

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Generally Sound Overcalls, Rarely Good 4 Card At 1 Level
Aggressive Responses (With 5 + Hcp Specially with Fit)
Cue Bid = At least 2 Card Fit 9+ Hcp
New Suit Forcing, Weak Jump Raises, Simple Raise Pure Courtesy
Use Of Fit Showing Jumps And Splinter, Specially Over Majors
INT OVERCALL (2nd/4th Live; Responses; Reopening)
INT OVERCALL 2ND SEAT = 15-18, 4TH SEAT IS
BALANCING 11-16 (AGAINST MAJOR HIGHER RANGE)
RESPONSE = SYSTEMS ARE ON, BALANCING 1NT-2C=
STAYMAN CUM RANGE ENQUIRY, REST SYSTEMS ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
JUMP OVERCALL- INCLUDING UNUSUAL
NO TRUMP (MINORS OVER MAJORS)weak/Strong when P is
Passed Hand then can be Intermediate
Reopen: INTERMEDIATE
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT CUE BID = MICHAELS
LEAPING MICHAELS OVER 2 / 3 LEVEL OPENING
JUMP CUE = ASK PARTNER TO BID 3NT WITH
STOPPER AND SUITABLE HAND
VS. NT (vs. Strong/Weak; Reopening;PH)
VS STRONG NT = IMM DBL =single suiter m or Both Ms, 2♣-
♠&♥/♥/♠, 2♦-♦&♥/♠, 2♥-♥s, 2♠ = ♠suit., 2NT- Both ms;
3X = Constructive 6+ if VUL & PREMPT IF NV
4 th Position DBL = puppet to 2♣ then any suit is better hand,
2♣ = Both Ms, 2X is Nat. If passed hand DBL= Ms & 2X = NAT
Weak NT: capelletti, 2NT=both minors, 3X same as against strong
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DOUBLES - TAKE OUT UPTO 4♠
4♠ DBL = May Be 3 Suit Take Out / Partner Can Pass With
PoorHand. 4NT OVER 4♠ = 2 SUITOR (MIN5-5)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Versus artificial 1♣ strong-CRASH and 2♣strong - DBL = Both
Majors , 2NT = Both minors. May be weak hand. Rest all natural
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers after 1M dbl Single raise may be weak , double raise = mix
RDBL = 9+ HCP - NO FIT, 1X-(DBL)-2Y (jump) = SPLINTER

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd 5 th	3 rd /5 th . Top from doubleton.	
NT	2/4 th Best	4 th Best, 3 rd from 3, top fm DB	
Subseq	Same	Same	
Other: NATURAL / Tend to give count when imp otherwise attitude.			
Vs. NT , K asks for ATT and A or Q asks UB or CT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Asks for UB or CT, AKJ10(+)	
King	KQ(+), AK	ASKS FOR ATT , AKx, KQx	
Queen	Qx, QJ, QJx, QJ10x	KQ109+Asks for Unblock of J	
Jack	J109, J10, Jx, J10xNone Abv	J109 ,J10 ,Jx, J10x None Abv	
10	2HsAbv or 109x, 109x, 10x	2HsAbv or 109x, 109x, 10x	
9	SAME AS ABOVE	SAME AS ABOVE	
Hi-X	Xx, denies higher	Xx / denies H	
Lo-X	Low promises at least 10	Low promises at least 10	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (Lo=ENCRG)	Count (Hi=Odd)	ATT (Lo=ENCRG)
Suit 2	Count (Hi=odd)	ATT (Lo=ENCRG)	Suit Pref.
3	Suit Pref.(std)	Suit Pref.	
1	ATT (Lo=ENCRG)	Reverse Smith	ATT (Lo=ENCRG)
NT 2	Count (Hi=odd)	Count (Hi=Odd)	Suit Pref.
3	Suit Pref.(std)	Suit Pref.(std)	Suit Pref.(std)
Signals (including Trumps):			
1) Reverse Smith Echo vs NT: Low-Hi shows interest from bothsides			
2) Trump Echo vs Suit : Hi-Low in trump shows 3 & desire toruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
STANDARD = NORMALLY 3 CARD SUPPORT FOR UNBID SUITS			
UNLESS STRONG			
CUE BID = INVITATION + , JUMPS ARE INVITATIONAL			
RE-OPENING DBL = CAN BE LIGHT WITH GOOD SHAPE			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
COMPETITIVE / RESPONSIVE / BALANCING DOUBLE /			
SUPPORT DOUBLE/ NEGATIVE DOUBLE			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: BRIDGE FEDERATION OF INDIA
PLAYERS: ASHA SHARMA & PUJA BATRA
EVENT : BFAME 2021
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 / 1 UNLESS REBID
5 CARD MAJOR 11-21
3 CARD MINOR 11-21
1NT = (14+) 15-17 can be semi balanced
2NT = (19) 20-21
2C=22+ OR GAME IN HAND
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ / 2♥/2♠, - PREMPTIVE
3NT - 1 st & 2 nd Seat Broken Long Minor - 3RD / 4TH Seat
TO PLAY
4♣& 4♦ NAMYATS 1 st & 2 nd Seat - 3 rd 4 th Seat Long ♣&♦
minor 7-8 CARDS PREMPTIVE
IMPORTANT NOTES :
AFTER OUR 1NT Overcall (1m) - 2♣ not stayman puppet to 2♦;
thereafter bids are variety of hands 2♦ stayman over m Overcall
2♥/♠ Nat; 2N = Any 6+ GF; 3x (same m 5/5 M) Om 5Om+5M
3M = 6+M INV; 4C = 1M slammish 4D/H Trf
After OUR 1NT overcall (1M) - 2♣ not stayman puppet to 2♦;
thereafter bids are variety of hands; 2♦/OM - constructive; same
2M= stayman; 2N =Any 6+ GF; 3m = 5m&5OM; 4m=L Miac
2 WEAK Openings Overcalls : A mix of Rubensohl & Lebensohl
SPECIAL FORCING PASS SEQUENCES
1. PASS IS FORCING WHEN THEY ARE TAKING A
SACRIFICE BID AND WE HAVE WORKING VALUES
2.PASS AND PULL SHOWS A BETTER HAND /
WILLINGNESS TO BID ON WITH WORKING VALUES
PSYCHICS: RARE

