


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
9+-16 Wide-Ranging, gen 5+cards, raise: lim, jump raise pre, NT nat. overcall:
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-18 4th: 10(11)-14(15)
Resp: same as our 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 Suit 75% WJO; 25% IJO, in R/o seat: 100% IJO
Over pre 100% IJO
Michael/Leaping Michaels: Either weak(8-11) or strong(>16)
Unusual over Unusual (Lower for Lower)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening; PH)
X - Spade+any
2m - minor+heart
2M - nat
2NT- strong minor + heart
Weak NT - caplity
Balancing: Same
PH = same
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT: 15-18 nature, then Stayman & Transfer
Michaels/Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C
DBL=MM; NT=mm
OVER OPPONENTS' TAKEOUT DOUBLE
xx:pen or 3M fit 11-12
Majors, new suit f1, jumpshift fit jump, nat pre over minor opening,
2nt/3nt lim/+over major opening, cd pre over minor opening

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	Same as above	Same as above	
Other: A/Q asks for unblock; MUD			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A	Asks att	
King	KQ, AK	Count or unblock	
Queen	QJ (xxx)	KQ(xx) QJx QJ	
Jack	KJ10, J10 (XX)	QJxx J10. J10x, AQJx	
10	H109 109. 109x	AK (J10) J10xx 109 109x	
9	KJ9 9x	AKQ/109 109xx	
Hi-X	even	even	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	1 st att.&then count	Count std.	odd even discards
Suit 2	Att.rev. count std	2nd T smith rev.	(odd enc).
3		Trump echo rev.	
1	1 st att.&then count	Normal std count	
NT 2	Att.rev. count std	2nd T smith rev	
3			
Signals (including Trumps): Smith (rev. smith)			
CARDIND -count std and att. Rev.			
DOUBLES			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with proper shape 4441/4450 style 12+,			
Responses simple suit 0-7/8, 1nt7-10, 2nt11-12, 3nt13+ jump in M maybe4			
Cards w/5cards hcp requirement shaded, jump in m w/5cards			
Jump 4M is gen6+ cards moderate hcp			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
slam: Lightner X, Cooperative X, 3-card Support X/XX			
Support dbl/rdbl ,pos slam dbl, LDD, splinter dbls ,RESP dbl			

