DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	G LEAD	S STYLE				
Aggressive at 1L then cue their suit promises fit, jump cue=mixed		I	ead		In Part	ner's Suit	
1N=9-11, 2N=12-14, 2/1=NF, jump in new suit=NAT F1, fit by PH	Suit				3 rd /Low (Att if supported)		
After 2L overcall change of suit=forcing unless they bid	NT	2	^{2nd} bad suit/ 4	th from honour	3 rd /Lov	w (Att if supported)	
After negative DBL 1M, RDBL=10+ exactly 2M then DBL=PEN	Subseq Attitude					Attitude during play	
2N=Limit raise of Major if 3 rd hand bids, NAT if minor overcall	Other: Standard honour leads, No Smith, King asks count at 5L+			unt at 5L+ v suits			
	3 rd from s	six					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						
15-18 with sys on	Lead		/s Suit		Vs NT		
11-14 after 1m opening in protective with sys on			` /		AK(+)		
12-16 after 1M opening in protective with sys on	King AK Do		, , , ,		Asks unblock or count		
(1x)-1N-(DBL)-RDBL=single suited, 2m/2♥=suit+higher, 2♠=NAT	Queen				Could be from KQ(+) or QJ		
	Jack J		JT (+)		JT (+) or KJT(+)/AJT(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10 T9(+), HT9(+)					HT9(+)	
Weak then as if partner opened weak 2M	9	9 9x			9x		
2M in protective is intermediate (normal one level opening)	Hi-X		X x, X		\mathbf{X} x, x \mathbf{X} x, x \mathbf{X} xx, x \mathbf{X} xxx		
	Lo-X xx X , xx X x,			HxX, $HxxX$, $HxxXx$			
	SIGNAL	S IN OR	DER OF PR	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's	Lead	Declarer's Lead	1	Discarding	
Michaels cue bids, 5-5 Majors after 1m, 5OM and 5m after 1M	1	1 Attitude Count		Count		Attitude	
(1m)-2m-(pass)-3m=link to Major, (1♣)-2♣-(pass)-2♦=art bad hand		nit 2 Count SP		SP		Count	
(1M)-2M-(pass)-2N=REL inv+, 3♣=p/c, 3♦=INV Major	3	SP				SP	
	1 Attitude		Count Attitud		Attitude		
VS NT (vs. Strong/Weak; Reopening;PH)		Count				Count	
DBL=4M 5+m (2♣=asks minor, 2♦=asks Major)				SP			
DBL=PEN versus weak NT then first DBL=take-out then PEN	Signals (including Trumps):						
2♣=Majors (2♦=no preference, 3♣=♥s, 3♦=♠s)	Standard signals, trumps=SP (low=default if no preference)						
$2 \leftarrow 1$ Major (2M/3M/4 \checkmark =p/c, 2N=REL then $3 \clubsuit = \checkmark$ s, $3 \leftarrow \Rightarrow$ s MAX)		en infrequ			•	·	
2M=5 Major, 4+ minor (2N=REL then 3m=min, 3M=link, 3♣=p/c)	Ü	•	•	DOUBLES			
2N=Minors							
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOU	BLES (Style	: Responses: R	eoneni	ng)	
Leaping Michaels then unbid step1=good for Major, step2=minor	TAKEOUT DOUBLES (Style; Responses; Reopening) Can be light when shape suitable then cue bid forcing to suit agreement						
Leaping Michaels=GF, better minor LEB	(1m)-DBL-(1♥)-2m cue=other minor, 2♥=♠s						
(2♠)-DBL-(4♠)-5♥=stronger than via 4N	(1m)-DBL-(1♠)-2m cue=other minor, 2♥=♠\$ (1m)-DBL-(1♠)-2m cue=♥s, 2♠=other minor						
VS ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or		L-(1♠)-21		041101			
DBL=Majors, 1N=minors				COMPETITIVI	F DRL	S/RDLS	
1N/2N=cue bid if we overcall a suit		,		luding when res			
111/211—cuc old II we overeall a suit						overcall 1N when DBI	
OVER OPPONENTS' TAKEOUT DOUBLE			unbalanced h		, incy (, cream 11, when DDI	
Transfers after 1M opening or overcall and DBL starting at 1N)_1N_/\	nid)-DBI -take-out	
If opener breaks TFR to new suit=shows something	1m-(Pass)-1N-(bid)-DBL=PEN type, 1M-(Pass)-1N-(bid)-DBL=take-out						
Transfers after 2M opening and DBL starting at 2N	Opponents TFR responses to 1.						
