DEFENSIVE AND COMPETERIES PRODUC			T T 1	DG AND GLON		W. D. E. GONNIENTION, GARD	
DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS OPENING LEADS STYLE						W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) 8 to 15 simple overcall, 2 level 11 plus or in case of major weak 6 cards after partner's double 2 of a suit is 8 + double for reopening or other's suit's cue bid	OPENIN	Lea			In Partr	ner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
omer bland bland bland bland	NT						PLAYERS: Karmarkar-Deole
	Subseq						EVENT (Open/Women/Senior/Transnational)
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				1		SYSTEM SUMMARY
16 to 18, 4th level sometimes 14-15, 4 way transfer. Reopening with cue bid of opponents suit	Lead		Vs. Suit		Vs. NT		
	Ace			g or high low	or id pa	t or ace from AKJXX artners' suit doubleton	GENERAL APPROACH AND STYLE
	King	OR	King from KQJ OR KQ10 OR K Ace double ton		KQ10xx or KQ10x		
	Queen		From QJ10 OR QJ9 May be middle honour or		QJ9XX QJ9X OR QJ10X		
HIMP OVERDOLLEG (GL. 1. D	Jack	den	ıy's q fron	n J10	deny's	e middle honour or q from J10XXX	
JUMP OVERCALLS (Style; Responses; Unusual NT)			10 9 XX or doubleton 98XX OR doubleton		A1098X OR 1098XX		
Weak cue bid of opponet's suit forcing for one round unusual nt of major is for both minors	9			oubleton		top of nothing ards or encouraging	
major is for both inmors	Hi-X Lo-X		uble ton	9		ards or encouraging a cards or discourge	
Doomoni	Lo-X Uneven cards SIGNALS IN ORDER OF PR				reards of discourge		
Reopen: DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's L		SPECIAL BIDS THAT MAY REQUIRE DEFENSE			
Direct cue bid forcing most of the time all other suits joining or if		Higher enc		Declarer's Lea High low for		Discarding Normal	SFECIAL BIDS THAT MAT REQUIRE DEFENSE
partner has bidded support to his suit showing positive points	higher su Suit 2 Low for		suit encouraging r lower suit h for higher		Normai	Normai	
					Normal		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 High low encouraging or showing even cards		ıg or	High low encouraging or showing even cards		Normal	
Transfer and landy against 2 nd position and landy and natural in forth position on both the notrumps	3	Acending of showing uncards		Acending ordershowing uneven		Normal	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	Signals (i	ncluding Tr	umps): sta	andard trump ec	ho for ro	oughing values	
Co-operative means partner can convert inpenalty otherwise takeout, cue bid all other suits joining or double suiter nt showing control with hand				DOUBLES			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24				e; Responses; I			IMPORTANT NOTES
Against strong c doubles for both majors on 2c strong double is strong c suit notrump against strong c is for minors	May have other suit joining 16 + if first double and then suit reopening with double if opp bid again or cue of opponent's suit SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS If opponent transfer double is for that suit which is used to transfer, artificial double is showing 8 to 10 if partner's call is overcalled by opp						
On artificial d 2d is Michael both majors 5 -5 on opponents' major							
OVER OPPONENTS' TAKEOUT DOUBLE							
2 or 3 of partner's suit is weak nt is strong						_	

U	F IAL	. OF									
OPENING	TICK IF ARTHFICIAL ARTHFICIAL ARTHFICIAL ARTHFICIAL ARTHFICIAL ARTHFICIAL THRU THRU THRU		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING					
1 4 16+	artifici al	Even 0	5 to 7	May have 5 carder suit or not	1d 0 to 7, 2 h balanced 8 to 10 2s bal 11-12 1 nt 13+ 1h 1s 2c 2d five carder 8 plus anything	After 1d response 1h is relay showing 19+	Dury showing maximum passed hand with support to partner's suit 2c with 3 card support and 2d				
							with 4 card support				
1 ♦ 11-15	Artific ial	Minium 2 cards	Pass below8		1 h,1s four cards with 8 pts, nt 8 to 10 2 d asking major suit controls d minimum 4 game force normally 2 nt 11 12 no four card major	2 of major with 4 cards with minium 3 of suit with maximum. notrump denying four card support, 2c 9 cards in minor 2d 6 carder d					
1♥	natural	Minimu m 5 cards	8-10	No3 card support initially	2 of a suit 8-10 with 3 card support with 11 or 11+ via notrump then jump suit 3 of a suit with 4 card support with 8 to 10 pts ,2nt JACOBYEwith 13-14 pts with 4 card support 2c 2d 11plus 4of a suit for play less than 11 pts	Over support another suit is help needed 2nt over 2 c 2d showing shape of hand denying 6 cards rebidded with 6 cards over JACOBYE new suit with jump level showing that suit 5 cards slam interest, simple another suit showing void or singleton that suit with maximum close to game minimum					
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INT	15-17	Bal	15-17	Normally no 5 cards in major suit and no singleton	Four way transfer 2 c stayman	After transfer new suit forcing 2 nt forcing showing shape after stayman 2 nt invitational					
2*	Natura 1	5 cards	12-15	5 with 4 major or 6 cards	2 d game force of with3 cards supports with 11 12 pts ,2h 2s non forcing 2nt denying major 4 cards with 11+ pts 3nt for play	2 h 2 s showing 4 cards 3 c with6 c and1 side control 2nt with 6 cards and 2 side suit controls 3 notrumps with AKJ10XXX etc					
2♦	artifici al	Any minor singleto n	12-15	No five cards	2 h asking singleton 3 nt for play,2h,2s signoff	•					
2♥											
2.											
2NT											
3.											
3 ♦ 3 ♥											
3 ♦											
3NT											
4NT											
5 .						HIGH LEVEL BI	DDING				