

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Usually good suit, lead directing, can be 4 cards at 1 level
Responses: Raise weaker, cue bid onwards transfers, new suit bellow
cue bid F1 by Unpassed hand, jump in new suit Fit, after sound raise
transfer new suit shortage. jump in Opp. suit at 3 level Mixed raise
Reopening may be 4 cards
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> & 4 <sup>th</sup> Position live 15-18 – System ON
4 <sup>th</sup> Position 10 to 14
2♣ Ask for Range, 2♦ & 2♥ Transfers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak may be 5 cards except over Preempt.
2NT Asking as if Weak 2 is opened
Unusual NT: Lowest 2 suits
Reopen: 12-14 6 cards suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michael's two suiter, Leaping & non leaping Michael
Split Range depending upon the Vulnerability
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
vs STR N: DBL=1 minor or Str with Major or Str with minor + Maj
2♣:Both Majors 44+, 2♦:1 Maj may be Str with 1 Maj + 1 more suit
2M= Major + minor Maj may be 4 cards & 5+ minor, 2NT:m+m
vs Weak N: DBL= Strength others same as vs Str NT
PH= DBL= minor + Major others same as above
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL= Take Out. Lenbesohl & Rubensohl over WK 2 - DBL
Jump overcall Str hand good suit,
Leaping & Non-Leaping Michael's 4♣=Str OM,4♦/OM=Str M + m
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
VS 1♣ - DBL= Both Majors, 1NT=♣+ Maj,2♦=♦+ Maj, 2NT=m+m
1♣ P 1♦ DBL=♦, vs STR 2♣= DBL=Majors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL=Strength, over 1Major DBL – 1NT onwards Trf,1 under 2M
sound raise,2M weak raise, Jump in new suit Fit,3M: PRE, 2NT:
Limit/+, Jump in other Major= Mixed Raise

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	4 <sup>th</sup>	3 <sup>rd</sup> /4 <sup>th</sup>	
Subsequent	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Other: Smith vs NT Low card by either partner show interest in the suit lead			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	Unblock or count	
King	AK or KQx	AKx or KQx for Attitude	
Queen	QJ(x)	QJ(x) or KQ10	
Jack	J10(x) or AJ10 or KJ10	J10(x) or AJ10 KJ10	
10	H109 or 109(x) or 10x	H109 or 109(x) or 10x	
9	98(x) or 9x	H98(x) or 98x or 98 or 9x	
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High=D, Low=E	CT	High=D, Low=E
Suit 2	S/P	SP	S/P
3	H/L=O, L/H=E	ATT	H/L=O, L/H=E
1	High=D, Low=E	SMITH	High=D, Low=E
NT 2	S/P	SP	S/P
3	H/L=O, L/H=E	CT	H/L=O, L/H=E
Signals (including Trumps):			
High Low Shows Desire to Ruff in the suit Led Else Suit Preference			
VS NT SMITH by either UDCA			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Opening hand, may be less with shape, may be strong 1suiter			
Best suit response, Jump in suit better than minimum, cue Forcing to Game			
Double jump in new suit 6 cards less values			
REOPENING DBL can be light			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive Doubles, Support Double, Save suggesting (Bid On) Double			
If our NT opening/Overcall DBL for PEN – RDBL onwards TRF, PASS			
forces RDBL to play but if any BID is DONT			

