

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 Level – 7-17 (can be lower with shape) HCP 5+ cards (rarely 4), New suit by advancer at a) 1 level – 8+ HCP, 5+ card, after this cue sows inv+ hand with no
4 card supp and, 2 level supp shows min .with 4, jump supp is inv with 4, jump cue is strongest invite with 4 [7] b) 2 Level– Constructive non-forcing -10-14/15 HCP, 5+ (usually 6+) New suit after 2 level overcalls – One round forcing. Single Jumps are fit showing, double jumps are spl, if only one jump is available then spl.
Cue = 9+ with fit or any GF w/ or w/o fit. Jump cue shows 4+ cards, 6-9 HCP, jump raise is pre-emptive. If two cue bids are available, cheaper one is LROB w/3 card or any GF and the higher one is LROB w/ 4+ support,
2NT by passed hand after 1 level O/C is LROB with 4+ support
2 Level O/C – 10-17 HCP with 5+ cards (usually 6)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd live = 15-18 HCP, Usually have stopper in opponents suit.
Responses = Same as 1nt opening.
4 th live = On minor 11-14, On Major 11-16, May not have stopper.
Responses = 2C is range ask, rest same as 1nt opening.
On 2C, NT bidder will bid 2D/H/S with minimum, with max he will
bid 2NT then 3C would be stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK except in sandwich Vul position – that will be constructive – shows 6+
1 suit,13-16 HCP. Leaping Michaels (5-5 + Game Inv),
Over 2 level weak jump O/C, 2NTis enq same response as after opening weak 2
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid = Michaels.
Jump Cue (1x – 3x) = Solid long other minor, invites 3nt.
Against prec 1D, jump cue bid is constructive – shows 6+ suit 13-16
HCP. Against art C jump cue is pre-emptive
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs Wk NT() X pen,2C = SS, 2D=BM 2M =BM+m,
Stong -Don't and PH
2NT = preempt in any suit
3m – m+ one M good hand, 3H both MJ
After X, T/O X by both side. 2C by advancer is a catch all bid. Other two level doubler opened 1NT and use the method we play after cut over our 1NT opening
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids
Doubles = Takeout. Lebensohl from advancer after 2 level T/O X
(2D) 3D = M's, 4C = C+H, 4D = C+S, (2M) 3M = m's, 4m = Bm + OM
(2M) 4NT = m's w/ less HCP. (3m) 4Bm = M's, 4Om = m+1M, (3m) 4NT = Om+M slam inv (3M) 4m = Bm + OM, (3M) 4M = OM +m slam inv,
(3M) 4NT = m's, After (3m) 3NT, 4C M's, 4D/H = Trf, 4S = slam inv in other m
After (3M) 3NT trfs, trf to BM shows m's
Over 1C-P-4C, 3C-P-4C and 4c opening 4d shows both majors 5-5 +
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C Dbl = Majors,Int = Minors, after 1C-P-1D x lead
Over strong 2C X = club, 2nt = Minors, same after 2C-P-2D
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 10 + HCP, Usually no fit. Jump raises show 6-9 with 5+ supp
After m opening, NJ raise shows 4+ card 6-10 HCP, jump in Om shows LROB
2M bids (after 1m opening) are same as it was w/o X,
If available (no conventional bid): single jumps are Fit showing, double jumps are spl, game bids are to play. after 1 Major double: Transfer Responses, 2NT is 4card LROB. After X on our weak bids, XX shows a single suit, and any new suit bid
Is lead direction w/ supp in in opener's suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd or 5 th , Top from xx	3 rd or 5 th , Top from xx	
NT	Top, 2 nd or 4th	Top, 2 nd or 4th	
Subseq	Same or Attitude.	Same or Attitude.	
Other: Vs NT Ace lead asks for Count or UBLK King lead asks for Attitude, Queen lead asks for Unblock or Attitude. However, if the partner of the leader has shown 4 or more cards, then A/K/Q leads are same as they would be against a suit contract.			
attitude shifts – high from 10 or lower , 3/5 or 4 th (depending on suit/NT contract), from J or higher. If partner showed a suit and a) leader has supported that, then attitude lead against trump and NT, b) if leader has not supported the suit, then 3/5 against suit and NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Asks UB/CT, AKJT(+)	
King	KQ(+), AK, Kx	Asks for attitude	
Queen	Qx, QJ(+)	Asks UB of J or Att, KQT9	
Jack	KJT, JT(+), Jx	AJT,KJT,JT(+), Jx	
10	HT9, T9(+), Tx	HT9,T9x, 10x	
9	9x	98(+), 9x(x)	
Hi-X	Xx, doubleton	Xx, denies H	
Lo-X	Shows odd numbers	Promises at least 10	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT(Low = Enc)	COUNT(Hi = Odd)	ATT(low = Enc)
Suit 2	COUNT(Hi = Odd)	S/P (STD)	COUNT (Hi =Odd)
3	S/P (STD)		S/P (STD)
1	ATT(Low = Enc)	Reverse Smith	Smith
NT 2	COUNT(Hi = Odd)	COUNT(Hi = Odd)	S/P(STD)
3		S/P(STD)	COUNT(Hi = Odd)
Signals (including Trumps): Smith Echo vs NT, Low-High shows interest from both sides.			
