

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, 4+ 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 = 2♣ is range ask, rest same as 1nt opening. On 2♣, NT bidder will bid 2♦/♥/♠ with minimum, with max he will bid 2NT then 3♣ 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 (1m) – 3m = other minor+♠, 1M – (3M) = Chk asking with long m Against prec 1♠, jump cue bid is constructive – shows 6+ suit 14-16 HCP. Against art ♣ jump cue is nat pre-emptive
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs Wk & Strong NT(by passed hand) X = m+M,2♣ = Ms, 2♦=1M, 2M =BM+m, 2NT = One minor, on 2♣/♦ (X) P = wants to play, XX = bid your better M or bid your M, after (1NT) X 2♦ is asking for the M Vs. Strong & Wk NT(by unpassed hand): X penalty, 2♣ = majors, 2♦ = one major, 2M = M & a m; 2NT – one m, 3m – m+ one M good hand, 3M - pre-empt After X, T/O X by both side. 2♣ by advancer is a catch all bid. Other two level suits are natural. 3 level jumps are distributional invite, if they bid, assume that 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 (2♦) X 3♦ = M’s, 4♣ = ♠+♥, 4♦ = ♣+♠, (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, 4♣ M’s, 4♦/♥ = Trf, 4♠ = slam inv in other m After (3M) 3NT trfs, trf to BM shows m’s.Over 1♠-P-4♠, 3♠-P-4♠ and 4♠ opening 4♦ shows both majors 5-5 +. See [
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
Over 1♠ Dbl = Majors, 1nt = Minors, same after 1♠-P-1♦ Over strong 2♣ X = Majors, 2nt = Minors, same after 2♣-P-2♦
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 4 th	Top, 2 nd or 4 th	
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, Xxx denies Honor	
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 led in suit contract, and a) dummy comes with doubleton, then encouragement shows overruffing potential. b) dummy comes with singleton; the card will be SPS. If a singleton is led, we will assume that partner knows it and will treat his card as SPS. SPS in opponents trump suit			
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 4♣ (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 3♣, Cards X, 3♣ onwards, Responsive X, Extended Responsive X Snapdragon dbl. Supp Dbl up to 2♥. 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: KAUSTABH NANDI – SAGNIK ROY – SUMIT MUKHERJEE
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors (Semi-F 1NT), m opening 3+, 1♦ shows 4 unless 4432 Walsh responses over 1♠. 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-2♥=5♠ and 4+♥ 5-9 HCP; (2+ HCP at fav) if 5-5 or more dist 1m-2♠= 5♠ and 4+ ♥ 10-11 HCP. Good Bad 2NT from both opener and responder side Trf: after 1M- DBL, 1/2/3♠ O/C, after 1♠ – (2♥), 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 2♣ opener unless responder has shown 0-4 5) Passes are F up to 2♠ once we have made a strength showing XX or a penalty X, ex – 1♦ (X) XX (2♥) P, 1♠ (1NT) X (2♠) 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, 5 card 3m pre-empt possible at 3 rd seat NV position