W B F CONVENTION CARD
<b>CATEGORY: Blue</b>
<b>NCBO: India</b>
<b>PLAYERS: RAJESH DALAL &amp; ANIL PADHYE</b>
<b>EVENT: Seniors</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision: 1♣: 16+ Unbalanced 17+ Balanced. +VE Responses to
1♣ TRF, 1♦ opening may be 2 cards, 5 cards Major 11-15,
1NT: 14-16 may have 5 cards Major or 6 minor or may be
Unbalanced or may have singleton Honour
2♣: 11-15 with 5+♣ with 4 cards Major or 6+♣
2♦: 11-15 Short ♦=3415/4315/4414/4405/3316 Bad ♣ Suit
2♥/♠: 5-10 may be 5/6 cards & can have 5 cards side suit
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
+ve Responses to 1♣= 1♥=5 +♠, 1♠=5+♥, 1NT=5 +♣, 2♣= 5+♦
2♦=Bal 8-10, 2♥=11-12, 2♠=13-14 & 2NT=15-16
1♦ opening 1M overcall 2♣ 5+ cards OM Inv/+, 2♦=♦+OM Inv
2♥=Inv/+♣, 2♠=Inv/+♦, 2NT=Both Minors Inv, 3♣=♣+OM Inv
1♦ - 2♣ Response may be Invitational
1♦ - 2♦ Inverted forcing up to 3♦
4♣/♦: NAMYATES in 1 <sup>st</sup> & 2 <sup>nd</sup> Seat
3NT: Preempt in minor in 1st & 2 <sup>nd</sup> seat
After 1♦/♥/♠ opening & 1/2 overcall lot of Transfer sequences
Lebensohl & Rubensohl in Competition
<b>SPECIAL FORCING PASS SEQUENCES</b>
PASS is Forcing in GF auctions, Pass & Pull shows SLAM
Interest
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: RARE</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	YES	0	3♠	16+ if Un balanced 17+ if Balanced	1♦:0-8,1♥=5+♠,1♠=5+♥,1NT=5+♣,2♣=5+♦:+ve 2♦:8-10,2♥:11-12,2♠:13-14 &2NT:15-16 Bal	Relays to find shape, suit quality & controls, 1♥ by opener may be a Bal 19+ or Natural	Jump after Overcall show 6 cards
1♦	YES	2	3♠	11-15 may be 2 cards	1♥/♠ 4+ cards,1NT:6-10,2♣ 4+♣ 10+ Hcp F1,2♦: Inverted,2♥:M+M 6-8,2♠:9-11 m+m,2NT:11-12	Jump to 2♠/NT:3/4 cards support Max hand with shortage, 3 cards support - Unbalanced	
1♥		5/4	3♠	11-15 Generally 5+ cards may be 4 cards in 3 <sup>rd</sup> seat	1NT:F1, 2X GF,2♠/NT: min/mid SPL,2NT/3♣: Jacoby, 3♣/3♦Mixed,3♦/♥Limit,	Long & Short Suit Game Tries Serious & Nonserious Slam Tries in GF seq.	2♣ 3cards & 2♦ 4 cards Drury 1♥ - 2♠/3♣/♦ & 1♠ - 3X Fit
1♠		5/4	3♠	Same as above	3M: PRE, 4X:13+ Any SPL, 3♠/NT: some void,		1♥/♠ - 2NT Some shortage
INT			3♠	14-16 may be unbalanced, may Sing H, 5M or 6 cards minor	Stayman & 4 suit TRF,3♣:55m+m GF,3♦:6♦+4♣ 3M:1345/54,4♣:minors 54 Qty,4♦/♥:Trf	After Trf. opener's new suit shows good suit + Fit with H, Jump Max, Trf after minor Trf	Lebensohl & Rubensohl
2♣		5+	3♠	11-15 with 5+♣+ 4M or 6♣	2♦:Relay,2M:F1,2NT: Puppet to 3♣=S/O or SPL or 4♣ GF,3♣=♦,3♦=Both M Inv/+,3M:GF	over 2♦ 2♥ Denies 4M,2♠=4♠,2NT Max 6♣ 3♣=4♥,3♦=6♣4♦,3♥/♠/NT=7♣ 4X=6♣5M	
2♦		1		11-15 Short ♦ may be 3316 with bad 6♣	2♥/♠/3♣:S/O,2NT: Relay but not GF, 3♦:Forces 3♥ to initiate GF/SF,3M: Invitational		
2♥		6/5		New suit F1, 2NT: Relay, 3M: Block, 4♦/OM: SPL	3♣:♣ Short or Good Bal or side 4 cards minor 3♦/OM: Short, 3BM: WK, 3NT: 4 OM, 4m=6/5	If overcalled DBL is Inviting to Game If DBL New suit Lead Directing with Fit	
2♠		6/5		4♣: Ask about Trumps	4BM: 6/5 OM	RDBL forces to Bid the next suit for own suit	
2NT				21-22 may be Unbalanced occasionally	Stayman & Transfers,Smolen, 3♠: Trf->3NT or 5/4 m+m or 1 suiter ♣,4♣/♦/♥: TR,4♠:m+m,3N:m+m		
3♣		7/6		NS F1,4♦:Ask about Trumps	1 <sup>ST</sup> step May be Q high, 2 <sup>ND</sup> Step A or K,		
3♦		7/6		NS F1, 4♣ Ask about Trumps	3 <sup>RD</sup> Step A Or K+Q, 4 <sup>TH</sup> Step AK		
3♥		7/6			5 <sup>TH</sup> Step AKQ		
3♠		7/6					
3NT				Preempt in a Minor	4♣=P/C, 4♦: Ask for Singleton		
4♣				NAMYATES	4♦ ask for Quality		
4♦				NAMYATES	4♥ ask for Quality		
4♥				PREEMPTIVE	4NT: RKCB, New Suit: CAB		
4♠				PREEMPTIVE	SAME		
4NT				Specific Ace Ask	5♣=0 5♦/♥/♠/6♣→ Specific Ace, 5NT= 2Aces		
5♣				PREEMPTIVE		<b>HIGH LEVEL BIDDING</b>	
5♦				PREEMPTIVE		After minor suit is established, in certain sequences, bid od SPLINTER suit by unlimited hand is RKC. After Major suit agreed, if ♥ is an agreed suit 4♠ & if ♠ is an agreed suit 4NT is RKC.	
5♥				Invite for Slam/Grand with		Response to RKC 1403 but if ♣ is agreed 0314. EKC response 0314	
5♠				1/2 Honours			
5NT				Ask for Specific King	6♣=0 King,6♦/♥/♠/NT→ Specific King NT=♣		

