

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 Level – 7-17 (can be lower with shape) HCP 5+ cards (rarely 4), New suit by advancer at a) 1 level – 8+ HCP, 4+ card, after this cue sows inv+ hand with no 4 card supp and, 2 level supp shows min .with 4, jump supp is inv with 4, jump cue is strongest invite with 4 b) 2 Level– Constructive non-forcing -10-14/15 HCP, 5+ (usually 6+) New suit after 2 level overcalls – One round forcing. Single Jumps are fit showing, double jumps are spl, if only one jump is available then spl. Cue = 9+ with fit or any GF w/ or w/o fit. Jump cue shows 4+ cards, 6-9 HCP, jump raise is pre-emptive. If two cue bids are available, cheaper one is LROB w/3 card or any GF and the higher one is LROB w/ 4+ support, 2NT by passed hand after 1 level O/C is LROB with 4+ support 2 Level O/C – 10-17 HCP with 5+ cards (usually 6)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd live = 15-18 HCP, Usually have stopper in opponents suit. Responses = Same as 1nt opening. 4 th live = On minor 11-14, On Major 11-16, May not have stopper. Responses = 2C is range ask, rest same as 1nt opening.
bid 2NT then 3C would be stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK except in sandwich Vul position – that will be constructive – shows 6+ 1 suit, 13-16 HCP. Leaping Michaels (5-5 + Game Inv), Over 2 level weak jump O/C, 2NT is enq same response as after opening weak 2
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid = Michaels. Jump Cue (1x – 3x) = Solid long minor, invites 3nt. Against prec 1D, jump cue bid is constructive – shows 6+ suit 13-16 HCP. Against art C jump cue is pre-emptive
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs Strong NT = DONT, Extended DON'T till 4 level 2NT on strong 1NT= Single suiter pre-emptive. After that all bids are natural, except 3C/D (p/c) and 4C (please bid your suit) Vs. Wk NT: X penalty and subsequent doubles are T/O, 2C – one suit, 2D - Majors 2M – that M & a m, 2NT - both m, 3m - don't, 3M - constructive pre-emp Vs Strong 2NT: X shows both M, everything else is natural
Balancing = Same methods as stated above
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles = Takeout. Lebensohl from advancer after 2 level T/O X (2D) 3D = M's, 4C = C+H, 4D = C+S, (2M) 3M = m's, 4m = Bm + OM (2M) 4NT = m's w/ less HCP. (3m) 4Bm = M's, 4Om = m+1M, (3m) 4NT = Om+m slam inv (3M) 4m = Bm + OM, (3M) 4M = OM +m slam inv, (3M) 4NT = m's, After (3m) 3NT, 4C M's, 4D/H = Trf, 4S = slam inv in other m After (3M) 3NT trfs, trf to BM shows m's
Over 1C-P-4C, 3C-P-4C and 4c opening 4d shows both majors 5-5 +
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C Dbl = Majors, 1nt = Minors, same after 1C-P-1D Over strong 2C X = Majors, 2nt = Minors, same after 2C-P-2D
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 10 + HCP, usually no fit. Jump raises show 6-9 with 5+ supp After m opening, NJ raise shows 4+ card 6-10 HCP, jump in Om shows LROB 2M bids (after 1m opening) are same as it was w/o X, [15.1] & [16.1] If available (no conventional bid): single jumps are Fit showing, double jumps are spl, game bids are to play, after 1 Major double: Transfer Responses, 2NT is 4card LROB. After X on our weak bids, XX shows a single suit, and any new suit bid Is lead direction w/ supp in in opener's suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from even, lowest from odd	3 rd from even, lowest from odd	
NT	2 nd or 4 th	2 nd or 4 th	
Subseq	Same or Attitude.	Same or Attitude.	