Smith will continue until the signal is complete, so in discarding as well			
Against NT Attitude if dummy wins with A or K, Count if Q or Lower.			
If a singleton is led, we will assume that partner knows it and will treat his card as SPS.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
At one level = (10)11+,2 level 13+,3 level 14+			
Tends to have 3+ cards in other suits unless very strong (18+), T/O X till 4S			
(1m) X, 2Bm is either GF or both M 8+ HCP, (1X) X 3M (double jump) is 5 card 10-11			
Cue bid by doubler after advancer's non jump response shows good hand w/o 4 card fit, simple raise shows 4 w/ 16-17 HCP, jump raise is 4 w/ 18-19 HCP, jump cue is strongest			
raise w/ 4 card , Balancing X: can be weaker but methods are same as above.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X upto 3D, Cards X, 3D onwards, Responsive X, Extended Responsive X			
Snapdragon dbl. Supp Dbl up to 2H. Rosencranz Dbl/Rdbl;			
(1NT) (3NT) X is for short M lead, after bid & supp, X on that suit asks not to lead			
If 1m bidder doubles a 3NT contract then he asks for that suit lead, if 1M opener doubles a 3NT contract then he asks for other lead. A 3NT X by leaders' P after bidding a suit asks not to lead that suit. After a silent auction, 3NT X asks to lead dummy's 2 nd suit/dummy's suit. Cue bid X by opener a) against a silent responder is T/O b) against a non-silent responder shows 5+ card in own suit. After we find a fit, doubles are GT or competitive, depending on the auction. All Xs are Bid on (showing Sac intention) by a clear-cut Pre-emptor. If we have bid and supp in a competitive auction and they make a fit showing bid, X says, I have the 4 th suit.			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: INDIA
PLAYERS: GOPINATH MANNA
SANDIP DATTA
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors (Semi-F 1NT), m opening 3+, 1D shows 4 unless 4432
Walsh responses over 1C.
Nat weak 2 Bids (2 nd seat Sound).
Wide Range Overcalls. Frequent WJO.
1NT : (14)15-17 (Possible 5/6 Major or Singleton)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1m-2H=5S and 4+H 5-9 HCP; (2+ HCP at fav) if 5-5 or more dist
1m-2S= 5S and 4+ H 10-11 HCP.
Good Bad 2NT from both opener and responder side
Trf: after 1M- DBL, 1/2/3S O/C, after 1S – (2H), after 2 level jump
O/C. Trf. After their two level WJO
SPECIAL FORCING PASS SEQUENCES
1)When game force is established.
2)When responder showed an Inv+ hand w/o supporting partner's suit, 4 level
onwards passes are F
3) When responder showed an Inv+ hand w/ supp in partner's suit, 5 level
onwards passes are F
4) Passes are forcing from 2C opener unless responder has shown 0-4
5) Passes are F up to 2S once we have made a strength showing XX or a
penalty X, ex – 1D (X) XX (2H) P, 1C (1NT) X (2S) P etc.
6) After we T/O X a weak M opening & LHO Jumps to 5M, advancers P is F
7) We T/O X a weak m opening & LHO Jumps to 5m, advancers P is F
IMPORTANT NOTES
2 level Sandwich overcalls can be weaker.3 rd seat openings can be very weak.
PSYCHICS: Rare 3 rd seat Major opening can be 4 cards.
Pre-empts and O/C pre-empts can be destructive in NV 1 st and 3 rd seat
Slam Xs at sacrificing situations: immediate = Don't bid, Balancing = 1 trick
Slam X in a non contested auction either Lightner or ask for higher suit lead
After 1NT overcall see [13]
After 1Y (1NT) or 1Y (P) P (1NT), X shows shortness in OM if Y is a m,
Otherwise shows 4card OM [13]
Various 4NT bids in competition: The order of Priority is 1) To show slam inv
in P's suit 2) Choice of game 3) RKC
Frequent COC bids below 3NT level
After a fit, cue bid gets lesser priority compared to last train, attitude etc.
