


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Generally Sound Overcalls, Rarely Good 4 Card At 1 Level
Aggressive Responses (With 5 + Hcp Specially with Fit)
Cue Bid = At least 2 Card Fit 9+ Hcp
New Suit Forcing, Weak Jump Raises, Simple Raise Pure Courtesy
Use Of Fit Showing Jumps And Splinter, Specially Over Majors
INT OVERCALL (2nd/4th Live; Responses; Reopening)
INT OVERCALL IMM SEAT = 15-18 RESP Gladiator – NOTE 15
BALANCING 4 th SEAT; 11-16
RESPONSE IS INT-2C = STAYMAN CUM RANGE ENQUIRY
REST SYSTEMS ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
JUMP OVERCALL – INCLUDING UNUSUAL
NO TRUMP (MINORS OVER MAJORS) weak/Strong when P is
Passed Hand then can be Intermediate
Reopen: INTERMEDIATE
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT CUE BID = MICHAELS –
LEAPING MICHAELS OVER 2; NON L ON 3 LEVEL OPENING
JUMP CUE = ASK PARTNER TO BID 3NT WITH
STOPPER AND SUITABLE HAND
VS. NT (vs. Strong/Weak; Reopening;PH)
VS STRONG NT = IMM DBL =single suiter m or Both Ms, 2♣-
♣&♦/♥/♠, 2♦-♠&♥/♠, 2♥=♥s, 2♠ = ♠suit., 2NT- Both ms;
3X = Constructive 6+ if VUL & PREMPT IF NV
4 th Position DBL = puppet to 2♣ then any suit is better hand,
2♣ = Both Ms, 2X is Nat. If passed hand DBL= Ms & 2X = NAT
Weak NT: DBL = Penalty; 2♣ = Both Ms; 2♦ = Long M;
2♥/♠ = ♥/♠ + minor, 2NT=both minors, 3X same as against strong
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DOUBLES - TAKE OUT UPTO 4♣
4♣ DBL = May Be 3 Suit Take Out / Partner Can Pass With
Poor Hand. 4NT OVER 4♠ = 2 SUITOR (MIN 5-5)
VS. ARTIFICIAL STRONG OPENINGS- i.e.1♣ or 2♣
Versus artificial 1♣ strong – C RA SH and 2♣ strong – DBL = Both
Majors , 2NT = Both minors. May be weak hand. Rest all natural
OVER OPPONENTS' TAKEOUT DOUBLE – NOTE 4
Transfers after 1M dbl Single raise may be weak , double raise = mix
RDBL = 9+ HCP - NO FIT, 1X-(DBL)-2Y (jump) = SPLINTER

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd 5 th	3 rd /5 th . Top from doubleton.	
NT	2/4 th Best	4 th Best, 3 rd from 3, top fm DB	
Subseq	Same	Same	
Other: NATURAL / Tend to give count when imp otherwise attitude.			
Vs. NT , K asks for ATT and A or Q asks UB or CT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Asks for UB or CT, AKJ10(+)	
King	KQ(+), AK	ASKS FOR ATT , AKx, KQx	
Queen	Qx, QJ, QJx, QJ10x	KQ109+Asks for Unblock of J	
Jack	J109, J10, Jx, J10xNone Abv	J109, J10, Jx, J10x None Abv	
10	2Hs Abv or 109x, 109x, 10x	2Hs Abv or 109x, 109x, 10x	
9	SAME AS ABOVE	SAME AS ABOVE	
Hi-X	Xx, denies higher	Xx / denies H	
Lo-X	Low promises at least 10	Low promises at least 10	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (Lo=ENCRG)	Count (Hi=Odd)	ATT (Lo=ENCRG)
Suit 2	Count (Hi=odd)	ATT (Lo=ENCRG)	Suit Pref.
3	Suit Pref.(std)	Suit Pref.	
1	ATT (Lo=ENCRG)	Reverse Smith	ATT (Lo=ENCRG)
NT 2	Count (Hi=odd)	Count (Hi=Odd)	Suit Pref.
3	Suit Pref.(std)	Suit Pref.(std)	Suit Pref.(std)
Signals (including Trumps):			
1) Reverse Smith Echo vs NT: Low-Hi shows interest from both sides			
2) Trump Echo vs Suit : Hi-Low in trump shows 3 & desire to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
STANDARD = NORMALLY 3 CARD SUPPORT FOR UNBID SUITS			
UNLESS STRONG			
CUE BID = INVITATION + , JUMPS ARE INVITATIONAL			
RE-OPENING DBL = CAN BE LIGHT WITH GOOD SHAPE			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
COMPETITIVE / RESPONSIVE / BALANCING DOUBLE /			
SUPPORT DOUBLE/ NEGATIVE DOUBLE			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: BRIDGE FEDERATION OF INDIA 
PLAYERS: ASHA SHARMA & PUJA BATRA
EVENT : BFAME 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 /1 UNLESS REBID
5 CARD MAJOR 11-21
3 CARD MINOR 11-21
1NT = (14+) 15-17 can be semi balanced
2NT = (19) 20-21