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. 1♥ 1NT 2♠, 1♠ 1NT 3♣ and 1♥ 1♠ 3♠ 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. One known scramble situations: 1NT P (2M) 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	1♠ = 3+ Cards 0+ HCP, 1♥-1♠ 4+ card 0+ HCP, 1NT/2NT= 8-10/11-12, 2♣ = Inverted (10+). 2♦ = Mixed.2M =Rev Flannery[1], 3♦/♠/4♣ = Spl,4♣ = RKC, 4M= To play, 4NT = Quan	Walsh approach. Two way CB [5]. Jump 3♦ after 1M resp shows 4 card supp BAL 18-19. Cheapest reverses are ART [2] 1♣ 2♣ 2♦ ART [3], 1♣-2M-2NT = ENQ, 1♣ 2NT 3X = short. After 1♣ 1X 2NT Retransfer. 3 card raise [10]	1♣-(1X)-3♣/1♣-(X)-3♣ = Mixed Raise. Trf on 1♣/2M/3♣ O/C [4], 2♣ is M's on 1NT O/C, 1♣(2♣) X or 1♣(2NT) X shows 10+ HCP, BAL hand, Subseq Xs are penalty
1♦		3	4S	(10)11-21,4432 or 4+Diamonds	1♥/1♠ =Nat 4+ card 0+ HCP, 1NT/2NT = 6-10/11-12. 2M - Reverse Flannery.3♣ = Mixed. 3♦ - Wk, 3♥/♠/4♣ = Spl, 4♦ - RKC, 4M= To play, 4NT = Quan	Two-way CB [5]. 1♦-1♣-3♥ - 4 card supp BAL 18-19. Cheapest reverse is ART, [2]. 1♦-2♦-2♥ Is ART [4], 1♦-2M-2NT = ENQ, 1♦ 2NT 3♥/♠ – short. Retransfer after 1♦ 1M 2NT. 3 card raise [10]	SAME AS ABOVE
1♥		5	4S	(10)11-21, can be 4 in 3 rd seat	2♥= 8-10, 3 card, 2NT= Bal GF, 2♣ = any short either 7-10 or 14+ 3♦ = LR, 1h-3♣ = 6-9, 4 card supp 1NT= Semi-F, 3♣/3NT/4♣ = ♠/♦/♣ spl 11-13 HCP	1♥-2♥-3♣/4♣/4♥= Void Spl. 1♥-2♥-2♠- some short, 1♥-2♥-2NT = HSGT in ♣ 1♥ -2♥- 3m is HSGT, 1♥ 3♥/♥ 3♣ – some short, 1♥ 1NT 2♣ – ART, 1♥ 1♠ 3♣ is ART, ♥+♠ or only ♥. 1♥ 1NT 2NT is 18-19 and then re transfer	Passed hand : Two way Drury. Drury exists After cut also. Trf on 1/2/3♣ O/C. After 1♥ (2♥) – X Bal 10+, 2♣ LR, 2NT/3♣/♦ trf
1♠		5	4H	(10)11-21, can be 4 in 3 rd seat	2♠= 8-10, 3 card, 2NT= Bal GF, 1♣- 3♣ any m short 7-10 Or 14+ 3♦ = Limit. 3♥ = short ♥ either 7-10 or 14+3NT=♥ Spl, 11-13.4♣/4♦= 11-13 Spl.	1♣-2♣-3X= HSGT.1♣-2♣-4♦/4♥= Void Spl. 1♣-2♣-2NT- some short, 1♥-2♥-2NT = HSGT in ♣. 1♣ 3♦/♣ 3NT – some short, 1♣ 1NT 3♣ is ART [11] Either only ♣ or ♠+♣ or ♠+♥. 1♣ 1NT 2NT is 18-19 and then re transfer	Passed hand : Two way Drury. . Drury exists After cut also. Trf after 1♠ (2♥) 1♠ (2♠) – X Bal 10+, 2NT/3♣/♦/♥ are trf
1NT		----	3S	(14)15-17, Singleton or 6 Card M/m possible.	2♣ Stayman, 4 Way Transfers. 3♣/3♦= Inv/GF with 5-5+ m's. 3♥/3♠= Short with 4 card OM. 4♣/♦ – ♥/♠, Smolen 1NT 2♦ bid is either ♥ or both M inv or both m GF [12]	1NT-2♦-2♥-2♠= 5-4 Minors GF+ or 5-5 Majors INV. 1NT 2♣ 2♥ 2♣ or 1NT 2♣ 2♠ 3♣ – Dist. ENQ. Suit bid by m trf shows liking 1NT 2♣ 2♥/♠ 3♦/♥ sets the M, 1NT 2♣ 2♥/♠ 3♣/♦ – ART, shows M+m	See Note [9], Rubensohl after intervention, (2NT Forces 3♣). 1NT (2M) 3♣ shows m's 4♣/4♦ are trf till 2NT cut, trf after 3♣ cut
2♣	X	----		22+ Or Game in hand.	2♣-2♦= Waiting.2♣-2♥/2♠/3♣/♦ = NAT 3♥/3♠ = long ♣/♠ Suit.	Kokish Relays. 2♣ 2♦ 2M 2NT can be with 3_ supp, 2♣ 2♦ 2M 2NT 3X 3M Shows 2+ weak 6 card ♠ has to be introduced after 2♣ 2♦ 2♥, late 3♣ wont be ♠	After 2 Level Intervention Pass = 0-4,higher Level Pass = 5+, leaping Michel by both side
2♦	X	----		(0)2–9 HCP, 6(5)+♥/♠ 4th hand 10-12 6+♦	2♥=p/c or ♥ INV+, 2♠ = p/c, or ♠ GF 2N=R, 3♣/♦=NAT F1, 3♥=p/c,3♠=♠INV, 4♠= show by tx, 4♦= bid you suit; 4♥/♠t/p, 4NT = minors	2♦ - 2♠ - 2N = ♥; 2♦ - 2♠ – 2NT – 3♣/♦/♠ = GF, nat; 2♦ - 2♠ - 2N - 3♥ = NF; 2♦ - 2♥ - 2♠ - 2NT = ♥ F; 2♦ - 2♥-2♠-3♥ = inv, 2♦ – 2♥ – 2♠ – 3m = ♥+m 2♦ - 2N - 3♠=MAX♥; 3♦=MAX♠; 3♥=MIN♥; 3♠=MIN♠	2♦-(X) – XX = One suit, P = ♦ suit, 2♥ = p/c 2♦ - (2M) -X = bid ur M, 2♦ -(3X) - X =Pen, 2♦ - (2Any) -4m = same, 2♦ -(3X)-4X=bid M
