

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Sound O/C especially at the 2 level and higher (occasionally light at the one level).
New suits are NF after 1 level O/C, F1 after 2 level and higher O/C
Jump shift after 1 level O/C=GF NAT. Jump CUE after 1 level.
O/C=mixed raise. Jump raises PRE.
Reopening jump shifts=intermediate 6+ card suit.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+ to 18- (responses=front of card).
Reopening 1NT: 11-16
Reopening 2NT =17-19 (CUE STAY, TRF through OPPT suit).
1M-P-2M-2NT=2 suited T/O
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WJO disciplined except at favourable vulnerability. 2NT by responder ASK shortness.
UNT (PRE or STR 5/5+) : (1m)-2NT=♥+om; (1M)-2NT=♣ and ♦
Jumps in known suits are PRE; bid in 4 <sup>th</sup> suit NAT NF.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS (PRE or STR 5/5+) (OM +m over 1M, MM over m)
(1m)-3m=NAT and PRE. (1M)-3M ASK stopper for 3NT (long SOL m w/ stoppers or faith on the side). If 1♣ is 2 cards then 2♣ nat, 2♦ MM
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2 <sup>nd</sup> seat UPH – X pen, 2♣ MM, 2♦ ♦ +M,2M nat
2 <sup>nd</sup> seat P or 4 <sup>th</sup> seat – X = 1m or MM, 2♣ /♦ suit + higher
2M nat
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL T/O with LEB responses.
Leaping Michaels + variations[10]
After 2/3NT O/C:CUE STAY, TRF
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
VS. 1♣ STR and VS 1♣ STR-P-1♦: DBL=Both M, 1NT=Both m, 2♣=NAT, 2♦=NAT.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Fit jumps at 2/3/4 levels
1M-(X)-ART raises
WJS: disciplined except at favourable vulnerability

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> LOW	Same	
NT	4 <sup>th</sup> (2 <sup>nd</sup> from WK suit)	Same	
Subseq	Low tends to show an honor		
Other.: Standard in partner suit			
Leads against 5 level+ (suit):K from AK ASK count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx,A,Ax(+)	AKx(+), ASK for ATT	
King	KQ(+), AK, K(x)	ASK unblock or count.	
Queen	QJ(x), S/S	KQx(+), ASK ATT	
Jack	J10(x), HJ10(x)	AQJx(+), QJx(+), S/S (Jx)	
10	109(x), H109(x)	HJ10x(+), J10x(+), S/S(10x)	
9	9(x)	H109x(+), 109x(+), S/S(9x)	
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High discourages.	High/Low=odd	High discourages
Suit 2	High/low=odd	S/P	S/P
3	S/P (after S/S lead)		
1	High discourages	Smith	High discourages
NT 2	High/Low=even	High/Low=odd	S/P
3	S/P		
Signals (including Trumps):			
Vs NT: Smith(High discourages 1 <sup>st</sup> led suit unless count is more important)			
Vs suits: S/P when dummy has a singleton unless tapping dummy more imp.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Light, shapely T/O DBLS. NEG DBL and RESP DBL all the way.			
In response CUE=FG except for a simple raise of partner's M.			
Low level DBLS are T/O.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
4 <sup>th</sup> suit DBLS.			
Maximal DBLS			
SUPP DBLS and RDBLS.			
DBL of SPL suggests save non VUL, lead VUL.			
After 1m(1♥)1♠=NEG DBL<4♠; DBL=4 or 5♠; 2♥=6+♠ INV+;			
2♠=INV+ in opener's minor. Lightner where obvious.			