OPENING	TICK IF APPLICABLE	MIN. NO. OF CARDS	MIN. NO. OF	NEG.DBL THRU				
					DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		3♠	11-21	Natural / Inverted Raises - 2♦ = 5/5 Red Suits 9-11 2♥ = min 5♠ & 5♥ (9-11) , 2♠ = BAL INV, 2NT = 16+ with 4♣s; 3♣ = MR; 3♥/♥/♠ = splinter, 4♣ = RKCB	1♣-1♦ -1NT=bal. can have M., No XYZ after 1♦ 1♣-1X-1NT-2♣/♦ isXYZ , JUMP 2NT by Opener - Retransfers	1♣- 2/3♣=LR/MR. 1♣-2♥/♥=same UPH 2♠ = 5♠ +5m 2NT = LR BAL HAND
1♦		3		3♠	11-21	Nat / Inverted Raise , 3♣ = 6+♣ - INV, 3♦ =MR -DO- NATURAL, 2/1 UNLESS REBID, MINI-MIDI-MAXI	LEBENSORHL ON REVERSE, 3 card M raise JUMP 2NT by Opener-Retransfers	- SAME AS ABOVE - 2♣ONE way Drury.1♥-2NT=♣ suit or m SPL; 1♥-2♠/3♣/♦ Fit 8-11,1♥-3♥ = ♠ SPL - DO- 1♠-2NT= ♣ suit or some SPL
1♥		5		3♠		VOID SPLINTERS, Help Suits, 2NT = NatGF		
1♠		5		3♥	11-21	SAME AS ABOVE FOR ♠		
INT				3♠		Stayman M Transfers; 2♠ = Minor Stayman - 2N = either long m weak or 6♣/♦ =GF/Slam F 3♣/3♦ = INV 3♥/♠=short+ 3OM.5/4m; 4♣/♦ =TRF to 4♥/♠	1NT-2♣-2♦ -2♥=P/C,2♠=5Ss ;2NT=INV; 3MSmol	
2♣	√			3♠	22 + or gameinhand	2♦ = WAITING, rest all suit bids=Nat and8+ 2NT=single suiter weak hand	NAT & KOKISH RELAYS	after intervention 2 level - DBL shows weak & P= 4+; 3X DBL = 4+ & P=< 3
2♦		6		2♠	WEAK 6-11. May have 5 cards (depending on vul) Can have 4M	2NT=Relay, 3♣ = GH can have 4♣;3♦=B H; 3M=G H & OM; 3NT= G hand		New suit=Fit
2♥		6			WEAK - 6-11 CAN HAVE 5 CARDS OCCASIONALLY	2NT=Relay- Responses - 3♣ = GG or BB, 3♦ = GH - BS, 3♥ = BH- GS; 3♠ = Solid SUIT; 3NT = OM	2♥-2♠-anybid-3♥/3♠=NF,2♥-2NT-3♣=GG or BB - P asks 3♦then 3♥ = BB; 3♠ = GG with shortage 3N W/O	New suit=Fit 2NT =spade fit,2♠=any splinter
2♠		6			- SAME AS ABOVE -	- SAME AS ABOVE -	- SAME AS ABOVE -	NEW SUIT = FIT; 2N = ANY SPL
2NT				3♠	(19)20-21 HCP -Can be Semi Bal	3♣puppet stayman, 3♠ = Long m / 3N to play, 3NT= 5/5ms Game only, 4♣/4♦is trf 4♥/♠; 4♥ = 5♣/4♦&4♠ = 4♣/5♦	2NT-3♣-3♦one / both Ms-3♥ = No M; 3♠/3N=5♠/♥;	
3X		6+			Natural.Pre-Empt	New suit is ORF		
3NT	√				Broken m in 1 st /2 nd seat	4/5/6/7 ♣ = Pass / Correct, 4♦=short suit ask,	3NT-4♦ -4♥/♠=shortness;4NT=no shortness	
	√				3 rd /4 th seat - To Play			
4♣	√	6+♥			NAMYATS - 1/2 SEAT	New suit = Control asking - 4NT=RKCB		
4♦	√	6+♠			NAMYATS - 1/2 SEAT	- Same as Above -		
4♥		6+♥			Nat pre-empt good/bad in 3 rd seat	4NT=RKCB , new suit =control asking	1 st step 3 little no control - 2 nd Qx 0r 2	3 rd - K or singleton 4 th is A or void
4♠		6+♠			- SAME AS ABOVE -	- SAME AS ABOVE -		
4NT	√				Specific ace asking	5♣=no Ace,5♦ =♦ A,5♥=♥A,5♠=♠ A,5NT=♣ A		
5♣/5♦		8+			TO PLAY			
5♥/5♠		8+						
HIGH LEVEL BIDDING								
1. FORCING PASS WHEN THEY ARE TAKING A SACRIFICE								
2. PASS & PULL = BETTER HAND , WILLINGNESS TO BID ON WITH WORKING CARDS								
3. DOPI, ROPI, DEPO REPO								
4. RKC - 1403,								
5. 5NT= K ask ...responses K Bid or 2 Other Ks								

