FOR NT
VS. NT ( vs. Strong / Weak; Reopening; )
<b>V/s NT</b> LANDY IN BOTH POSITION and TRF IN 2 <sup>ND</sup> POS ONLY.{Four Suit}
ON LANDY 2♦ EQUAL LENGTH IN MJRS , 2NT INV, 3D INV TO 4 OF A MAJOR
VS. PREMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL FOR T/O. CUE ON M both minor
LEAPING MICHAEL'S NT BIDS NAT.
VS. ARTIFICIAL STRONG OPENINGS NAT.WJO. DBL FOR M & NT FOR m.
<b>ON STRONG 2♣</b> ALL NT FOR MINORS. DBL=Clubs
OVER OPPONENTS' TAKE OUT DOUBLES of 1D opening
RDBL 10+ HCP. 1 level major is 7+ forcing (unpassed) 2 level NF
ON M OPENINGS and opp double transfers
2 NT =GOOD RAISE TO THREE , JUMP SUIT FIT,

<b>LEADS AND SIGNALS</b>
LEAD IN PARTNERS SUIT
SUIT HXS, XSXX HXS IF SUPPORTED.
NT HXXS, XSXX HXS IF SUPPORTED.
SUBSEQ. HXSX, XSXX HXS IF SUPPORTED
OTHER LEAD 4TH BEST IN NT, 3 <sup>rd</sup> -5 <sup>th</sup> in suit. STANDARD LEADS FROM SEQUENCES AND CARDING. HIGH ENCOURG AND LOW DISCOURAGE.
GENERAL LEADS
LEAD VS SUIT VS NT
ACE AKX(+), AX CT AKX(+), AQXAX+ATT/UB
KING KQX(+) AT STRONG HOLDING CT
QUEEN QJX(+) ATT KQ109X, QJ9X(+)CT/UB
JACK J10X(+), JXX(+) J10X(+), J10X(+)ATT1
10 109X(+), HH109X(+) 109X(+) HH109X(+) A
9 98X(+), 9X H H98. 98X(+) 9X, HH98X(+)
HI-X SXX, XSXX(+) SXX, XSXX(+)
LO-X (H/10)XXS(+), (H/10)XXS(+), HXS. ATT HXS. ATT
SIGNALS IN ORDER OF PRIORITY
PARTNERS' DECLARERS' DISCARDING
1 HI = ENCRG HI = SP HI = ENCRG
SUIT 2 HI = EVEN HI = SP HI = SP
3 HI = S/P
1 HI = ENCRG HI = SP HI = ENCRG
NT 2 HI = EVEN HI = EVEN
3
<b>SIGNALS (including Trumps) : STANDARD</b>
REMAINDER COUNT, TRUMP SIGNAL
ATTITUDE ON K AND Count on ACE
IN NT –ACE for UNBLOCK
<b>TAKE OUT DOUBLES</b> (Style, Responses; Reopening)
CLASSIC, COULD BE LIGHT ON PERFECT SHAPE WITH 11+ HCP. OR 17+HCP ANY HAND
BEST SUIT, CUE BID F1. JUMP CONST NF, <b>LEBENSOLH OVER WK MAJOR DBLS; WOLFE SIGN OFF OVER 2NT OVERCALL</b>
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES
FLEXIBLE NEG DBL, COMPETITIVE DBL, ACTION DBL AT 3 LEVEL,

<b>WBF CONVENTION CARD</b>
<b>CATEGORY</b> NCBO INDIA EVENT PLAYERS Archie Sequeira & R A Agarwal SYSTEM SUMMARY PRECISION
GENERAL APPROACH AND STYLE - <b>MODIFIED PRECISION</b>
1♣16+HCP UNBAL OR 17+ BAL ART., 1♦PREC.11-15HCP, 1♥/1♠ 5CARD M MAY BE LIGHT 10-15HCP, 2♣PRECISION 2♦ = WEAK 7- 11, 2♥, 2♠ PRE. 2NT 21-22HCP 3NT GAMBLING SOLID MINOR, WILD NV 3 RD SEAT PRE.