- 1) 1♣ - 1♦ = 0-8, 1♥ = 5+ cards ♠ with 8+ HCP, 1♠ = 5+♥ with 8+ HCP, 1NT = 5+♣ with 8+ HCP, 2♣ = 5+♦ with 8+ HCP, 2♦ = 8-10 Bal may have 5 cards non biddable minor or 4441 any, 2♥ = 11-12 Bal, 2♠ = 13-14 Bal, 2NT = 15-16 Bal, 3♣/♦/♥/♠ 4441 suit bellow singleton 11-14.

Over positive response opener relays by accepting the Transfer to find Shape, Total controls with Responder (Ace = 2 & King = 1), Quality of the Trump suit - either in the 1<sup>st</sup> suit or the 2<sup>nd</sup> suit, Control in the side suits. Opener may bid Naturally by not accepting the Transfer. After accepting the Transfer & finding out the shape cheapest bid other than NT sets 1<sup>st</sup> suit as Trump suit & 2<sup>nd</sup> cheapest bid to set 2<sup>nd</sup> suit as agreed trump suit followed by Control asking bids in the remaining suits.

- 2) 1♣ - 1♦  
1♥: May be ART to show 19+ Hands if Balanced by rebidding NT at appropriate level but bid of new suit or rebid of ♥ shows 6♥ or ♥ + bid suit, jump in minor shows 20+ with 5♥ & 5+ minor. Response of 1♠ over 1♥ is semiautomatic as 1NT shows 4♠ with 5-7 HCP & bid of 2♣/♦ shows a weak hand (0 to 4 HCP) with long suit, 2♥ shows 3♥ with 5-7 HCP.