W B F CONVENTION CARD

CATEGORY:
Country: INDIA
PLAYERS: KALPANA GURJAR AND VIDHYA PATEL
Event: U-26
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong Club: 1C-17+hcp, 1D-0+D 11-16 but not 15-16bal
1M-5+M 11-16 with 1nt F1
1NT-15-16 bal may have 5M or 6m
2C-6+C 10-14(15)
2D- MULTI weak in a M
2M-54+Mm 5-10 NV/8-10 V
2NT-19-20 bal
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3-card supporting double/redouble for M, drury on 3 rd 4 th -
Pos., 2D-weak in a M, 2M-54+ Mm 5-10NV/V8-10
3C-1 st 2 nd pos. 15-16 both m
3D/3M -pre.
Over ART Openings, DBL=MM, NT=mm
1C - 17+HCP
SPECIAL FORCING PASS SEQUENCES
Standard forcing pass sequence when know we are stronger than opponents
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C	yes	0	4H	17+hcp any but not 19-20 bal	1D-neg0-7;oth+ve8+fg,1NT-8-12or15-16bal 2NT-13-14or17-18,2H4441x 8+,2S-6m+4x or 55cd 8-10,3C-55d+m 8-10 or 11-12D+C,3D-5 58-10H+S,3M-558-10C+oM,3N-solid any suit	1C-1D-1M(can be 4+M when unbal or 4441) 1C-1D-2H /2s (pup2s with23+bal or 4441x 21+/(pup 2nt 6m+4x or 55cd fg),1c-1nt-2c(relay),1c-1d-3h pup to 3s 27-28	new suit=nonforcing
1D	Yes	0	4H	11-16 but not 15-16 bal, d can be void 5c4M4M	1M-4+M 5+f1,1NT/2NT7-10/12bal,2m -4+m 9F1,2H-5S+4H0-8,2S-5C+5D8-9or12+fg,3C- 5C+5D10-11,3M-pre,3NT/4M-to ply 4C-rkcb inD,4NT-BW1430,1M*-may be 3M if 11 bal	xyz seq2C-pup2Dand2D-gf (openershow 3-1-2x sup) 1D-1M-2NT/3M g.13+spl or 5C+4M15-16/5D+4M 15-16,1D-2C/2D- 2H art bal,1D-2C/2D-2S 4+C/D spl any	2nt-12 no 4M
1H		5	3S	11-16 HCP, 5+card H	1S-4+S 5+F1,2C-art FG,2D-supp inH 4way,2 H-3H 8-10,2S/3m-NV:wjs3-8 V:6+x good suit 7-8,2NT-bal g.12+FG 3S-spl any 2kc-10- 12,3NT/4m-void any10-12,4S/5m-ekcb0314H	1M-2C-2D(opener shows max),1M-1NT 2C(rev gaz11-16with 6M or some 15-16 hand,1C-2C-3NT 65HS	2C-3Mrev drury,2D-4Mdrury Bal,3M-5M+bal,1M-2C-2H game trys as 1H-2H,1NT-semi forcing
1S		5	4H	11-16 HCP, 5+card S	1NT/2C- Same as on 1H,2D-art5+HFG,2H- supp inS 4way,2S-3S 8-10, Oth same as on 1H	Same as on 1H	Same
1NT			No	15-16 balanced	Stayman,4 suit transfer, minor suit Stayman	smolen	Neg DBL, LEB, RUB
2C		6	4H	11-16, 6+clubs	2D(R),2M5+NF,2NT/3C pup to 3C/3D	2C-2D-2M(3+M)	
2D	Yes		3S	Weak in a Major	2M-P/C,2nt(R), 3M-nat invul,4c ask p to trf his M,4d-ask p to bid M	(2M-2nt)-3C non min any,3R-M trf min,3s solid M	
2H/2S	Yes	54+	3S	5M with 4+in minor NV5-8 V 8-10 hcp	2NT-(R),3C/3D-inv w/o supp/inv w supp, 4m- spl ST,4M-to play		
2NT				19-20 balanced	3C-stay,3R-Mtrf,3S-pup3NT,4C-4C+5D,4R- Mtrf,3NT-55CD G/O	Smolen	
3C	Yes	55	4H	1 st 2 nd position 55 in minors 15- 16	New suit F1, 3NT/5m to play		
3D/H/S		6	4H	PRE;	New suit forcing,4M/5m/3nt nat to play,4c- rkcb		
3NT	Yes	7		Good 7+Any Major	4C-trf to M,4D-Bid M, 4M- P/C	HIGH LEVEL BIDDING	
4C/D		7	4H	PRE;		4NT-RKCB 1403,EKC 0314,CUE BIDS,SERIOUS NONSERIOUS S/T,SPLENTER(SPL),SIMPLE BW,GSF,If opps interfere over our 4nt above 5x-we ply DEPO:dbl-0/2/4,pass-1/3/5 If opps interfere over our 4nt below our 5X- we ply pass-03,dbl/rdbl-1/4,1 st suit-2 w/o T-Q,2 nd suit-2 w/T-Q,5NT-2/4 w/ a void,6X-0/3 w/ a void,when C are trumps,4nt is optl	
4H/S		7		PRE	4nt= rkcb		
4NT							
5C+				To play			

1C= 17+ Any but not (19)20 BAL: 1D= NEG 0-7; Oth= +ve 8+ FG;

1C-1D:

1M= NAT 4+m (4 when U/BAL w/ a longer minor or 4441),

1N= 17-18(19)

2N= 21-22 ;

2m= NAT 6+m no 4M NF;

*2H= PUP 2S;

*2S= PUP 2N;

3m= NAT 6+m FG;

*3H= PUP 3S;

*3S= 55 CD INV; 3N= S/O to play;

1C-1N: 8-12 or 15-16;

1C-1N-2C(R):