ON 1♣ β, γ, ε. FLEXIBLE NEG DBL. FIT BIDS 1 NT OPENING -14-16 HCP 2 OVER 1 RESPONSE – FG SPECIAL BIDS THAT MAY REQUIRE DEFENSE 1♦ PREPARATORY 2♦ = WEAK 2♥, 2♠ OPENING PRE UPTO 11 HCP, TERRIBLE NV.
3 NT GAMBLING SOLID MINOR. 4♣/♦ STR TRF TO 4♥/♠, 4 SUIT TRF ON 1NT STRONG & NT AFTER 1♣ OPENING ON 1M OPENING FIT / VALUE SHOWING JUMPS, RAISE TO 3 PRE, BERGEN RAISES OVER OPPONENTS . 1♣ STRONG X=Majors, 1NT GOOD 5-5 MINORS 2 NT LEBENSOLH IN MANY COMP AUCTION MODIFIED LEBENSOLH IN INTERV.OVER NT WEAK JUMP RAISES IN COMPETITION COMPETITIVE CUE = LIMIT RAISE OR BETTER. METHODS TO ESCAPE FROM 1NT DOUBLED.{WRIGGLE} FIT REVERSE DRURY 2 WAY CROHURST
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS OCCASIONAL

OPEN-ING	TICK IF ARTF	NO OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AUCTION / PASSED HAND
PASS				LESS THAN 11 HCP & RULE OF 19			
1♣	√	0	2♠	16+ HCP ANY DISTRIBUTION CAN BE OPENED ON LESS HCP WITH PLAYING STRENGTH	1♦ 0-7 HCP ART, 1♥, 1♠, 2♣, 2♦ +VE 8+ HCP 5+ CARDS IN BID SUIT, 1NT 8-13 OR 16+ BAL, 2NT 14-15 FOLLOWED BY 3C BARON	1♣-1♦-1♥ RELAY FOR ALL 19+ HCP HANDS NOW REBIDS SHOW RANGE 1NT 19-20 & 2NT 25-26: STAY& TRF APPLIES. 1♠, 2♣/♦ NAT. SUIT NF; 1C - 1D - 2NT = 23-24; OVER +RESP-BETA,GAMMA,EPSILON IN THAT ORDER.; IC -ID -2 H = NAT, NF	DBL FOR 5-7, PASS 0-4 HCP, JUMP SUIT 5-7, 6+ CARDS ON ONE LEVEL OVERCALL SIMPLE SUIT 8+ HCP NAT.
					2♥/S/3C/D= 4-4-4-1 SUIT BELOW S, 9+HCP	BETA, MINI GAMMA, EPSILON	
					1♦ - 1♥ RELAY SEQUENCE 3 C/D/H/S = 5 TO 7 HCP 4-4-4-1 BID SUIT = SINGLETON 1♦ - 1♠ BY OPENER = UPTO 21 HCP	MINI GAMMA, EPSILON - NO BETA <b>SEE NOTE 1 {1}</b>	
1♦	√	0	2♠	11- 15 HCP PREPARATORY BUT CAN BE PASSED. ♦ COULD BE TECHNICALLY VOID	1♥, 1♠, NAT.F.1.1NT 7-10, 2NT 11-12 INV NO MAJ, 2♣, 2♦ GAME FORCE  2♥ 7-10 5-5 MAJORS/ 2♠ 7-10 5-5 MINORS	ON 2C/2D RESP, OF A MAJ WILL SHOW MIN 4 D  DBL BARREL CROWHURST - SEE NOTE 2C	NEG DBL UPTO 2♠, AFTER TWO OVER ONE RESP, REBID OF THE SUIT IS NF
					3♣/3♦ = 6 CARD 2 HONOURS INV TO 3NT 3 OF A MAJOR NAT PREEMPT		
