

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 F1
Jump shift Fit showing. 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 CUE (PRE or STR 5/5+)
(1m)-3m=NAT and PRE. (1M)-3M ASK stopper for 3NT (long SOL m w/ stoppers or faith on the side).
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL = PEN, Landy (2♣=♥+♠), 2♦ = single M, 2M = M + any m
Passed Hand
DBL = ♣+M longer ♣, Landy(2♣=♥+♠), 2♦ = ♦+M longer ♦ 2M = M , may have a minor
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL T/O with LEB responses.
Leaping Michaels + variations
After 2/3NT O/C:CUE STAY, TRF
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Suction in direct position (either bid suit or next 2 higher suits). 1♣ STR-P-1♦: DBL=Both M, Any NT=Both m
<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 shows an honor		
Other: RNOW against NT (lower of touching cards). 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+♠ Weak+;			
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: RAJESHWAR TEWARI</b>
<b>KEYZAD ANKLESARIA</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Sound opening bids except FV. 5 card M
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 and other preempts constructive except at favourable or In 3 <sup>rd</sup> hand. 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. ART M suit raises after 1M opening [2.2.6]
Multi 2♦ – Weaker weak in M or 18+ 3 suiter in first 2 seats
Michaels CUE and UNT=5+/5+
GOOD-BAD 2NT.
WJS in competition. WJS out of competition:
Scrambling 2NT
LEB slow. NEG DBL of NAT bids after our NT.
Mixed raises of our minor suit openings : 1♣-2♦, 1♦-3♦
After our NT is DBLed for PEN : Pass forces a RDBL (then bids show one suited hands), direct bids show that suit + a higher suit.
Vs UNT O/C: unbid suit NF, CUE
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Fav vulnerability, openings can be light.
<b>PSYCHICS:</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 We open most 12 pts	May skip ♦; 2♣=FG; 2♦=mixed raise; 2♠= Limit Raise 3♣=PRE; 2NT=13-15 FG; 2♥ = ART 4 way [1.2.6]	Opener's jump reverse of 1M=mini/maxi SPL. Reverses;TRF after 2NT rebids;4SFG	2♣=limit;2♦=mixed raise ART 2♥/2♠=Fit
1♦		3	same	Only 3 if 4432	2♦=FG; 3♣=NAT INV;3♦=mixed	Same as above	2♦=limit; 3♣=mixed raise ART
					2NT=13-15 FG; 2♥ = ART 4 way [1.2.6], 2♠= Limit		2♥/2♠= Fit
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 [2.2.6]		2 way REVDrury
1♠		5(4)	same	Same as above	1NT = F1, Same except 1♠-2♥=FG	1♠-1NT-3♣ is ART.	2 way REVDrury
INT			same	15-17	STAY, 4 suit TRF, Texas TRF, 3♣=♣+♦FG(9+cards).		
				5M, 6m, 4M+5m OK	3♦=5 card major Stayman,3♥=1444, 3♠=4144.	ReTRF after 2NT super accept.	
2♣	X	0		STR, ART, GF w/ exceptions.	2♦=waiting	Kokish	
					DBL of an O/C=DBL NEG.	2♣-2♦-3♥/3♠=6+♦ + 4♥/♠FG	
2♦		0		Weaker weak 2M or 18+ 3 suiter short ♠ in first 2 seats, weak diamonds in rest	Any M = P/C, 2NT = Relay, 3♣=NF; McCabe after DBL. Defense to Multi – refer notes		
2♥		6 +-		CONST, could have 4♠	2NT Ogust; 3m=NF; McCabe after DBL		
					4♣= modified RKCB		
2♠		6 +-		CONST, could have 4♥	2NT Ogust; 3m=NF. ; McCabe after DBL		
					4♣= modified RKCB		
2NT				20-21	Romex Stayman, Transfers		
				5M, 6m, 4M+5m OK			
3♣		6 +		3 level bids destructive at	New Suit F1; 4♦=modified RKCB		
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)	See notes [8]		
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♦							
5♥							
5♠							

## Supplementary sheet for X-references

[1.2.6] 1m – 2♥ is a 4-way bid with unpassed hand. A direct bid of any minor at 3 level by opener shows minimum opening and desire to sign off. With other hands, opener rebids 2♠ to clarify.

=> 2NT = 11-12 BAL. Over this

- 3♣ is a puppet to 3♦ after which 3M is NAT and 3NT shows om NAT.
- 3♦ is a rebid of m slam interest
- 3M shows shortness looking for right game/slam

=> 3om = WJS

=> 3m = FG 5+ Hearts and 4+ m 15+

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

[2.2.6] We play various kinds of support raises with unpassed responder hand – 2 level constructive, 3 level preemptive, mixed and limit raises. All 3 card limit raises are through 1NT.

- 1M – 2M = Constructive 8-10 HCP. Various help suit and short suit game tries are available
- 1M – (3M-4: 4 under) = Various shortness raises with 4+ trumps, next bid is a relay. Contains mini splinter (7-9), maxi splinter (13-15) and void splinter (10-12)
- 1M – (3M-3: 3 under) = Jacoby either balanced 13+ or some super maxi splinter 16+. If Jacoby bidder, bypasses relay and bids a new suit, it indicates the splinter suit and if reverts to M at 3 level, then shows better balanced hand not wanting to take control and if reverts to M at 4 level, then a minimum balanced hand.
- 1M – (3M-2: 2 under) = Mixed raise (7-9 HCP) with no shortage.
- 1M – (3M-1: 1 under) = Limit raise (10-12 HCP). Responses same as for mixed raise
- 1M – 3M is preemptive. Next bid relay for shortness – rebid of M no shortness, other suit bids show shortness (3NT for spades).
- 1M – 3M+1 = Artificial good preemptive raise to game with some shortage and promises 2-3 controls. Next bid relay for shortness
- 1M – any double jump is splinter (10-12 HCP). Last train applies. In case of heart opening, 3NT is spade splinter

[8] Over Gambling 3NT opening,

- Any ♣ = Pass or correct
- 4♦ = Short suit ask
- 4NT/5NT = Slam/Grand slam try

[Defense to Multi 2 opening]

- X = Hearts or 18+ BAL, subsequent doubles by either side penalty oriented
- 2H/S/3C = Transfers
- 3D = Diamonds + Clubs longer Diamonds
- 3H/S = Good suit intermediate