*2D= 4H; *2H= 4S; *2S= no 4M all 8-10; 2N= 11-12 4X333; [3C(R): *3D= 4H; *3H= 4S; *3S= 4C; *3N= 4D];

*3C= 11-12 4D+4X; [3D(R): *3H= 4S; *3S= 4H; *3N= 4C;]

*3D= 11-12 4H+4S; *3M= 11-12 4OM+4C; *3N= 11-12 5 bad-m 332

1C-1N-2M:

2N= may be 2X/4X SUPP; when 4X SUPP will have 4Y & 3+ CTRLs; 2/3Y= 4Y+3X SUPP can have EXTRAS; 3X= 4X SUPP 4X333 can have EXTRAS; 3N= 4X SUPP but prefer 3N JUMP nY= 4Y+4X 0-2 CTRLs

1C-1N-2D:

2N= 2D; *2H= 4S+3D; *2S= 4H+3D; 3C= 4C+3D; *3N= 4H+3D; *3H= 4S+4D; *3S= 4H+4D;

1C-1N-2N(=C):

3C= 2C/4C; *3N= 4H+3C; *3D= 4H+3C; *3H= 4S+3C; *3S= 4D+3C;

1C-2N: 13-14 or 17-18:

*3C= Realy; *3D/*3H= TRF; *3S= MSS; 3N= bare MIN 17-18; 4m= NAT 5+m

1C-2N-3C(R):

*3D= 4H; *3H= 4S; *3S= 4C; *3N= 4D; [All 4333;]; *4C= 4D+4X; [*4D asks: *4M=OM; *4N=C;]; *4D= 4H+4S;

*4M= 4OM+4C;

1C-2N-*3D/*3H=TRF:

RESP accepts TRF with xx SUPP, bids cheapest suit with 3M, bids 3N with 4M SUPP; [If 53/54 M fit found, 4M by Opener suggests MIN & NF;

1C-2m-2N:*TRF apply: i.e.

1C-2C-2N: 3C= 4D; 3D= 4H; 3H= 4S; 3S= 6+C;

1C-2D-2N: 3C= 6+D; 3D= 4H; 3H= 4S; 3S= 4C

1C-2H: 4441X 8+ ;

After 1C-2H-2S=(R): *2N= 11+; [Next, 3C=(R): 3D/H/S/N= suit-below;]; *3C/3D/3H/3S= suit-below 8-10; P.S. after 4441 EXACT distribution known. i.e. we play 4C/4D/4H/4S/4N CONVENTION 4C= PUP 4D Next:

4M/5m= S/T; 4D= PUP 4H Next: Pass/4S/5m= S/O; 4H/4S/4N= RKCB1430-l-m-h; After 1C-2H-2N: Page 14 of 48 Some MIN hand; Suit below responses a /a;

1C-2S: 6m+4X or 55 CD 8-10;

After **1C-2S-2N=(R): 3C= 6D+4X;** [3D asks: 3M=4OM;3N=C;]; 3D= 6C+4D; *3M= 6C+4OM; *3N= 55 CD 8-10;

4N= 55 CD 13-14

1C-Oth:

1C-3C= 55 8-10 D+M or 11-12 D+C; [*3D asks: *3M= OM; *3N= C 11-12;];

1C-3D= 55 8-10 H+S; [3M= sets; 3N/4M= S/O; 4m= NAT FG;];

1C-3M= 55 8-10 C+OM; [3S= sets S; 4C= sets C; 4D= sets H; 4M= S/O];

1C-3N= AKQxxx any;

1C-4C= Super.Gerber Ace Ask: 4D= 0-1; 4H/S/N= 2/3/4;

1C-4D/*4H= TRF 7+ H/S 5-7;

1C-4S/*4N= solid C 7+ C/D AKQJxxx or KQJxxxx + side A

1D= 1+ D 11-16 but not 15-16 BAL;