Other: Vs NT Ace lead asks for Count or UB, King lead asks for Attitude, Queen lead asks for Unblock or Attitude. However, if the partner of the leader has shown 4 or more cards, then A/K/Q leads are same as they would be against a suit contract. attitude shifts – high from 10 or lower, 3/5 or 4 th (depending on suit/NT contract), from J or higher. If partner showed a suit and a) leader has supported that, then attitude lead against trump and NT, b) if leader has not supported the suit, then 3/5 against suit and NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK (+), Ax	Asks UB/CT, AKJT (+)	
King	KQ (+), AK, Kx	Asks for attitude	
Queen	Qx, QJ (+)	Asks UB of J or Att, KQT9	
10	HT9, T9(+), Tx	HT9,T9x, 10x	
9	9x	98(+), 9x(x)	
Hi-X	Xx, doubleton	Xx, denies H	
Lo-X	Shows odd numbers	Promises at least 10	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (Low = Enc)	COUNT (Hi = Odd)	ATT (Low= Enc)
Suit 2	COUNT (Hi = Odd)	S/P (STD)	COUNT (Hi = Odd)
3	S/P (STD)		S/P (STD)
1	ATT (Low = Enc)	Reverse Smith	Smith (High=Enc)
NT 2	COUNT (Hi = Odd)	COUNT (Hi = Odd)	S/P = STD
3		S/P(STD)	COUNT (Hi = Odd)
Signals (including Trumps): Smith Echo vs NT, Low-High shows interest from both sides. Smith will continue until the signal is complete, so in discarding as well Against NT Attitude if dummy wins with A or K, Count if Q or Lower. If A led in suit contract, and a) dummy comes with doubleton, then encouragement shows overruffing potential. b) dummy comes with singleton; the card will be SPS. If a singleton is led, we will assume that partner knows it and will treat his card as SPS.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Strength of immediate hand at one level = (10)11+, 2 level 13+, 3 level 14+ Tends to have 3+ cards in other suits unless very strong (18+), T/O X till 4S (1m) X, 2Bm is either GF or both M 8+ HCP. (1X) X 3M (double jump) is 5 card 10-11 Cue bid by doubler after advancer's non jump response shows good hand w/o 4 card fit, simple raise shows 4 w/ 16-17 HCP, jump raise is 4 w/ 18-19 HCP, jump cue is strongest raise w/ 4 card , Balancing X: can be weaker but methods are same as above but. [20]			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double upto 3D, Cards dbl 3D onwards, Responsive dbl, Extended Responsive X Snapdragon dbl. Supp Dbl up to 2H, 2S onwards extras. Rosencranz. Dbl/Rdbl; Spl X for lower suit lead – in case of 4 th suit spl, X asks to lead that Suit. (1NT) (3NT) X is for short M lead, after bid & supp, X on that suit asks not to lead If 1m bidder doubles a 3NT contract then he asks for that suit lead, if 1M opener doubles a 3NT contract then he asks for other lead. A 3NT X by leaders' P after bidding a suit asks not to lead that suit. After a silent auction, 3NT X asks to lead dummy's 2 nd suit/dummy's suit. Cue bid X by opener a) against a silent responder is T/O b) against a non-silent responder shows 5+ card in own suit. After we find a fit, doubles are GT or competitive, depending on the auction. All Xs are Bid on (showing Sac intention) by a clear-cut IF we have bid and supp in a competitive auction and they make a fit Pre-emptor. Showing bid, X says, I have the 4 th suit.			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: INDIA
PLAYERS: RAJESHWAR TEWARI -SUMIT MUKHERJEE