2♥	X	5		2–9 HCP, 5+♥ 4+♠/♦ 4th hand 10-12 6+♥	2♠=NAT, 2N=R, 3♣=p/c, 3♦=looking for best hand, 3♠=NAT INV,4♠=p/c, 4♦ = one m, 4M/5m to play, 4NT = ask m	2♥ - 2N - 3♣/♦ = MIN; 3♥/♠ = MAX ♠/♦, 4♣/♦ = (6-5) 2♥ – 2NT – 3m – 3♥ = NF, 2♥ – 2NT – 3m – 4m = INV	2♥ - (2♠) – X = Pen, 2♥ - (3m) – X = T/O 2♥ - (X) – XX = 1 suit, 2♥ -(3♠) -3♦=♥ INV
2♠	X	5		2–9 HCP, 5+♠ 4+♣/♥, 4th hand 10-12 6+♠	2N=R, 3♣=p/c, 3♦=♠ fit for best hand, 3♥=NAT GF, 4♣=p/c, 4♦ = one m, 4M/5m to play, 4NT = ask m	2♠ - 2N - 3♣/♦ = MIN; 3♥/♠ = MAX ♠/♦, 2♠ - 2N - 3♣-3♦/♥ = ♠/♦, 2♠ - 2N -3♦ - 3♥/4♣= ♦/♠, 2♠ - 3♥ - 3♠/3NT = 2♥/1♥	2♠ - (3♥) – X = Pen, 2♠ - (3m) – X = T/O 2♠ - (X) – XX = 1 suit, 2♠ -(3♠) -3♦=♠ INV
2NT		----		(19)20-21 Bal/Semi Bal, shortness possible.	3♣= Stayman,3♦/3♥= ♥/♠ Trf. 3♠=Puppet to 3NT 3NT/4♣/4♦/4♥= ♠/♦/♥/♠ Trf, 4♠ = Both m non slam inv 3♦ trf can be with 4♥ and 5m	2NT-3♣-3♥/3♠ = 4/5 M. 2NT 3♥ 3♣ 4♥ = 5-5 slam inv. 2NT 3♣ 3♦ 3♥ 3NT4♥ = 5-5 just game. 2NT-3♦-3♥-3♠ shows 4♥ and 5m. 2NT 2♣ 3NT = both M 2NT 2♣ 3NT 4♠ slam Inv. 2NT 3♣ 3NT 4♣/♦/♥/♠ = 5♣-4♦/5♦-4♣/1255.2155	Passed hand : Same 2NT (3Y) X is stayman Trf after 2NT (3♣/3♦) [4]
3♣		6		pre-emptive, 6+Cards	3♦/3♥/3♠= Natural Forcing. 4♦/4M are asking bids	If responder joins openers suit after bidding a new suit, that is NF, 4♣ = Courtesy	X penalty after they cut, Game bids are nat
3♦		6		pre-emptive, 6+Cards	3♥/3♠= Natural Forcing. 4♣/4M are asking bids	If responder joins openers suit after bidding a new suit, that is NF. 4♦ = Courtesy	X penalty after they cut, Game bids are nat
3♥		6		pre-emptive, 6+Cards	3♠=Nat Forcing.4♣/4♦/4♠=Ask for control in that suit	3♥ 5NT (trump ask) – 6♣ – AQ/A, 6♦ – KQ/K, 6♥ – Q or J, 6♠ = AK	X penalty after they cut, Game bids are nat
3♠		6		pre-emptive, 6+Cards	4♣/4♦=Asks for control in that suit. 5NT= trump ask	3♠ 5NT (trump ask) – 6♣ – AQ/A, 6♦ – KQ/K, 6♠ = Q or J,	X penalty after they cut, Game bids are nat
3NT	ART	7		Solid 7-8 Card Minor.	4♣= Pass/Correct,4♦=Ask for Shortness.4M – To play ,4NT= Asking to bid 6 w/ 8 card, 5♣ = P/♠	3NT 4♦ 4♥/♠ – ♥/♠ short, 4NT – no short, 5m – Om short	X penalty after they cut
4♣		7		pre-emptive 7+ cards	4♦/4♥/4♠ Natural.		
4♦		7		pre-emptive 7+ cards	4♥/4♠=Natural		
4♥		7		pre-emptive 7+ cards	4♠/5♣/5♦ to play, 5♥ slam inv		
4♠		7		pre-emptive 7+ cards	5♣/♦/♥ to play, 5♠ slam inv		
4NT		----		Specific Ace Asking	5♠=No Aces,5♦/5♥/5♣=That Ace,5NT=♣ Aces		
5♣		8		Pre-emptive		HIGH LEVEL BIDDING	
5♦		8		pre-emptive		RKCB = 1430,2/2 With Trump Q, 5NT=Even with Void, 6X= Odd with Void, After 5NT 6♠ asks for extra, 6♦ for Q, if only 6♣ is available, then it is for extras. EKCB = Same as RKCB by steps. DOPI after they cut below our suit, DEPO after they cut above our suit.	
5♥		8		pre-emptive		If we somehow cross 4NT after agreeing a suit, 5suit + 1 would be RKC	
5♠		8		pre-emptive		After getting response of 4NT, immediate available bid confirms keycard and asks K ask bid King Ask responses = Specific.	
						Direct ask after RKC response – asks for Q of that suit – bidding the trump suit shows no Q, any other bid below the trump suit is	
						Shows a doubleton, with the Q, we will bid 7	
						See Note [6]	