1M= 4+m 5+ F1; 1N/2N= 7-10/12; 2m= 4+m 9+ F1; *2H= 5S+4H 0-8; *2S= 5C+5D 8-9 or 12+ FG; *3C= 5C+5D 10-11; 3D/4D= PRE, 3M= PRE gen 7M or g.6 75% PRE 5-8, 25% INV 8-9/10; 3N/4M to play; *4C= RKCB1430-D, 4N= BW1430; *1M= maybe 3M if 11 BAL;

1D-1M & S/FIT: *3M= 5D+4M 15-16 may have SPL; *2N= g. 13+ SPL or 5C+4M 15-16: [3C(R) asks: *3M= 5C+4M 15-16 BAL; *3D/OM/N= D/OM/C SPL;]; ***3OM/*4C= MAX SPL 6D+4M 15-16;**

Over 1D-1H-3H: 3S= (R) SPL ask: 3N= No SPL; 4C/D/H(S)= SPL;]

over 1D-1S-3S: 3N= (R) SPL ask: 4S= No SPL; 4C/D/H= SPL:

After 1D-2C: 2D= 5+D; 3D= 6+D 15-16 BAL; *2H= ART BAL: *2S= ART 4+C may have SPL; 3m= MIN 4+C SUPP NF 11-12; 2N/3N= 4441C 11-14/15-16; *3M= 5om+4M 15-16;

After 1D-2D: *2H= ART BAL: *2S= ART 4+D may have SPL; 3m= MIN 4+mD SUPP NF11-12; 2N/3N= 4441D 11-14/15-16; *3M= 5om+4M 15-16;

After 1D-1M-1N & 1D-1H-1S: *2C= PUP 2D; [Next, 2M= INV; 2N= BAL INV; 3m= 5M+5m INV;] P.S. We by=pass 2D PUP w/ 3M and good 4+D fit by bidding 2M; *2D= ART FG; [Opener shows 3-1-2x SUPP; [3m= 5m; 3M= 3M fit + 5cm;]; *2N= PUP 3C; [Next: P= S/O; *3X= ART;]

1M= 5+M 11-16 w/ 1N= F1;

OVER 1H: 1S: NAT 4+S 5+ F1; 1N: F1 *2C: ART FG; 2D: 4-way F/3H: ((A): 4H BAL 10-11; (B): 4H SUPP FG 12+; (C): 4H SPL 3+ KC; (D): 4H semi-PRE F; 2H: 3+H SUPP 8-10; 2S/3m= NV: NAT WJS 3-8; V: 6+X g suit 7-10;

OVER 1S: 2H-4-way F/3S: ((A): 4S BAL 10-11; (B)= 4S SUPP FG 12+; (C): 4S SPL 3+ KC; (D): 4S semi-PRE FJ; 2S: 3+S SUPP 8-10; 3m/H= NV: NAT WJS 3-8; V: 6+X g suit 7-10;

1M-2N: BAL FG 13-16; P.S. with 17+ or FG w 4OM go via 2C; The purpose of 2N is to arrive in (1) 4M or (2) 3N or (3) 5m, with 4OM NOT a consideration

Passed Hand over 1M: DRURY: 2C= 3M Rev.Drury may have SPL; 2D= 4M Drury gen. BAL; 3M= 5M Drury gen. BAL

1N: 15-16 4333/4432/5332/5422/6m322/5421H All OK

***2C= STAY, *2D/H as TRF w/ 2D TRF can be WALSH; *2S= MSS; *2N= TRF C; *3C= TRF D. *3D= 6C+4M, *3M= 6D+4OM, *4C= Gerber; *4D/H=TRF; *4S/4N= TRF 5C/D 15-16;**

After 1N-2C-2D-Special Bids

***2H= P/C 2S; *2S= P/C 3m; *3C= P/C 3D; *3D= 55+ HS INV/+; *3M= SMOLEN; *4C= 64 MM S/T; [4D asks: 4M= 6M+4OM;] *4D= TRF 6H+4S; *4H= TRF 6S+4H;**

DEFENSE v/s Opp STR 1N(14+): *Dbl= S+X; *2m= m+H; 2M=NAT; Oth: *2N= H+m STR 55+; [Pard bids: 3m/H= S/O; 3S= ART FG;]; *3N= C+D STR 55+; 3X= NAT IJO;

