

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Normally Sound. 9-18 hcp. Reopening may be weaker.
RESPONSES:-
Natural. Change of suit = F1, NTs limited.
Cue = F1 with doubleton Honour/ 3+ card support.
Jump shift = fit showing. Jump Cue = Splinter. Double Jump Shifts are splinters.
Jump in one above the Major O/C is mini splinter any.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 hcp in 2 nd /4 th live. 11-14 hcp in reopening
System On over 15-17NT. Trf to opp. suit = 4441 GF.
On reopen NT 2C=Range/STAY on which 2D = 11-12hcp, 2H/2S/2NT = 13-15
Others same as on INT Overcall.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: WJO. 2NT for minors over 1M
2-Suit: Leaping Michaels over weak 2 H/2 S (Cue = minors)
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue bids on 1 level opening = Michaels
Jump Cue Bids over 1 level ask for a stopper for 3NT
In competition Cue bid = support and atleast INV.
In competition Jump Cue = SPL at 4 level, excl. at 5
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs STRONG NT: Dbl = longer m + M, 2 C =Single suiter
2D = Majors, 2NT = minors, 2 H/2 S = bid M + minor
Vs WEAK NT: Dbl for Penalty . Others as in case of Strong NT.
Passed Hand treatment is same as against strong NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBLS are takeout oriented. NT bids are natural.
Leaping/ Non Leaping Michaels at 4 Level
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = Majors, NT overcalls are for minors.
All other overcalls are transfers.
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = Penalty oriented.
Change of suit at 1 level = F1. (2 level trfs /some 1 trfs)
Unpassed 1M - Dbl - 2M = 3-7, 1NT up to one below 2M = Trfs

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd / 5th, Hi from 2	3rd / 5th, Hi from 2	
NT	4th,Hi = 2/3 small	4th / 3rd, Hi from 2	
Subseq	Hi = No intt, Rest as above	Hi = No intt, Rest as above	
Other:	9/10 = 0/2 Higher cards. Jack denies higher		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx or Ax	A for attitude from AK	
King	KQx, AK, AKx level 5+	K for count from AK	
Queen	QJ, QJx, Qx	QJx, Qx , KQT9	
Jack	Jx, JT, JTx	Jx, JT, JTx	
10	AJT, KJT, Tx, T9x	AJT, KJT, Tx, T9x	
9	AT9, KT9, QT9, 9x, 98x	AT9, KT9, QT9, 9x, 98x	
Hi-X	doubleton	doubleton or 3 small	
Lo-X	3rd / 5th	4th / 3rd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISCG	Hi = ODD	Hi = DISCG
Suit 2	Hi = ODD	Hi = Higher SP	Hi = ODD
3	Hi = Higher SP		Hi = Higher SP
1	Hi = DISCG	Hi = ODD	Hi = DISCG
NT 2	Hi = ODD	Hi = Higher SP	Hi = ODD
3	Hi = Higher SP		Hi = Higher SP
Signals (including Trumps): Triumph Echo for Ruff			
Signals in Triumph: SP Oriented			
Reverse Smith against NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound. Normally 3 card support for other suits.(may be weaker balancing /pre balancing			
Responses are natural. 1NT response = 7-9 hcp.			
Only a Cue bid is forcing to agreement.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Doubles in competition are mostly -ve / strength.			
Penalty DBLS start after RDBL or DBL is converted.			
Support dbls at 1/2 level,-Ve dbls on partners 1NT.			
Responsive / Competitive dbls. / Lightner Doubles			
RDBL = Strong (May be Rosenkranz)			
1NT gets dbld for penalties, RDBL = Puppet to 2 C (single suiter any)			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: INDIA
PLAYERS: Kiran Nadar & Bachiraju Satyanarayana
EVENT (Open/Women/Senior/Transnational)
ASIAN GAMES 2018
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard with 5 card Majors, 15-17 NT, Stayman & Trfs over 1NT
2D = Multi (Weak 2 in a Major / 20-21 Bal. (on which Puppet Stayman)
3NT = 4 Level Preempt in a minor, 4 C/4 D = Namiyats
Multiple raises on Major/ Inverted on minor opening
Multiple raises on Major/ Inverted on minor opening
After 2 OVER 1 Responses: Rebid = NF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 H = 5+ cards in Hs & 5+ cards in any other 5 to 11HCP
2 S = 5+ cards in Ss & 5+ cards in a minor 5 to 11 HCP
2NT = Both Minors, (5+, 5+) 5 to 11 HCP
3NT = Preempt in 4 level minor
4 C/4 D = Namiyats
Transfer overcalls over Art Strong 1 C/2 C/1 D
Transfer Responses over 1 C opening
Some Transfer Responses after interference on our 1 Openings.
Artificial 2 C Response over 1M opening
SPECIAL FORCING PASS SEQUENCES
Forcing Pass applies in our GF auctions
After Strong RDBL by responder, Openers Pass = F1.