Transfers after weak jump overcall and negative DBL starting at 2N	DBL=take-out of &s and Major, cue bid=take out of &s and Major (1&)-Pass-(1&=no M)-DBL=take-out of &s, 2&=5-4 Majors, 2&=5-5 Majors						
Transiers after weak jump overcan and negative DDL starting at 210	(1 -)-rass	o-(1 क ≡110	wi)-DDL≡ta	κσ-σαι σι ♣8, 2•	-J-4 I	viaj018, 4▼=3-3 IVIA]01	
	Opponent	ts Multi 2	<u> </u>				
				, pass and DBL=	4-1	,	

CATEGORY: Green NCBO: PLAYERS: Raj Shourie and Gavin Wolpert EVENT SYSTEM SUMMARY								
GENERAL APPROACH AND STYLE								
1								
1\psi=4+\psis 5 Card Majors (4 possible in 3 rd seat mostly NV)								
5 Card Majors (4 possible in 3 rd seat mostly NV) (14) 15-17 1NT								
2\\display 2\text{M=weak}								
∠▼/∠IVI—WCdK								
SPECIAL BIDS THAT MAY REQUIRE DEFENSE								
Gambling 3N								
SPECIAL FORCING PASS SEQUENCES								
IMPORTANT NOTES								
1N-(DBL)-RDBL=NAT, Pass=forces RDBL,								
2m/2♥=suit+higher, 2♠=NAT								
1N-(3♥)-DBL=4/5♠s, 3♠=<4♠s, 4m=NAT, 4♥=6+♠s								
1N-(3♠)-DBL=NEG, 4♣/4♦=TFR, 4♥=♣s								
DCVCHICS, Dam								
PSYCHICS: Rare								

W B F CONVENTION CARD

75	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.4		2	7♥	Natural or Balanced	1L=NAT, 2*=Inverted, 2*/2M=very weak 2N=NAT GF 12-14 or 18-19 may have 4M 3*=Mixed, 3*/3M=Weak	1 *-1M-3 *= GF *s 1 *-1M-4 *= 4M and 6+ *s 1 *-1M-2M-2N=Spiral then 3344	1m-(DBL)-jump om=INV+ 5m 1m-(DBL)-2N=weak 5m 1m-(DBL)-3m=mixed 5m 7-9	
1♦		4	7♥	Natural	1M=NAT, 2♣=5+♣ GF, 2♦=Inverted 2M=very weak 2N=NAT GF 12-14 or 18-19 may have 4M 3♣=NAT INV, 3♦=Mixed, 3M=Weak	1 → 1M-4 → 4M and 6 + → s 1 → 1M-2M-2N=Spiral 1m-1x-1N-2m=2 way checkback then 3M 1st 1m-1x-1N-2N=TFR → s	2 way checkback on compettion PH 1m-1x-1N-2◆=NAT with 5M	
1♥		5 (4)	7♦	Natural (4 poss 3 rd mostly NV)	1N=semi forcing can have 3 •, 2 •= GF •s or BAL 2 •= 5 + • GF, 2 •= 8 - 9 3 •, 2 •= very weak, 2N=Jacoby, 3 •= limit 4 • or 3 • + SPL, 3 •= NAT INV, 3 •= Mixed, 3 •= 9 - 11 4 + • any SPL 3N=4 + • • SPL 12 - 15, 4L=4 + • SPL 12 - 15	1 • -1N-2 • = Modified Bart 1 • -2N-3L=SPL, 3 • /3N=med/MAX <spl -2n-4m="5+," -3="" 1="" 2kc+queen="" 3="" 3n="" 4="" 4m="4" nlmh<="" s="" s,="" shortness="" td="" •=""><td>2♣=3+♥ good raise (Drury). TFRs from 1N after DBL 1♥-(3♠)-4♣=♥s slam-try</td></spl>	2♣=3+♥ good raise (Drury). TFRs from 1N after DBL 1♥-(3♠)-4♣=♥s slam-try	