W B F CONVENTION CARD
<b>CATEGORY: NATURAL GREEN</b>
<b>NCBO: INDIA</b>
<b>PLAYERS: JAGGY SHIVDASANI</b>
<b>SANDEEP THAKRAL</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Sound opening bids. 5 card M, occasionally 4 on MIN or.
Sub MIN hands especially 3 <sup>rd</sup> or 4 <sup>th</sup> seats. Semi-F 1NT RESP to 1H openings. Aggressive RESP to opening bids. 1D opening
Shows 4 unless specifically 4432.
WK 2 constructive 1 <sup>st</sup> 2 seats, 2♦ Wk M 3-7 HCP 1 <sup>st</sup> /2 <sup>nd</sup> seat
1NT Opening: 15-17.
2/1 RESP: FG except if responder rebids his suit (exception :
1♠-2♥ = FG, 1♦ - 2♣ = FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Gambling 3NT, Multi 2♦ – Weaker weak in M
1 <sup>st</sup> and 2 <sup>nd</sup> seat, ART M suit raises
Michaels CUE and UNT=5+/5+. Either WK (8-11+)or STR(18+).
GOOD-BAD 2NT.
WJS in competition. WJS out of competition:
Scrambling 2NT
LEB slow. NEG DBL of NAT bids after our NT.
FIT-SHOWING JUMPS by passed hand
Mixed raises of our minor suit openings : 1♣-2♦, 1♦-3♦
Vs UNT O/C: unbid suit NF, CUE
<b>SPECIAL FORCING PASS SEQUENCES</b>
A pass below our commitment level is forcing and encouraging.
When we are in GF, a pass above our game shows interest in
Bidding further
<b>IMPORTANT NOTES</b>
Rusinow opening lead against NT, except in partner's suit
<b>PSYCHICS:Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	Al-ways	We pass most balanced 11pts	May skip ♦; 2♣=GF 2♦=mixed raise 6-9	Reverses notGF[3] ;TRF - 2NT rebids [1];4SFG	2♣=limit;2♦=mixed raise ART
				We open most 12 pts	3♣=PRE; 2NT=13-15 FG; 2♥=4 way[2], 2♠=LR	2way only on 1nt [4]	2♥=5+♥/5+♠ MAX P;2♠=WJS
1♦		3	same	Only 3 if 4432	2♦=GF;3♣=natural invite;3♦=mixed	Same as above	2♦=limit; 3♣=mixed raise ART
					2NT=13-15 FG; 2♥ = ART 4 way[2], 2♠=LR		2♥=5+♥/5+♠ MAX P;2♠=WJS
1♥		5(4)	same	We open 4 card M only in MIN Hands.	Semi-F NT. 2/1 FG except when suit is rebid ART M raises [5]	[6]->	REVDrury fit; 2♠=mini splinter
					Same as above	1NT = F1, Same except 1♠-2♥=FG, BART	1♠-1NT-3♣ is ART[7]
1♠		5(4)	same				REVDrury fit;2NT=mini splinter
INT			same	15-17	STAY, 4 suit TRF, Texas TRF, 3♣=♣+♦FG(9+cards).	<b>Xfer &amp; new suit GF. Accept m xfer like, short</b>	3m = nat/3♥=fit.
				5M, 6m, 4M+5m OK	3♦=5 card major Stayman,3♥=1444, 3♠=4144.	After m xfer	
2♣	X	0		STR, ART, GF w/ exceptions.	2♦=waiting, other Nat, good suits	2H =H or Bal forces 2S,2N,3m nat	
					DBL of an O/C=DBL NEG.	2♣-2♦-3♥/3♠=6+♦ + 4♥/♠FG	
2♦		0		Weaker weak 2M in first 2 seats 3-8 hcp, can be 5 cards	Any M = P/C, 2NT = Relay, 3m=NF; new suit =raise+lead after dbl 4♣ request xfer	Over relay – 3♣/3♦ not max, 3♠ /♥ max OM	
2♦				weak diamonds in 3/4 seat	2M NF, 2N constructive asks shortage		
2♥		6 +-		CONST, could have 4♠	2NT relay, 3m=NF; new suit =raise+lead after dbl	Over 2N relay -3♣ Good good or Bad bad, 3♦	
					4♣= modified RKCB	=good values, 3M = good suit, 3OM = solid suit	
2♠		6 +-		CONST, could have 4♥	2NT relay; 3m=NF. ; new suit =raise+lead after dbl	3N = 64 majors	
					4♣= modified RKCB		
2NT				20-21(19) bal/semibal	Stayman, smolen, 3S = minors,4C/D = H/S 4H/S = C/D	After 3S-3N 4m=other minor longer, 4M = shortage both minors	
3♣		6 +		3 level bids destructive at	New Suit F1; 4♦=modified RKCB[9]		
3♦		7 +-		favourable V. Otherwise we use	New Suit F1; 4♣= modified RKCB		
3♥		7 +-		the rule of 2 and 3.	New Suit F1; 4♣= modified RKCB		
3♠		7 +-			New Suit F1; 4♣= modified RKCB		
3NT	X			Gambling w/ 7+SOLm (no side A or void, no K 1 <sup>st</sup> /2 <sup>nd</sup> position)	xC = P/C,4D = shortage ask . Ref 8.1		
4♣		7		NAT PRE	4♦= modified RKCB; 4♥/♠/4NT=NAT		
4♦		7		NAT PRE	4♥/♠/4NT=NAT; 5♣= modified RKCB		
4♥		7		NAT PRE	4♠=NAT; 4NT=RKCB;		
4♠		7		NAT PRE	4NT=RKCB		
4NT				A ASK	5♣=0/4, 5♦=1, 5♥=2, 5♠=3.		
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKC responses may change based on suit or situation. Default 1430	
5♥						0314 if agreed C, or asked by 2c/2n opener. 0,1,1+Q,2 when responder = 2 level preempt	
5♠						Cue bids, serious/non-serious slam tries. May bypass cue when negative attitude	
						DOPI ROPI at 5 lvl, DEPO REPO if forced 6	