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors (Semi-F 1NT), m opening 3+, 1D shows generally 4 unless 4432 Walsh responses over 1C. Most Jump shift responses are ART. Many fit bids. Nat weak 2 Bids depending on Vul and pos (2 nd seat Sound). Wide Range Overcalls. Frequent WJO. Frequent use of non-penalty dbls. 1nt Opening (14)15-17 HCP (Possible 5/6 Major or Singleton)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C-2D = MR (7-9 5+ Clubs). 1D-3C = Same; 1m-2H=5S and 4+H 5-9 HCP[5]; 1m-2S= 5S and 4+ H 10-11 HCP. 1M-3D = LR, 10-11 HCP 4+ Supp. 1H-3C = 6-9 HCP, 4+ Supp. 1H-2S = Unspecified spl (7-10 or 14+HCP). 1m 2H bid can be very weak (2+ HCP at fav) if 5-5 or more dist. 1S-3C = 1 m short (7-10 or 14+ HCP)[9]. Trf: after 1M- DBL, 1/2/3S O/C [15.2] & [16.2], after 1S – (2H), after 2 level jump O/C. G/B 2NT almost in all competitive auctions
SPECIAL FORCING PASS SEQUENCES
1) When game force is established. 2) When responder showed an Inv+ hand w/o supp partner's suit, 4 level onwards passes are F 3) When responder showed an Inv+ hand w/ supp in partner's suit, 5 level Declarer's Lead 4) Passes are forcing from 2C 5) Passes are F up to 2S once we have made a strength showing XX or a penalty X, ex – 1D (X) XX (2H) P, 1C (1NT) X (2S) P etc. 6) After we T/O X a weak M opening & LHO Jumps to 5M, advancers P is F 7) We T/O X a weak m opening & passed LHO Jumps to 5m, advancers P is F
IMPORTANT NOTES
2 level Sandwich overcalls Can be weaker. 3 rd seat openings can be very Weak. PSYCHICS: Rare 3 rd seat Major opening can be 4 cards. When we are in search for 3NT, then cue of their suit asks for stopper if they Have bid one suit, if they have bid two then it shows stopper. All voluntary 4m bids are F Pre-empts and O/C pre-empts can be destructive in NV 1 st and 3 rd seat Slam Xs at sacrificing situations: immediate = Don't bid, Balancing = 1 trick 2C is the only bid to show M's after various 1NT (not after their 1NT opening) After 1Y (1NT) or 1Y (P) (1NT), X shows shortness in OM if Y is a m, Otherwise shows 4card OM After one of us showed a M suit, 4 level NJ bid of that M from either side is always to play (COC), even if we already have a m fit Various 4NT bids in competition: The order of Priority is 1) To show slam inv in P's suit 2) Choice of game 3) RKC Frequent COC bids below 3NT level, if we are going to break 3NT, then we have to do that at first opportunity, anything below 3NT is primarily COC After a fit, cue bid gets lesser priority compared to last train, attitude etc. Jump 4NT bids will still be Quantitative even after finding a 8+ card m fit When we make cue bid in their suit to search for a stopper for 3NT contract And they double that, our XX shows half stopper in that suit Artificial reverse and relay bids: 1m 1X 2level cheapest revers is Art and 2NT Relay after that. 1H 1NT 2S, 1S 1NT 3C and 1H 1S 3C are Art reverses and Immediate bids are relay asks. The first step after inverted m bid is Art and the next step is relay by responder Jump 5NT bids are usually COC unless jump was against P's pre-emption Various Lebensohl situations from advancer and responder. Two known scramble situations: 1NT P (2M) X 2NT and (1M) X (2M) P X 2NT

