

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 Level-7-17(can be lower with shape) HCP 5+cards (rarely4), New suit by ADV at a)1 level-8+HCP,4+card, b)2Level-Const nf 10-14/15HCP, 5+, Single Jump = Fit, Double jump = SPL, Cue = 9+ fit or any GF. Jump cue = 4+cards, 6-9 HCP, jump = PRE 2 LevelO/C -10-17HCP, 5+cards (usually 6), adv's new suit - ORF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd live: 15-18HCP, usually with stopper. Responses=Same as 1nt opening Balancing: 11-14/16, Responses = 2C is range ask, rest same. On 2C, 2D/H/S with min, 2NT with max, then 3C = re-stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK Leaping Michaels (5-5+Game Inv), 2NT by ADV = enq, same response as after opening weak 2
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue = Michaels except (1C)2C= Nat Jump Cue = Solid long minor, invites 3nt.
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Strong NT and Wk NT: X = PEN, subsequent doubles are T/O, 2♣ = ♥+♠, 2♦ = Single suiter M, 2M = M + m, 2NT on strong 1NT = Single suiter PRE. 2NT on wk 1NT = Both m, 3&4 level= Extended DONT (55 14+) Vs Strong 2NT: X = MM, rest nat; Balancing=Same
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O. (2♦) 3♦ = MM, 4C/♦ = C + H/S. (2M)3M = mm, 4m=Bm+OM, 4N = mm (3m)4m=MM,4Om=m+M,4NT= Om+M (3M)4m=m+oM, (3M)4M =OM + m, (3M)4NT= mm.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣/2♣: Dbl/bid = 1 suit next higher or next 2 higher NT= Pointed or rounded suits
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl=10+HCP, usually no fit. Jump raises = 6-9 with 4+supp 1m-X-jump in om = LROB, 2M = same as w/o X, [15.1] & [16.1] jumps = Fit, double jumps= SPL. 1M-X-TRFs, 2N = LROB 2any-X-XX=single suit, new suit = L/D

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from even, low from odd	Same	
NT	2 nd or 4 th	Same	
Subseq	Same or attitude	Same	
Other: vs NT: A for count or U/B, K for ATT, Q for ATT or U/B ATT shifts thru declarer: low from Q or higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK (+), Ax	Asks UB/CT, AKJ1 (+)	
King	KQ (+), AK, Kx	Asks for attitude, AKx	
Queen	Qx, QJ (+)	UB or Att, KQT9, QJ (+)	
Jack	HJ10, J10(+), Jx	HJ10, J10(+), Jx	
10	HT9, T9(+), Tx	HT9, T9x, 10x	
9	9x	98(+),9x(x)	
Hi-X	xx, doubleton or 3/5th	xx, denies H	
Lo-X	Shows odd number	Promises at least 10	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT(Low=Enc)	COUNT(Hi=Odd)	1 st discard o/e
Suit 2	COUNT(Hi=Odd)	S/P(STD)	COUNT(Hi=Odd)
3	S/P(STD)	S/P(STD)	S/P(STD)
1	ATT(Low=Enc)	Reverse Smith	Smith (Low=Enc)
NT 2	COUNT(Hi=Odd)	COUNT(Hi=Odd)	1 st discard o/e
3	S/P(STD)	S/P(STD)	S/P=STD
Signals (including Trumps): Smith vs NT - Low enc. Smith continues Till the signal is complete, so in discarding also Vs NT: ATT if dummy wins with A/K/Q, count otherwise			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
At 1- level: (10)11+. At 2 level: 12+ 3+ cards in other suits (usually) or 18+. T/O dbls till 4♠ Balancing: Same as above but see [20]			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
-ve DBL upto 3♦. (1N) (3N) X asks for short M lead. After bid and raise, X of that suit = don't lead After we find a fit, Xs are game try/competitive			

W B F CONVENTION CARD
CATEGORY: GREEN NCBO: INDIA PLAYERS: Monica Jajoo & Jesal Dabriwala EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE 5 Card Majors with Semi F 1NT 3 Card minors, with Walsh over 1♣ 1NT: (14)15-17, with possible 5/6 major, singletons 2♦: in 1 st or 2 nd seat: 0-6 hcp, 5-7 cards in 1 major 2M: in 1 st or 2 nd seat: 7-10 hcp, 5-7 cards in M 2♦: in 3 rd or 4 th seat: Nat weak 2 Wide range O/Cs. Freq use of non-pen DBLs Freq WJOs
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣-2♦ = MR (7-9, 5+ Clubs). 1D-3♣ = Same; 1m-2♥=5♠ and 4+♥, 5-9 HCP [5]: 1m-2♠= 5♠ and 4+ H 10-11 HCP. 1M-3♦ = LR, 10-11 HCP ,3+ Supp. 1♥-3♣ =6-9 HCP, 4+ support. 1♥-2♠/1♠-3♣/♥=Unspecified spl (7-10 or 14+ HCP [9]).
SPECIAL FORCING PASS SEQUENCES
1) When game force is established. 2) Passes are forcing from 2♣ opener 3) Passes are F up to 2H once we have made a strength showing XX or a penalty X, ex - 1♦ (X) XX (2♥) P, 1♣ (1NT) X (2♥) P etc.
IMPORTANT NOTES
Cheapest Reverses are ART [21]
PSYCHICS: Rare