- 3) 1♦ - 1♥  
2♠:

&

- 1♦ - 1♠++  
2NT

Art to show good 14/15 HCP with 6♦ + 3 cards support or 4 cards support with side suit singleton may be 4441

- 4) 1♦ 1♥/♠ overcall 2♣ shows Inv/+ other 5+ cards Major, 2♦ = 5+♦ + OM Inv, 2♥ = Inv/+ 5 +♣, 2♠ = Inv/+ 5 +♦, 2NT: Inv 55 minors, 3♣ = 5+ ♣ + OM Inv

- 5) 1♦ 2♣ overcall 2♦/♥ = Trf to ♥/♠, 2♠ = Inv/+ 5 +♦

- 6) 1♦ - 2NT  
3♣ initiates Sign Off in 3♦ or ♦+♣ hand with Major suit shortage

Direct 3♦ Forcing without Major suit shortage, 3♥/♠ Shortage with ♦ 1 suiter

- 7) 1♦ - 3♣: Invitational

- 8) 1♦ - 2♦: Inverted with 4+♦, 3♦ BY Either at the earliest opportunity is non forcing

- 9) 1♦ - 2♥: Both Majors 55 6-9 HCP, 2♠: Both Minors 55 or 64 with 9 – 11 HCP

- 10) 1M - 1NT  
2♣: May be 3 cards → 2♦ if 1♠ is opened shows 5+♥, 2♥ weak raise in ♠ or may be Invitation in NT or Invitation in ♣ or ♦ or Limit Balanced raise, direct 2♠ will be raise with Max 2♠ with Values.  
→ 2♦ if 1♥ is opened is a weak raise to 2♥ or Invitation in NT or in ♣ or ♦ or a Balanced Limit raise in ♥. Direct 2♥ will be Max 2♥ with values.  
→ Direct 2NT is Invitational with Both Minors.

- 11) 1♥ - 2NT & 1♠ - 3♣: Jacoby Raise promising 4+ Trumps asking opener to describe his hand.

- 12) 1♥ - 3♣ & 1♠ - 3♦: Mixed Raises & 1♥ - 3♦ & 1♠ - 3♥: Limit Raises with 4+ Trumps

- 13) 1NT - 2♦/♥: Transfers → 2♥/♠ immediate bid by responder is a puppet to 2NT/3♣ to initiates a GF to handle 4/5 cards side suit in minor, direct bids of 3♣/♦ Invitational with 5M+ Bid m as well as 5♥/4♠ Invitational or 55 Majors Inv/GF or Slamish.

- 14) VS Opponent's 1NT – DBL shows 1 suiter minor or 1 suiter Major with Good hand or longer minor + 4 cards Major with Good hand. 2♦ overcall shows 1 Major with 5+ cards but can be a Good hand with 6 cards Major + 4 cards side suit including other Major. 2♥/♠ showing bid Major + side 4+ cards minor, occasionally 4 cards Major + 5+ cards minor – usually competitive distributional hands.

- 15) After 1♦/♥/♠ opening & opponent's overcall we play transfers

- 16) 2♣ is a 3 cards fir & 2♦ 4 cards fit Drury opposite 1M opening by Partner with a passed hand
- 17) 2way Checkback, via 2♣ initiates Invitational hands, via 2♦ Initiates GF hands usually 54 or 64 or 1 suiter non solid suit if Slammish. 2NT jump or Raise in uncontested auction by Responder puppets to 3♣ as a Sign Off or GF 55 or 1 suiter Solid Suit Slammish.
- 18) After 1M – 2M - Direct Bids of New suit are Long & bids via step suit are Short suit Game Tries
- 19) Over opponent's 1m (Natural 1m & Prepared ♦ & 1M opening cue bid of a Suit is Michael's cue bid showing OM + 5 cards Minor (Over M) & Both Majors 55 (over 1m) with split ranges 6-10 or 17+ (NV) 10-12 or 17+(VUL).
- 20) Leaping Michaels over WK 2♦/♥/♠ as well as 3♥/♠ shows Str hand with 5+ OM + 5+ minor
- 21) Unusual 2NT jump shows Both Minors over 1M or 5♥+ Om 5cards over 1m
- 22) In competition 2NT overcall shows any 2 suits
- 23) 1♦ - 3♣: Invitational
- 24) 1♦ - 2♦: Inverted with 4+