# Supplementary Notes

## 1. Retransfers over 1m 1x 2nt

We play retransfers on 1m-1x-2NT rebid by opener. Some key points

- 1m – 1♠ – 2NT – 3♦ is transfer to ♥ and FG

3♥ = 2-3 in ♠-♥

⇒ 3♠ = 6 spades

⇒ 3NT = to play

⇒ 4♣ = 5-5 majors slammish

⇒ 4♦ = fragment in partner's m on which 4♥ likes, 4♠ (by either hand RKC) and 4NT to play

⇒ 4♥ = to play

⇒ 4♠ = to play weaker than 3♠

3♠ = 3 spades better than 4♠

3NT = 2-2 in majors sign off

4♣/♦ = cue agreeing hearts

4♥ = agreeing hearts no slam interest

## 2. 1m –artificial responses

1m – 2♥ is 5♥+5♠ 9-11 HCP with passed hand. With unpassed hand, it is a 4-way bid. Opener rebids 2♠ to clarify

⇒ 2NT = 11-12 BAL

⇒ 3om = WJS

⇒ 3m = FG 5+ Hearts and 4+ m 15+

⇒ 3♥ = FG 6+ Hearts classical strong jump shift hand 15+

1m – 2♠ = Limit Raise

1m – 2NT = FG BAL 13-15 (bad 16) may have 4M

- 3♣ = Stayman. On 3♦ response, 3M shows shortage in M, subsequent bids natural.
- 3♦ = Rebid of m
- 3M = Both minors and shortness in M

### 3. Reverses after 1m

Reverses are not forcing to game – usually 17+ F1. Rebid of M after a reverse may not be natural and may just be beginning of a weak hand. A rebid of m after such response may be passed by responder.

1. Rebid of M = potential DBL NEG and may not be 5 cards
2. 4th suit is slam try in partner's minor
3. Raise of opener's minor is FIT and FG but limited
4. 2NT = NAT FG 7-10 or 13+
5. 3NT = NAT 10-12
6. Reverse may come with a 3-card suit. So, in a sequence like 1m - 1♠ - 2♥ - 3♥, 3NT or 4m is natural and denies 4 hearts, only 4om is slam interest with hearts. However, 3♠ is fit and inferentially establishes an 8-card fit and 3NT by responder now is non-serious slam try.

### 4. 2 way checkback

#### 2♣/2♦ Non-forcing & Forcing check backs on 1NT rebid

Does not apply for passed hand.

All invitational hands are bid via 2♣ and all game forcing hands via 2♦.

2NT raise via 2♣ promises 5 cards whereas a direct 2NT raise denies 5 cards.

2 level rebid of suit via 2♣ is invitational with min 5 cards and likely unbalanced hand if only 5

3 level rebid of suit via 2♣ is invitational with 6+ cards

1♣ – 1♦

1NT – 2♣ / ♦ NF, 2M nat F, 2N check back Fcg

1m – 1M

1NT – 2M = Sign off to play

- 2♥ = Sign off to play (5♠+4♥) if M is spades
- 2♠ = INV 4+4 ♠/♥ if M is hearts
- 3M = INV long M distributional less HCP than via 2♣

1x – 1y

1NT – 3♣ = Sign off to play

1m – 1M

1NT – 2♣

2♦

- 3m = INV 5m denies 5M
- 3♥ if M is spades = 5+5 S/H INV
- 2OM = INV 5-4
- 2M = INV 5+ cards unbalanced
- 3M = INV 6+ cards HCP based
- 3NT = choice of game

1♥ – 1♠

1NT – 2♣

2♦

- 2♥ = INV 3 hearts (a typical limit raise) but lesser than a 3♥ bid which is also INV
- 2♠ = INV 5+ cards generally unbalanced
- 3m = INV 5m denies 5M
- 3♠ = INV 6+ cards HCP based
- 3NT = choice of game

1x – 1y

1NT – 2♦ = GF check back

The agreement is to describe hand through cheapest bids. Rebid of new minor is natural showing 5-4-2-2 shape. Support with 5 card own suit is bid differently than just support. Rebid of 3NT denies support and good controls.