The 2N Battleground We Open 2N= g19-20 5332/6m322/5422/5431ALL OK;

1C-1D-2N= 21-22; 1C-1D-2H-2S(PUP): 2N= 23-24; 3N= 25-26;

*3C=STAY; *3D/H= TRF; *3S= PUP 3N or 6m S/T or 55 mm S/T or 64mm; *3N= 55 CD G/O; *4C= 4C+5D F/4N; *4D/*4H= TRF; *4S/*4N= QNT 5C/D;

2C= 6+C 10-14(15);

*2D= (R) F/3C; 2M= NAT NF; *2N/*3C= PUP; *3D/*3H= INV/+ TRF; 3S= 6S+4H INV; 3N/4M= S/O; 4C= PRE; *4D= RKCB1430-C; *4N= BW

After 2C-2D: 2H= 3+H; [2S= 5+S F1; 2N= F1; 3C= NF; 4C/4D(S) SPL:]; 2S= 3+S; [3H= 5+H F1; 2N= F1; 3C= NF; 4C/4D(H) SPL:]; 2N/3C= MAX/MIN w/o 3M; [3M= NAT 5M F1]; 3D/M= 64 non-MIN; 4C= long 7+C 14-15; 4D= NAT 65 g13-15; 4M= NAT 65 g13-15

After 2C-2D-2M: 2S= 5S F1; 2N= F1; 3C= NF; *4C(OM)/*4D= SPL; With S/T hands go via 2N and find out if pard MIN or non-MIN then set 3M as S/T; *3D= ART FG

After 2C-2M: 2N/3C= MAX/MIN no M fit; 3M= courtesy raise; 2S is 4S+6C, 3D is 4D+6C MAX, 3OM is 6C+5OM 13-14 MAX; (if 64, bid 3C!); *4C= SPL OM; *4D= SPL; 4M= g. raise;

2C-2N: PUP 3C w/ (a) C PRE/FG; (b) 55 HS INV; (c) 6M FG; After 2C-2N-3C: P= S/O (Type-a1); 3N= COG (Type-a2); *3D= 55 HS INV (Type-b); 3M= 6+M FG (Type-c); *4C= Auto-RKCB1430-C; *4X= VOID;

2C-3C PUP 3D w/ (a) D PRE/FG; (b) 54 DM FG; (c) DC FG; After 2C-3C-3D: P= S/O (Type-a1); 3N= COG (Type-a2); 3M= 5D+4M FG; (Type-b); 4C= C+D FG (Type-c); *4D= auto-RKCB1430-D; *4M= VOID

We Open 2D: MULTI WEAK 2M 5-10 NV / 8-10 V;

2H/S= P/C; *2N= (R); *3C= ART 5+m FG; *3D= asks Opener to bid his M; 3M= NAT INV; *4C= asks Opener to bid 1-U hid M; *4D/5D/6D/7D= asks Opener to bid his M; 3N/4M= NAT S/O;

2D-2H-2S:

*2N= opens up game possibilities; asks for a feature; *4m= SPL; 3H= RESP wants to play 3H!; 3m= S/O RESP own suit

2D-2S: *2N/*3C= MIN/non-MIN w/ H;

2D-2N: *3C= non-MIN any; *3D/*3H= MIN w/ H/S; *3S= ART solid M any; *3N= GG 64 MM; *4C= 6S+5m; [4D asks: 4M= cm'] *4D= 6H+5D; *4H= 6H+5C;

We Open 2M: MUILDERBERG 54+ Mm 5-10 NV / 8-10 V

OVER 2H: 2S= NAT, INV NF; *2N= either S/O Opp m or FG Any; *3C= ART INV[®], No H fit; *3D= ART INV[®], 3+H fit; 3H/5H= CAPTAINCY PRE; 3S= NAT FG; 3N= To play; *4m= SPL S/T; 4M= To play

OVER 2S: *2N= either S/O Opp m or FG Any; *3C= ART INV[®], No S fit; *3D= ART INV[®], 3+S fit; 3S/5S= CAPTAINCY PRE; 3H= NAT INV NF; 3N= To play; *4m= SPL S/T; 4M= To play;

