

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Usually good suit, lead directing, can be 4 cards at 1 level
Responses: Raise weaker, , new suit be 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
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd & 4 th Position live 15-18 – System ON
4 th Position 10 to 14-15
2♣ Ask for Range, 2♦ & 2♥ Transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak may be 5 cards except over Pre-empt.
2NT Asking as if Weak 2 is opened
Unusual NT: Lowest 2 suits
Reopen: 12-14 6 cards suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's two suiter, Leaping & non leaping Michael
Split Range depending upon the Vulnerability
VS. NT (vs. Strong/Weak; Reopening; PH)
vs STR N: DBL=Strength
2♣:Both Majors 44+, 2♦:1 Maj may be Str with 1 Maj + 1 more suit, 2NT two Suits
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= single suitor and DONT
In balancing DBL= single suitor and DONT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL= Take Out. Leben Sohl & Ruben Sohl over WK 2 - DBL
Jump overcall Str hand good suit,
Leaping & Non-Leaping Michael's 4♣=Str OM,4♦/OM=Str M + m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 1♣ - DBL= Both Majors, 1NT, 2NT=m+m
1♣ P 1♦ DBL=♦, vs STR 2♣= DBL=Majors @ NT = Minors
On strong 2NT Dbl = single or Both Minors other Défense similar to 1NT
OVER OPPONENTS' TAKEOUT DOUBLE
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			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5th	3 rd /5th	
NT	4th	3rd/5th	
Subsequent	3 rd /5th	3 rd /5th	
Other: Smith vs NT Low card by either partner show interest in the suit lead			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	Unblock or count	
King	AK or KQx count	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			
SIGNALS IN ORDER OF PRIORITY			
	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): normal count on opening lead then UDC			
High Low Shows Desire to Ruff in the suit Led Else Suit Preference			
VS NT SMITH low E, UDCA, On opening lead of A and K = Normal count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
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			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Doubles, Support Double, Save suggesting (Bid On) Double, Support RDBL and NT			
If our NT opening/Overcall DBL for Cards – RDBL onwards TRF, PASS			
forces RDBL to play but if any BID is DONT			

W B F CONVENTION CARD
CATEGORY: Blue
NCBO: India
PLAYERS: K.S. SAMANT and PRAKASH HEGDE
EVENT: All
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision: 1♣: 16+ Unbalanced 17+ Balanced.
1♦ opening may be 2 cards, 5 cards Major 11-15,
1NT: 15-16 may have 5 cards Major,5-4 major or 6 minor or stiff
Unbalanced or may have singleton Honour
2♣: 11-15 with 5+♣ with 4 cards Major or 6+♣
2♦: short in Diamond Precision
2♥/♠: Weak 4-10 HCP normally Normal 6 cards it can be
5 cards only if 5 cards in lower suit,
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - 1NT=8-12 or 15+ Bal, 2♥= 4441 any 8+, 2♠= 8-11 6-4
Or 55 minors & 2NT=13-14
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 Game force