1♣ – 1M

1NT – 2♦

- 2M = NAT
- 2NT = No M, Better controls, implied 5♣
- 3♣ = 5♣ + 3M
- 3♥ = Solid ♣ + 3M
- 3♠ = Solid ♣, no support

1♦ – 1M

1NT – 2♦

- 2M = NAT
- 2NT = No M
- 3♦ = 5 cards
- 3♥ = 5♦ + 3M
- 3♠ = Solid 5♦ + 3M

1♥ – 1♠

1NT – 2♦

- 2♥ = No support, good hearts (3/4 top honors)
- 2♠ = 3 card support
- 2NT = No support, better controls
- 3♣/♦ = 4 cards
- 3♥ = Solid 5♥ + 3♠
- 3♠ = Solid 5♥, no support
- 3NT = No support, soft values

After a 1x-1y-1NT rebid, all jumps up to 3 level of y are strong pure suit hands except for jump sequences already mentioned earlier – opener is expected to select one of the suits and cue accordingly. All jumps higher than 3 level of y are self-splinters.

## 5. Raises to 1M

- 1H-3D/1S-3H -> Limit raise
- 1H-3C/1S-3D -> Mixed Raise
  - Both of these tend to deny singleton. Over these 3S/3N = artificial shortage slam try
    - 3S-3N/3N-4C enquires, responses lo mid hi
- 1H-2S/1S-2N -> Mini/Maxi splinters (8-10 or 17+)
  - Next bid enquires – resp – lo mid hi
- 1H-2N/1S-3C -> Jacoby
  - 3C/3D = minimum but not worst

- 3D/3H relay
  - 3H/3S = some singleton
  - 3S/3N = 5/4
  - 4x = 5 card side suit
- 3D/H = some singleton
- 3H/S = 5/4
- 3S/3N = extras/6
- 4x = side suit
- Responder can break relay to show 15-16 splinter

## 6. 1M-Passed Hand

With passed hand, we play fit raises and 2 way Drury

- 1M – 2♣/♦ = Drury with 3 and 4 trumps respectively.
  - Rebid of 2M by opener is weak
  - Next bid by opener is waiting on which responder can show a side suit or bid NT with extras or sign off in 2M
  - Opener makes the same game tries as on a constructive raise except a 2NT bid is slam try and asks for source of tricks (5 card suit headed by 2 honors)
- 1M – (3M-4: 4 under) continues to be mini splinter as with unpassed hand. Same continuations apply.
- 3m is natural invitational.
- 2NT is fit jump with spades if opening is hearts.

## 7. 1S-1N-3C

Artificial- 3D enquires

- 3H = 5S+4H strong (so 1S-1N-3H = 5-5)
- 3S = Single suiter stronger than 4S

- 3N= Clubs

## 8. Defence to Multi 2D

- Seat 2
  - DBL is either hearts or balanced 18-19. Subsequently 1<sup>st</sup> dbl from either side T/O
  - 2♥/♠/3♣ are transfers to ♠/♣/♦ respectively
  - 2NT = NAT 15-17
  - 3♦ asks for major stopper.
  - 3♥/♠ are natural good single suiter hands.
- Seat 4
  - Pre-balancing applies if partner passes and responder makes a passable bid
  - Dbl = TO or suit
  - 2N/3x natural
- Seat 6
  - Pass and subsequent first DBL by either side, when opponents have agreed suit is take out.

## 9. Modified RKC

- Default 1430
- If agreed suit C or asked by 2C/2N opener 0314
- If responded by preemptor 0,1,1+q,2,2+q

## 10. Def to preempts

- 2♦ - Wk ♦
  - 3♦ majors
  - 4♣ - ♣ +M
  - 4♦ MM Strong
- 2M
  - 3M – stopper ask
  - 4m – m + OM
  - 4M/4N minors, 1/2 losers OM
- 3m
  - 4♣ - om + Major
  - 4♦ MM



- 3M
  - $4m m + OM$
  - $4M - OM + m$
  - 4N minors