Artificial reverse and relay bids: 1m 1X 2level cheapest revers is Art and 2NT
Relay after that. 1H 1NT 2S, 1S 1NT 3C and 1H 1S 3C are Art reverses and
Immediate bids are relay asks. See [2]
Jump 5NT bids are usually COC unless jump was against P's pre-emption
Various Lebensohl situations from advancer and responder. Two known
scramble situations: 1NT P (2M) X 2NT and (1M) X (2M) P X 2NT

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4S	(10)11-21,4423, or much better suit compared to D	1D = 3+ Cards 0+ HCP, 1H-1S 4+ card 0+ HCP, 1NT/2NT= 8-10/11-12, 2C = Inverted (10+). 2D = Mixed.2M =Rev Flannery[1], 3D/S/4C = Spl,4C = RKC, 4M= To play, 4NT = Quan	Walsh approach. Two way CB [5]. Jump 3D after 1M resp shows 4 card supp BAL 18-19. Cheapest reverses are ART [2] 1C 2C 2D ART [3]. 1C-2M-2NT = ENQ, 1C 2NT 3X = short. After 1C 1X 2NT Retransfer. 3 card raise [10]	1C-(1X)-3C/1C-(X)-3C = Mixed Raise. Trf on 1S/2M/3S O/C [4], 2C is M's on 1NT O/C, 1C(2C) X or 1C(2NT) X shows 10+ HCP, BAL hand, Subseq Xs are penalty
1♦		3	4S	(10)11-21,4432 or 4+Diamonds	1H/1S =Nat 4+ card 0+ HCP, 1NT/2NT = 6-10/11-12. 2M - Reverse Flannery.3C = Mixed. 3D – Wk, 3H/S/4C = Spl, 4D - RKC, 4M= To play, 4NT = Quan	Two-way CB [5]. 1D-1S-3H - 4 card supp BAL 18-19. Cheapest reverse is ART, [2]. 1D-2D-2H Is ART [4], 1D-2M-2NT = ENQ, 1D 2NT 3H/S – short. Retransfer after 1D 1M 2NT. 3 card raise [10]	SAME AS ABOVE
1♥		5	4S	(10)11-21, can be 4 in 3 rd seat	2H= 8-10, 3 card, 2NT= Bal GF, 2S = any short either 7-10 or 14+ 3D= LR, 1h-3C = 6-9, 4 card supp 1NT= Semi-F, 3S/3NT/4C = S/D/C spl 11-13 HCP	1H-2H-3S/4C/4D= Void Spl. 1H-2H-2S- some short, 1H-2H-2NT = HSGT in S 1H -2H- 3m is HSGT, 1H 3D/H 3S – some short, 1H 1NT 2S – ART, 1H 1S . 1H 1NT 2NT is 18-19 and then re transfer	Passed hand : Two way Drury. Drury exists After cut also. Trf on 1/2/3S O/C. After 1H (2H) – X Bal 10+, 2S LR, 2NT/3C/D trf
1♠		5	4H	(10)11-21, can be 4 in 3 rd seat	2S= 8-10, 3 card, 2NT= Bal GF, 1S-3C any m short 7-10 Or 14+ 3D= Limit. 3H = short H either 7-10 or 14+3NT=H Spl, 11-13.4C/4D= 11-13 Spl.	1S-2S-3X= HSGT.1S-2S-4C/4D/4H= Void Spl. 1S-2S-2NT- some short, 1H-2H-2NT = HSGT in S. 1S 3D/S 3NT – some short, 1S 1NT 3C is ART [11] Either only S or S+C or S+H. 1S 1NT 2NT is 18-19 and then re transfer	Passed hand : Two way Drury. . Drury exists After cut also. Trf after 1S (2H) 1S (2S) – X Bal 10+, 2NT/3C/D/H are trf
1NT		----	3S	(14)15-17, Singleton or 6 Card M/m possible.	2C Stayman, 4 Way Transfers. 3C/3D= Inv/GF with 5-5+ m's. 3H/3S= Short with 4 card OM. 4C/D – H/S, Smolen 1NT 2D bid is either H or both M inv or both m GF [12]	1NT-2D-2H-2S= 5-4 Minors GF+ or 5-5 Majors INV. 1NT 2C 2H 2S or 1NT 2C 2S 3C – Dist. ENQ. Suit bid by m trf shows liking 1nt 2C 2H/S 3D/H sets the M, 1NT 2C 2H/S 3C/D – ART, shows M+m	See Note [9], Rubensohl after intervention, (2NT Forces 3C). 1NT (2M) 3S shows m's 4C/4D are trf till 2NT cut, trf after 3S cut