1♦ - 2♦ Inverted Game Force
4♣/♦: Namayats 1 st & 2 nd Seat
3NT: Gambling 1st & 2 nd seat
After 1♦/♥/♠ opening & 1/2 overcall lot of Transfer sequences
Leben Sohl & Ruben Sohl in Competition
Special methods on 3 Level Pre-empts by opponent
SPECIAL FORCING PASS SEQUENCES
PASS is Forcing in GF auctions, Pass & Pull shows SLAM
Interest
IMPORTANT NOTES
Via 1NT major raise can be weaker than normal raise
PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	YES	0	3♠	15+ if Un balanced	1♦:0-8,1♥/♠=5+♥/♠,1NT=8-12,2♣/♦=5+♣/♦,2♥	Relays to find shape, suit quality & controls,	Jump after Overcall show two suits
				17+ if Balanced	=8+ 4441 any,2♠:8-11 6 min + 4 minor: 2nt 13-14	1♥ by opener may be a Bal 19+ or Natural	
1♦	YES	0	3♠	11-15 may be 2 cards	1♥/♠ 4+ cards,1NT:6-10,2♣ 4+♣ 10+ Hcp F1,2♦:	Jump to 2♠/NT:3/4 cards support Max hand	
				to long suit	Inverted,2♥:M+M less than 8,2♠:9-11 m+m 5 club promised, 2NT:11-12	with shortage, 3 cards support - Unbalanced	
1♥		5/4	3♠	11-15 Generally 5+ cards	1NT:F1, 2X GF,2♠: mini SPL,2NT: Jacoby	Long & Short Suit Game Tries	2♣ 3card /4 card Drury
				may be 4 cards in 3 rd seat	3♣:Limit, 3♦Mixed,3♥ Pre, 4X Spl, 3♠:Any Void	Serious & Nonserious Slam Tries in GF seq.	1♥ - 2♠/3♣/♦ & 1♠ - 3X Fit
1♠		5/4	3♠	Same as above	2NT=mini spl,3♣:Jacoby 3♦3♥:LM ,3NT: Void		1♥/♠ - 2NT Some shortage
INT			3♠	14/15-16 may be unbal, both M	Stayman & TRF,2♠ MSS 3♣:,3♦:m+m GF 6-4	After TRFPUP auctions new suit = good suit,	Leben Sohl & Ruben Sohl
				5422, 5M or 6 cards minor	3M:1345/54,4♣:,4♦ Texas /♥/♠:Trf	+ Fit with H, Jump Max, Puppet auctions	
2♣		5+	3♠	11-15 with 5+♣+ 4M or 6♣	2♦:Relay,2M:F1,2NT: Puppet to 3♣=S/O or SPL	2♦ - 2♥ Denies 4M,2♠=4♠,2NT Max 6+♣	
					or 4♣ GF,3♣=♦,3♦=Both M Inv/+,3M:GF	3♣=4♥,3♦=6♣4♦,3♥/♠/NT=7♣ 4X=6♣5M	
2♦		0		Short 4414 or 4405	2♥/♠/ NF can be corrected 3♥/♠INV 2NT: Relay	If DBL REDBL show equal major	
					3♣= Min hand other bids show ♥/♠ F1,3D PUP		
				1444 or 4144 19-21	4♣/4♦agree ♥/♠		
2♥		6/5		New suit F1, 2NT: Relay,	Jump New suit 2 nd Suit, 3NT=OM	If overcalled DBL is Inviting to Game	
		5/5		3M: Block,	Rebid suit weakest, other bids promise good hand	If DBL New suit TRF	
2♠		6/5		4♣: Ask about Trumps		RDBL: Ask to bid next bid,2NT: Ask	
2NT				21-22 may be Unbalanced	Stayman & Transfer, Smolen, 3♠: Trf->3NT or 5/4	Normal bidding 4NT regressive in few cases	
				occasionally	m+m or 1 suiter ♦/♥: TR, 4♠:m+m,		
3♣		7/6		NS F1,4♦:Modified RKCB	1 ST step May be Q high, 2 ND Step A or K,		
3♦		7/6		NS F1,4♣Modified RKCB	3 RD Step A Or K+Q, 4 TH Step AK		
3♥		7/6			5 TH Step AKQ		
3♠		7/6					
3NT				GAMBLING	4♣=P/C, 4♦: Ask for Singleton		
4♣				Namayat 1 &2	4♦ASK		
4♦				Namayat 1&2	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		HIGH LEVEL BIDDING	
5♦				PREEMPTIVE		After minor suit is established, in certain sequences, bid of SPLINTER suit by unlimited hand is RKC. an agreed suit 4NT is RKC.	
5♥				Invite for Slam/Grand with		Response to RKC 1403. EKC response 0314	
5♠				1/2 Honours			
5NT				Ask for Specific King	6♣=0 King,6♦/♥/♠/NT→ Specific King NT=♣		