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4S	(10)11-21,4423, or much better suit compared to D	1C-1D = 3+ Cards 0+ HCP, 1H-1S 4+ card 0+ HCP, 1NT/2NT= 8-10/11-12, 2C = Inverted (10+). 2D = Mixed.2M =Reverse Flannery, 3D/S/4C = Spl,4C = RKC, 4M= To play, 4NT = Quan	Walsh approach. Two way CB. Jump 3D after 1M response shows 4 card supp BAL 18-19. Cheapest reverses are Art, showing either reverse in that suit or long C. 1C 2C 2D ART [1], asking responder to bid 2H, 1C-2M-2NT = ENQ,1C 2NT 3X = short. After 1C 1X 2NT Retransfer [4.1],[4.2]&[4.3]	1C-(1X)-3C/1C-(X)-3C = Mixed Raise. Trf on 1S/2H/2S/3S O/C, 2C is M's on 1NT O/C, 1C(2C) X or 1C(2NT) X shows 10+ HCP, BAL hand, Subseq Xs are penalty
1♦		3	4S	(10)11-21,4432 or 4+Diamonds	1H/1S =Nat 4+ card 0+ HCP, 1NT/2NT = 6-10/11-12. 2M - Reverse Flannery.3C = Mixed. 3D = Wk, 3H/S/4C = Spl, 4D - RKC, 4M= To play, 4NT = Quan	Two-way CB. 1D-1S-3H - 4 card supp BAL 18-19. Cheapest reverse is ART, shows either reverse in that suit or long D. 1D-2D-2H is ART, 1D-2M-2NT = ENQ, 1D 2NT 3H/S – short. Retransfer [4.1],[4.2]&[4.3] after 1D 1M 2NT	SAME AS ABOVE
1♥		5	4S	(10)11-21, can be 4 in 3 rd seat	2H= 8-10, 3 card, 2NT= Bal GF, 2S = any short either 7-10 or 14+ 3D= LR, 1h-3C = 6-9, 4 card supp 1NT= Semi-F, 3S/3NT/4C = S/D/C spl 11-13 HCP	1H-2H-3S/4C/4D= Void Spl. 1H-2H-2S- some short, 1H-2H-2NT = HSGT in S 1H -2H- 3m is HSGT, 1H 3D/H 3S – some short,[8] 1H 1NT 2S – ART, 1H 1S 3C is ART, H+C or only H. 1H 1NT 2NT is 18-19 and then re transfer	Passed hand : Two way Drury. Drury exists After cut also. Trf on 1/2/3S O/C. After 1H (2H) – X Bal 10+, 2S LR, 2NT/3C/D trf
1♠		5	4H	(10)11-21, can be 4 in 3 rd seat	2S= 8-10, 3 card, 2NT= Bal GF, 1S-3C any m short 7-10 Or 14+ 3D= Limit. 3H = short H either 7-10 or 14+3NT=H Spl, 11-13.4C/4D= 11-13 Spl.	1S-2S-3X= HSGT.1S-2S-4C/4D/4H= Void Spl. 1S-2S-2NT- some short,[8] 1H-2H-2NT = HSGT in S. 1S 3D/S 3NT – some short, 1S 1NT 3C is ART[10] Either only S or S+C or S+H. 1S 1NT 2NT is 18-19 and then re transfer	Passed hand : Two way Drury. . Drury exists After cut also. Trf after 1S (2H) 1S (2S) – X Bal 10+, 2NT/3C/D/H are trf
INT		----	3S	(14)15-17, Singleton or 6 Card M/m possible.	2C Stayman, 4 Way Transfers. 3C/3D= Inv/GF with 5-5+ m's. 3H/3S= Short with 4 card OM. 4C/D – H/S, Smolen 1NT 2D bid is either H or both M inv or both m GF	1NT-2D-2H-2S= 5-4 Minors GF+ or 5-5 Majors INV. 1NT 2C 2H 2S or 1NT 2C 2S 3C – Dist. ENQ. Suit bid by m trf shows liking 1Nt 2C 2H/S 3D/H sets the M, 1NT 2C 2H/S 3C/D – ART, shows M+m	Rubensohl after intervention, (2NT Forces 3C). 1NT (2M) 3S shows m's 4C/4D are trf till 2NT cut, trf after 3S cut
2♣	ART	----		22+ Or Game in hand.	2C-2D= Waiting.2C-2H/2S = 6+ cards with 2 of AKQ' 3H/3S = long C/D Suit.	Kokish Relays. 2C 2D 2M 2NT can be with 3_ supp, 2C 2D 2M 2NT 3X 3M Shows 2+ weak 6 card S has to be introduced after 2C 2D 2H, late 3S wont be S	After 2 Level Intervention Pass = 0-4,higher Level Pass = 5+, leaping Michel by both side
2♦		5		At Vul/2 nd seat Sound 1st/3 rd NV=destructive	2D-2H/2S/3C = One round forcing.4H/S – To Play 2D-2NT = Asking., jump new suit bids are asking in that	After 2D-2NT, 3C=Any Short or 4 card C,3D = Min, 3H/3S = OM 4 card, 3NT = Bal good, After 3C, shortness relay is 3D, 3H relay is for 4 card C 2D 2M 2N shows doubleton supp in the M	XX shows a single suit, new non jump suit Is lead directional raise. FJ, Game bids Nat On cut, X is Resp at two level, otherwise Pen