2♣	ART	----		22+ Or Game in hand.	2C-2D= Waiting.2C-2H/2S/3C/D = NAT 3H/3S = long C/D Suit.	Kokish Relays. 2C 2D 2M 2NT can be with 3 supp, 2C 2D 2M 2NT 3X 3M Shows 2+ weak 6 card S has to be introduced after 2C 2D 2H, late 3S wont be S	After 2 Level Intervention Pass = 0-4,higher Level Pass = 5+, leaping Michel by both side
2♦		5		At Vul/2 nd seat Sound 1st/3 rd NV=destructive	2D-2H/2S/3C = One round forcing.4H/S – To Play 2D-2NT = Asking., jump new suit bids are asking in that [8]	After 2D-2NT, 3C=Any Short or 4 card C,3D = Min, 3H/3S = OM 4 card, 3NT = Bal good, After 3C, shortness relay is 3D, 3H relay is for 4 card C 2D 2M 2N shows doubleton supp in the M	XX shows a single suit, new non jump suit Is lead directional raise. FJ, Game bids Nat On cut, X is Resp at two level, otherwise Pen
2♥		5		At Vul/2 nd seat Sound 1st/3 rd NV=destructive	2S/3C/3D = One round forcing. 2NT relay, 3H = courtesy Raise. Jump bids are asking in that suit [8]	After 2H-2NT,3C= Any short,3D=Any minor4 card,3H=Min,3S=4 Spade,3NT= Bal good., 2H – 2S -2NT shows doubleton S. After suit bid, rebid/supp are NF	XX shows a single suit, new non jump suit Is lead directional raise. FJ, Game bids Nat
2♠		5		At Vul/2 nd seat Sound 1st/3 rd NV=destructive	3C/3D/3H = One round forcing. 2NT relay, 3S = courtesy Raise. Jump bids are asking in that suit [8]	After 2S-2NT,3C= Any short,3D=Any minor4 card,3S=Min,3H=4 H,3NT= Bal good., After suit bid by responder, rebid/supp are NF	XX shows a single suit, new non jump suit Is lead directional raise. FJ, Game bids Nat
2NT		---		(19)20-21 Bal/Semi Bal, shortness possible.	3C=muppet st,3D/3H= H/S Trf. 3S=Puppet to 3NT 3NT/4C/4D/4H= C/D/H/S Trf, 4S = Both m non slam inv 3D trf	2NT-3C-3H/= no M .2NT -3c 3d OM or BM 2nt 3c 3h 4c BM slammish = 5-5 just game. 2NT-3D-3H-3S shows 4H and 5m. 2NT 2C 3NT = both M 2NT -3S 3nt 4c/4d 5/4 m 4h 4s both minor	Passed hand : Same 2NT (3Y) X is stayman Trf after 2NT (3S) [4]
3♣		6		pre-emptive, 6+Cards	3D-ask /3H/3S= Natural Forcing. 4D/4M are asking bids	If responder joins openers suit after bidding a new suit, that is NF, 4C = Courtesy	X penalty after they cut, Game bids are nat
3♦		6		pre-emptive, 6+Cards	3H/3S= Natural Forcing. 4C are asking bids	If responder joins openers suit after bidding a new suit, that is NF. 4D = Courtesy	X penalty after they cut, Game bids are nat
3♥		6		pre-emptive, 6+Cards	3S=Nat Forcing,4D/4S=Ask for control in that suit 4c asking	3H 5NT (trump ask) – 6C – AQ/A, 6D – KQ/K, 6H – Q or J, 6S = AK	X penalty after they cut, Game bids are nat
3♠		6		pre-emptive, 6+Cards	4C/4D=Asks for control in that suit. 5NT= trump ask	3S 5NT (trump ask) – 6C – AQ/A, 6D – KQ/K, 6S = Q or J,	X penalty after they cut, Game bids are nat
3NT	ART	7		Solid 7-8 Card Minor.	4C= Pass/Correct,4D=Ask for Shortness.4M – To play ,4NT= Asking to bid 6 w/ 8 card, 5C = P/C	3NT 4D 4H/S – H/S short, 4NT – no short, 5m – Om short	X penalty after they cut
4♣		7		pre-emptive 7+ cards	4D/4H/4S Natural.		
4♦		7		pre-emptive 7+ cards	4H/4S=Natural		
4♥		7		pre-emptive 7+ cards	4S/5C/5D to play, 5H slam inv		
4♠		7		pre-emptive 7+ cards	5C/D/H to play, 5S slam inv		
4NT		-----		Specific Ace Asking	5C=No Aces,5D/5H/5S=That Ace,5NT=C Aces		