1.		5 (4)	7♥	Natural (4 poss 3 rd mostly NV)	1N=semi forcing can have 3♠, 2♣=GF ♣s or BAL 2♠/2♥=5+ GF, 2♠=8-9 3♠, 2N=Jacoby 3♠=limit 4♠ or 3♠+SPL, 3♣/3♥=NAT INV 3♠=Mixed, 3N=9-11 4+♠ any SPL 4L=4+♠ SPL 12-15	1 - 1N-2 - Modified Bart 1 - 2N-3L=SPL, 3 / 3N=med/MAX <spl, 1 - 2N-4m/4 = 5+, 4 = min< 2KC+Queen 1 - 3 - 3 = ask, 3N/4m=LMH shortness 1 - 3 - 3 - 3 - 3 - 3 s, 3N/4m/4 = 4 s NLMH</spl, 	2♣=3+♠ good raise (Drury) . TFRs from 1N after DBL	
INT		2(1)	4•	(14)15-17 Balanced Some Semi-Balanced Singleton A/K/Q possible	2♣=Stayman, 2♠/2♥=TFR then 2M+1=only break 2♠=Size or ♣s, 2N=♦s, 3♣=Puppet, 3♦=minors GF 3M=SPL 5+4+minors, 4♣=Gerber, 4♦=♥s, 4♥=♠s	1N-2♠-2N=min, 3♣=MAX 1N-2N-3♠=likes 3+♠s or Hx MAX Smolen but off if opponents DBL or bid 1N-3♣-3N=4522 then 4m=flag	TFR Lebensohl, slow shows They DBL Stayman, pass=no stop then RDBL=Stayman They DBL TFR, pass=no fit	
2.	YES	0		GF or (21)22+ Balanced	2 → =GF, 2 ♥=bust then 2 ♠=PUP to 2N then NF 2 ♠=8+5+♠, 2N=8+5+♥s both 2 of top 3 honours 3m=8+6+suit 2 of top 3 honours, 3M=sets suit	22223.=6+vs 22223.=5+vs 22223.=5+vs	(DBL)-RDBL=PEN, pass=bust (2L)-DBL=bad, pass=positive (3L+)-DBL=take-out	
2♦		(5)6		Weak 2 bid	2N=REL 2M/3*=Forcing	2•-2N-3*=MAX, 3•= <max 2•-2N-3M/3N=4 card suits up the line</max 	(01) -11	
2♥		(5)6		Weak 2 bid	2N=REL 2♠/3m=Forcing	2 v -2N-3 * =not min, 3 v =min, 4m=5m 2 v -2N-3 * /3 h /3N=4 card suits up the line	TFRs from 2N after DBL	
2.		(5)6		Weak 2 bid	2N=REL 3m/3 •=Forcing	2♠-2N-3♣=not min, 3♠=min, 4m=5m 2♠-2N-3♦/3♥/3N=4 card suits up the line	TFRs from 2N after DBL	
2NT		2(1)	4♥	(19)20-21 Balanced Singleton A/K/Q possible	Stayman, 3♦/3♥=TFR, 3♠=one or both minors 4♣=Gerber, 4♦=♥s, 4♥=♠s	Smolen, 2N-3 \(\alpha - 3N - 4 \alpha = \alpha s \) 2N-3 \(\alpha - 3N - 4M = SPL \) minors, 4N=22(54)	As if they overcall our 1N	
3♣		6		Aggressive NV, sound VUL	3L=NAT F1, 4♣=to play, 4♠=Poor Mans KC	, , ,		
3♦		6		Aggressive NV, sound VUL	3M=NAT F1, 4♣=Poor Mans KC, 4♦=to play			
3♥		6		Aggressive NV, sound VUL	3♠=NAT GF, 4♣=Poor Mans KC			
3♠		6		Aggressive NV, sound VUL	4♣=Poor Mans KC			
3NT	YES	7		Gambling solid nothing outside	4♣=pass or correct, 4♦=asks SPL	3N-4♦-4M=SPL, 4N=no SPL, 5m=SPL om		
4 ♣		(6)7		Aggressive NV	4♦=Poor Mans KC, 4N=To play	HIGH LEVEL BI		
4		(6)7		Aggressive NV	4N=RKC	RKC 1430 if Major agreed then Queen ask and	-	
4♥		(6)7			4N=RKC	4♦=RKC if ♣s clearly agreed or jump, 4♥=RKC if ♦s clearly agreed or jump		
4 ^		(6)7			4N=RKC	5N=pick a slam, 4*=Gerber after 1N and 2N openings 4*=Poor Mans KC (4* over 3* /4*), 01122, 4*-4N and 4M-4N=RKC		
5m		7				- ` ` ` ` ` ` ` ` ` ` ` ` ` ` ` ` ` ` `		
5m		7				Exclusion, 0314 if jump above game, non serio	us (5♠ when ♥s / 5N when ♠s)	