1♥/♠		5+	2♠	11-15 HCP NF RULE OF 19.	1NT ORF, JUMP 3C, 3D = BERGEN RAISES JUMP AFTER PASS ARE FIT SHOWING, 2 OVER 1 GF, RAISE CONSTR. 3♥ OVER 1♠ IS INV 6 CARDS 2 NT = GAMMA FOLLOWED BY EPSILON	OVER CONSTR RAISE, LONG SUIT TRY OVER DBL - REDBL = STRENGTH -: NT/2C/D = TRSFR TO C/D/H/ : 2D = GOOD RAISE IN H-2H = GOOD RAISE IN S	ACTION /RESP DBL, NEG DBL, FIT,
1NT				14-16 HCP CAN HAVE 5 CARDED MAJOR	ONE WAY STAY, 4 SUIT TRNSF AT 2 LEVEL. 4C/4D TRF TO 4H/4S	AFTR STAY 1NT-2C-2D-2H/2S ARE 5-4 MJRS INV ; TRSFR TO H AND THEN S = 5-5 INV SMOLLEN {SEE NOTE 4}	LEBENS OHL
					3C/3D/3H/3S = 6 CARD 2 HONURS INV.	1NT-2C-2MJR-3C IS EXT STAYMAN, SUPER FIT ACCEPTANCE ON TRF, INT-2C-2D-3H/3S SHOW 4-5 MJRS SMOLLEN GF,	
2♣		5+	2♠	12-15, 5♣ WITH 4 OF M OR 6+♣	2D RELAY 2NT INV, 3C ONSTR, 2H/2S ORF  DIRECT 3D/3H/3S INV	AFTER 2♦ RELAY 2NT F, 3♣ NF, 3♦ F, 2C-4C IS PREEMPT	NEG DBL, RESP DBL, JUMP RAISE
2♦		6+		6+ GOOD ♦ 7-10 HCP MAY HAVE 4 MJR	2H/2S /3C IS ORF, 2D-3D NF, 2D-2NT IS RELAY	ON 2NT -3C = BETTER HAND, #D = WEAK HAND, 3H/S = 4 CARD S/H	NO NEG DBLS AFTER 2D OPENING
2♥/♠		6+ NORMALLY CAN BE 5+		UPTO 11 HCP, COULD BAD WHEN NV	2NT RELAY 3C = SINGLETON ENQ NEW SUIT = F	AUGUST RESPONSES. SINGLETON ENQ- RESP. DIRECT	
2NT				21-22 HCP	BARON, SMOLLEN & TRANSFERS, 3♠ IS MINOR SUIT STAYMAN DIR 4C/4D BID SINGLE SUIT SLAM ISH, OP CUE BIDS IF AGREE OR 4NT	TRF AND NEW SUIT NAT GF SLAMISH IF NEW SUIT AT 4 LEVEL	
3♣		6+		CAN BE TERRIBLE WHEN NV	NEW SUIT F1, 4D IS SINGLETON ENQ.		
3♦		"		SAME AS ABOVE REASONABLE VUL	" ; 4C = S ENQ		
3♥/♠		"		SAME AS ABOVE	" ; 4C = S ENQ		
3 NT	√			GAMBLING SOLID MINOR	4♣ PASS OR CORRECT, 4♦ ASK S/S, 4♥/♠ NAT. NF. 4NT ASKS FOR NOF WINNERS	ROMAN KEY CARD BLACKWOOD RESP 1-4, 0-3 KEY CARDS, 2 WITHOUT TRUMP Q, AND 4 <sup>TH</sup> STEP 2 WITH TRUMP Q FOLLOWED BY Q ASK AND 5NT GS INTEREST.	

4♣/♦	√			TRF TO ♥/♠ - 8 TO 8½ TRICKS	4♦ ON 4♣ AND 4♥ ON 4♦ ASK FOR SINGLETON IF ANY	LIGHTNER DOUBLES, DOPI, ROPI  1ST STEP = MAX Q; 2ND STEP = K OR S 3RD STEP = A OR VOID REPEAT ASK - RESP. L/S
4 M [ 14 ]		7+		NAT. TO PLAY.	NEW SUIT IS CAB ASK	
4 NT [ 15 ]	√			SPECIFIC ACE ASK	5♣ = NO ACE, BIDS THE SPECIFIC ACE, 5 NT = ♣ ACE	
5 C/5D		8+		NAT. TO PLAY.	NEW SUIT IS CAB ASK	