2C=22+ OR GAME IN HAND
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ / 2♥ / 2♠, – PREMPTIVE
3NT – 1 st & 2 nd Seat Broken Long Minor - 3RD / 4TH Seat
TO PLAY
4♣ & 4♦ NAMYATS 1 st & 2 nd Seat – 3 rd 4 th Seat Long ♣ & ♦
minor 7-8 CARDS PREMPTIVE
IMPORTANT NOTES :
AFTER OUR INT Overcall (1m) – 2♣ not stayman puppet to 2♦;
thereafter bids are variety of hands – NOTE 15
After OUR INT overcall (1M) - 2♣ not stayman puppet to 2♦;
thereafter bids are variety of hands;
On our 1X (2 WEAK) Overcalls by Opp : A mix of Rubensohl & Lebensohl
SPECIAL FORCING PASS SEQUENCES
1. PASS IS FORCING WHEN THEY ARE TAKING A
SACRIFICE BID AND WE HAVE WORKING VALUES
2.PASS AND PULL SHOWS A BETTER HAND /
WILLINGNESS TO BID ON WITH WORKING VALUES
PHYCIS : RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-21	Natural / Inverted Raises - 2♦ = 5/5 Red Suits 9-11 2♥ = min 5♠ & 5♥ (9-11) , 2♠ = BAL INV, 2NT = 16+ with 4♣; 3♣ = MR; 3♥/♠ = splinter, 4♣ = RKCB - NOTE 1	1♣-1♦ -1NT=bal. can have M., No XYZ after 1♦ 1♣-1X-1NT-2♣/♦ is XYZ , JUMP 2NT by Opener - Retransfers	1♣- 2/3♣=LR/MR. 1♣-2♦/♥=same UPH 2♣ = 5♠ +5m 2NT = LR BAL HAND
1♦		3	3♠	11-21	Nat / Inverted Raise , 3♣ = 6+♣ - INV, 3♦ =MR - NOTE 2 NATURAL, 2/1 UNLESS REBID, MINI-MIDI-MAXI	LEBENSÖHL ON REVERSE, 3 card M raise JUMP 2NT by Opener - Retransfers	- SAME AS ABOVE - 2♣ ONE way Drury. 1♥-2NT=♣ suit
1♥		5	3♠		VOID SPLINTERS, Help Suits, 2NT = Nat GF - NOTE 3		or m SPL; 1♥-2♠/3♣/♦ Fit 8-11, 1♥-3♥=♠ SPL - NOTE 5
1♠		5	3♥	11-21	SAME AS ABOVE FOR ♠ NOTE 4		- DO- 1♠-2NT=♣ suit or some SPL
INT			3♠	(14) 15-17 can be Semi Bal	Stayman M Transfers; 2♠ = Minor Stayman - 2N = either long m weak or 6♣/♦ =GF/Slam F 3♣/3♦ = INV 3♥/♠ =short+ 3OM.5/4m; 4♣/♦ =TRF to 4♥/♠ - NOTE 6	1NT-2♣-2♦ -2♥=P/C,2♠=5Ss ;2NT=INV; 3MSmol	
2♣	√		3♠	22 + or game in hand	2♦ = WAITING, rest all suit bids=Nat and 8+ 2NT=single suiter weak hand - NOTE 7	NAT & KOKISH RELAYS	after intervention 2 level - DBL shows weak & P= 4+; 3X DBL = 4+ & P=< 3
2♦		6	2♠	WEAK 6-11. May have 5 cards (depending on vul) Can have 4M	2NT=Relay, 3♣ = GH can have 4♣; 3♦=B H; 3M=G H & OM; 3NT= G hand - NOTE 8		New suit=Fit 3rd/4th seat can be upto 12HCP
2♥		6		WEAK – 6-11 CAN HAVE 5 CARDS OCCASIONALLY	2NT=Relay- Responses - 3♣ = GG or BB, 3♦ = GH - BS, 3♥ = BH- GS; 3♠ = Solid SUIT; 3NT = OM NOTE 9	2♥-2♠-any bid-3♥/3♠=NF,2♥-2NT-3♣=GG or BB - P asks 3♦ then 3♥ = BB; 3♠ = GG with shortage 3N W/O	New suit=Fit 2NT =spade fit,2♠=any splinter
2♠		6		- SAME AS ABOVE -	- SAME AS ABOVE - NOTE 10	- SAME AS ABOVE -	NEW SUIT = FIT; 2N = ANY SPL
2NT			3♠	(19)20-21 HCP –Can be Semi Bal	3♣ Muppet stayman, 3♠ = puppet to 3N to play / Long ms, 3NT= 5/5ms Game only, 4♣/4♦ is trf 4♥/♠; 4♥ = 5♣/4♦ & 4♠ = 4♣/5♦ NOTE 11	2NT-3♣-3♦ one / both Ms- 3♥ = No M; 3♠/3N=5♠/♥;	
3X		6+		Natural.Pre-Empt	New suit is ORF - NOTE 12		
3NT	√			Broken m in 1st /2nd seat	4/5/6/7 ♣ = Pass / Correct, 4♦=short suit ask, NOTE 12	3NT-4♦ -4♥/♠=shortness;4NT=no shortness	
4♣	√	6+♥		NAMYATS – 1/2 SEAT	New suit = Control asking - 4NT=RKCB NOTE 13		
4♦	√	6+♠		NAMYATS – 1/2 SEAT	- Same as Above - NOTE 14		
4♥		6+♥		Nat pre-empt good/bad in 3rd seat	4NT=RKCB , new suit =control asking	1st step 3 little no control – 2nd Qx 0r 2	3rd – K or singleton 4th is A or void
4♠		6+♠		- SAME AS ABOVE –	- SAME AS ABOVE –		
4NT	√			Specific ace asking	5♣=no Ace,5♦=♦ A,5♥=♥ A,5♠=♠ A,5NT=♣ A		
5♣/5♦		8+		TO PLAY		HIGH LEVEL BIDDING	
5♥/5♠		8+		2 Hons missing – Pass / Bid 6		1. FORCING PASS WHEN THEY ARE TAKING A SACRIFICE 2. PASS & PULL = BETTER HAND, WILLINGNESS TO BID ON WITH WORKING CARDS 3. DOPI, ROPI, DEPO REPO 4. RKC – 1403, 5. 5NT= K ask ...responses K Bid or 2 Other Ks 6. EKC = 03,14,2,2+Q	