Only on non-jump response from doubler's partner.
IMPORTANT NOTES
Negative Dbls, Responsive dbls, Support Dbls
Negative dbls over interference of our 1NT opening.
Good Bad 2NT, Serious and Non Serious Slam tries,
After 1X-1Y-1Z-2C/2D are INV/GF Check Backs(2Cforces2D)
Exclusion RKC
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11-21 Cs more than or = D	1 level trfs, 1S is pup to 1NT(several hands), 1NT = GF C 2NT 11-12, 2C= GF D, 2D=mixed 2H/2S = Majors 7-9/9-11	Acceptance of TRF shows 12-14, may be 2 cards 1C-1Y-1Z 2D= GF and 2C = Pup (play 2D / IINV any)	Same Treatment Some Transfers in Competition
1♦		3	4H	11-21 HCP (3 Cards only when 4432)	Any Suit Nat F1, 2D = Inverted, 3C Mixed Raise Others as after 1C opening.	1D-1Y-1Z 2D= GF and 2C = Pup (play 2D / IINV any) After 1NT, 2C = Gazzili (Notes)	
1♥		5	4D	11-21hcp, 5+ cards in H	1NT = Semi F. 2C-Art(at least 9+HCP_). Raise Constructive Chng suit = F1, Bergen Raises mini/midi/maxi SPL		With PH 2C/2D = 4/3 card drury Some Transfers in Competition
1♠		5	4H	11-21hcp, 5+ cards in S	Similar to that of 1H opening		
INT			3S	15-17 (Singleton Hon possible) May have 5M or 6m	2C = Stay, 2 D/H trfs, 2S=PUP(5+m/4+any GF) 2/NT PUP, 3 C/D INV, 3H/S Frag 4C/D trf to H/S, 4NT = Qty.	Chng of Suit after TRF = GF, 2NT-3 C-3 H/S GF C/D 2NT Pup=sign of/GF in a minor /GF minors	
2♣	YES	0	4H	22+BAL or 20+UnBal	2D=Waiting,2 H=Dbl -ve,2NT = +ve in H	2C-2D-2 H(PUP)-2 S-2NT(22-24), 2C-2D-2NT/3C trfs 2C-2D-3D=5+D/4+C, Jump shift sets suit,3NT to play	
2♦	YES	0		Wk in H/S/20-21 Bal	2H/2S/3H/3S/4 H = P/C, 2NT Relay, 3C/ 3D=F1 4C requests transfer to opener's Major.	2D-2NT-(3C=Good Wk2, 3D/3H=Bad H/S, 3N=20-21 On 2NT (Pup Stay, trfs, 3NT Minors, 3S=Pup(ref 1NT	
2♥		5		5H + 5Any 6-11 HCP	2S/3C = P/C, 2NT = Relay, 3D/3S = F1	2H-2NT-3C/D/H=C/D/S Weak, 3S/NT=Good S/m any	
2♠		5		5S + 5Any 6-11 HCP	3C = P/C, 3D/3H = F1, 2NT = Relay	2S-2NT-?(3C/D = C/D Weak, 3H/S = C/D Better)	
2NT	YES			5-5 minors 6-11 hcp	3/4/5 C/D to play, 3 H/S F1, 3NT to Play		
3♣		6		Preempt	Change of Suit = F1		
3♦		6		Preempt			
3♥				Preempt	4 minor = Cue, 4S/5C/ 5D to play, 4NT = RKC		
3♠				Preempt	4 minor = Cue, 4H/5C/ 5D to play, 4NT = RKC		
3NT				Broken Preempt in one minor	4C = P/C, 4D Asks Singleton, 4H/S = to play, 4NT = RKC		
4♣		7Hs		8+ Playing Tricks in Hs	4D=3+ tricks, 4NT=RKC,4S/5C/5D cues missing higher cue		
4♦		7Ss		8+ Playing Tricks in Ss	4H=3+tricks, 4NT = RKC, 5C/D/H cues-missing higher cue		
4♥		7(6)		Less than 8 playing tricks			
4♠		7(6)		Less than 8 playing tricks			
4NT				Specific Ace Asking	Bid Aces upwards, 5NT = No ACE		
5♣						HIGH LEVEL BIDDING	
5♦						4 minor is RKC when GF is established below 3m and no/all cues established.	
5♥						DKC after NT opening and known 2 suiter auctions	
5♠						1-4 / 0-3 / 2 WO/ 2 With Q responses to RKC	
						1-4 / 0-3 / 2 WO/ 2 with lower Q/ 2 With Higher Q/ 2 with both on DKC	
						DBL/RDBL = 1st, Pass = 2nd Step etc over RKC/DKC - Interference	
						Lightner/ Unusual Doubles	
						Forcing Passes at high level when GF is established for our side.	