2H-2N: 3C= 4+C; 3D= 4+D;

After 2H-2N-3C: Pass= To play; 3D= NAT, F1; 3H= H fit, S/T; [S/NS applies]; *3S= S STOP; 3N= To play; 4C= C fit S/T;

After 2H-2N-3D: Pass= To play; 3H= FG; *3S= S STOP; 3N= To play; 4C= NAT F1; 4D= D fit S/T;

3C: 15-16 55MINORS ON 1ST 2ND POSITION

3D: *4C= RKCB 1430-D; 3N/4M= NAT S/O; 4N= B/W;

3M: *4C= RKCB 1430-M; 3N/4M/OM= NAT S/O; 4N= B/W

We Overcall • OCs= wide-ranging, gen 5+ cards • Raise= LIM, JumpRaises= PRE, NT= NAT;

*Reubens Advamces: (1X)-1Y: 1Z/1N/2N= NAT; 2X= TRF; 2Y-1= good raise; 2Y= just a raise; e.g. (1C)-1S: 1N= NAT; 2C= TRF D; 2D= TRF H; 2H= good 2S raise; 2S= just a raise; 2N= NAT; 3C= MIXED raise; 3S= PRE raise; 3D/H= NAT NF say AKQxxx or KQJxxx + K ; 3S= PRE raise; e.g. (1H)-1S: 1N/2C/2D/2N= NAT; 2H= good 2S raise; 2S= just a raise; 3C/D= NAT NF; 3H= MIXED raise; 3S= PRE raise; Also, NewSuit (whenever NAT) = F1 if OC @ 1-level; = NF if OC @ 2-level; TRF + NS = SPL; TRF into NS + SUPP = FJ;

Michaels Cue: Direct and reopening position over suit one bids and 1NT response, weak or quite strong.

After (1M)-2M: 2N= asks for m or S/T; Next P=S/O; 3OM/4m= S/T; 3D/4C= NAT FG; *3C= 13+ w/ no fit for pard M; Next: P= MIN w/ C; 3D= MIN w/ D; 3M= MAX w/ cm; *3D= INV w/ M fit; After (1m)-2m: 2D= NAT; 2N= NAT (misfit) [OCer removes w/ EXTRAS]; 3M= PRE; *3m= CUE ART F1 w/ 33+ MM INV/+

BW/RKC/EKC/Super=Gerber RKCB1430-X; EKCB03142-X;

When C are trumps, 4N is OPTIONAL RKCB i.e. 5C NOT A STEP 5D= 0/3; 5H= 2 w/o Q; 5S= 2 w/Q; 5N= 1/4 w/o W; 6C= 1/4 w/ Q;

When 4N not available for RKCB, 5N= RKCB1430-X; If 4N taken away by Opps, 5N= RKCB1430-X; e.g. 3H-(5m)-*5N= RKCB1430-H; (2D)-2M-(5D)-*5N= RKCB1430-M; When 4N would be natural, Super-Gerber is a jump to 5C over 3N Responses: 0/1/2/3/4. If the opps Interfere over our 4N BELOW our 5X: Pass= 2nd step i.e. 0/3; Dbl/Rdbl= 1st step: ¼; 1 st suit step= 2 w/o T-Q; 2 nd suit step= 2 w/ T-Q; 5N= 2/4 w/ a VOID; 6X= 0/3 w/ a VOID; If the opps Interfere over our 4N ABOVE our 5X: We play DEPO: Dbl= 0/2/4; Pass= 1/3/5;

LC- Leads & Carding: Leads: v/s Suit: 3/5; v/s NT: 4th and 2nd best;

Honour Leads: v/s NT: A for ATT, K/Q for U/B or CNT; v/s suit: A for CNT; K/Q for ATT; oth: J/T/9/8: 0/2 with the following exceptions: we lead J from KJT(x) & T from QT9(x);

Other Leads: 2nd best from xXxx 5th best from xxxX;

Carding: REV ATT & STD CNT