2♥		5		At Vul/2 nd seat Sound 1st/3 rd NV=destructive	2S/3C/3D = One round forcing. 2NT relay, 3H = courtesy Raise. Jump bids are asking in that suit	After 2H-2NT,3C= Any short,3D=Any minor4 card,3H=Min,3S=4 Spade,3NT= Bal good., 2H – 2S -2NT shows doubleton S. After suit bid, rebid/supp are NF	XX shows a single suit, new non jump suit Is lead directional raise. FJ, Game bids Nat
2♠		5		At Vul/2 nd seat Sound 1st/3 rd NV=destructive	3C/3D/3H = One round forcing. 2NT relay, 3S = courtesy Raise. Jump bids are asking in that suit	After 2S-2NT,3C= Any short,3D=Any minor4 card,3S=Min,3H=4 H,3NT= Bal good., After suit bid by responder, rebid/supp are NF	XX shows a single suit, new non jump suit Is lead directional raise. FJ, Game bids Nat
2NT		----		(19)20-21 Bal/Semi Bal, shortness possible.	3C= Stayman,3D/3H= H/S Trf. 3S=Puppet to 3NT 3NT/4C/4D/4H= C/D/H/S Trf, 4S = Both m non slam inv 3D trf can be with 4H and 5m	2NT-3C-3H/3S = 4/5 M. 2NT 3H 3S 4H = 5-5 slam inv. 2NT 3C 3D 3H 3NT/4H = 5-5 just game. 2NT-3D-3H-3S shows 4H and 5m. 2NT 2C 3NT = both M 2NT 2C 3NT 4C slam Inv. 2NT 3S 3NT 4C/D/H/S = 5C-4D/5D-4C/1255.2155	Passed hand : Same 2NT (3Y) X is stayman Trf after 2NT (3S)
3♣		6		pre-emptive, 6+Cards	3D/3H/3S= Natural Forcing. 4D/4M are asking bids	If responder joins openers suit after bidding a new suit, that is NF, 4C = Courtesy	X penalty after they cut, Game bids are nat
3♦		6		pre-emptive, 6+Cards	3H/3S= Natural Forcing. 4C/4M are asking bids	If responder joins openers suit after bidding a new suit, that is NF. 4D = Courtesy	X penalty after they cut, Game bids are nat
3♥		6		pre-emptive, 6+Cards	3S=Nat Forcing,4C/4D/4S=Ask for control in that suit	3H 5NT (trump ask) – 6C – AQ/A, 6D – KQ/K, 6H – Q or J, 6S = AK	X penalty after they cut, Game bids are nat
3♠		6		pre-emptive, 6+Cards	4C/4D=Asks for control in that suit. 5NT= trump ask	3S 5NT (trump ask) – 6C – AQ/A, 6D – KQ/K, 6S = Q or J,	X penalty after they cut, Game bids are nat
3NT	ART	7		Solid 7-8 Card Minor.	4C= Pass/Correct,4D=Ask for Shortness.4M – To play ,4NT= Asking to bid 6 w/ 8 card, 5C = P/C	3NT 4D 4H/S – H/S short, 4NT – no short, 5m – Om short	X penalty after they cut
4♣		7		pre-emptive 7+ cards	4D/4H/4S Natural.		
4♦		7		pre-emptive 7+ cards	4H/4S=Natural		
4♥		7		pre-emptive 7+ cards	4S/5C/5D to play, 5H slam inv		
4♠		7		pre-emptive 7+ cards	5C/D/H to play, 5S slam inv		
4NT		----		Specific Ace Asking	5C=No Aces,5D/5H/5S=That Ace,5NT=C Aces		
5♣		8		Pre-emptive		HIGH LEVEL BIDDING	
5♦		8		pre-emptive		RKCB = 1430,2/2 With Trump Q, 5NT=Even with Void, 6X= Odd with Void, After 5NT 6C asks for extra, 6D for Q, if only 6C is available, then it is for extra. EKCB = Same as RKCB by steps. DOPI after they cut below our suit, DEPO after they cut	
5♥		8		pre-emptive		Above our suite. If we somehow cross 4NT after agreeing a suit, 5NT would be RKC	
5♠		8		pre-emptive		After getting response of 4NT, 5NT is K ask bid King Ask responses = Specific.	
						Direct ask after RKC response – asks for Q of that suit – bidding the trump suit shows no Q, any other bid below the trump suit is	
						Shows a doubleton, with the Q, we will bid 7	