

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, AKJT (+)	
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: Sumit Mukherjee + Rajeshwar Tewari
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

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	(10)11-21, 4423, or Much better suit than D	1♦=3+Cards0+HCP,1NT/2NT=8-10/11-12, 2♣=10+, 2♦= Mixed, 2M=Reverse Flannery [5], 3x SPL, 4♣=RKC, 4M=To play, 4N = Quant	Walsh approach. Two-way CB. ReTRF[4] 1♣-1M-3♦=4card supp BAL18-19. 1♣-2♣-2♦=ART [1],1♣-2NT-3X=short.	1♣-(1X)-3♣ = Mixed Raise TRFs on 1S/2M/3S O/Cs 1♣-(1N)-2♣ = MM
1♦		3	4♠	(10)11-21, 4432	1NT/2NT =6-10/11-12, 2M-ReverseFlannery [5]	Two-way CB. ReTRF on 2N rebid [4]	
1♥					3♣ =Mixed, 3♦=PRE, 3♥/♠/4♣ =Spl, 4♦-RKC, 4M=To play, 4NT=Quant	1♦-1♠-3♥=4card supp BAL18-19. 1♦-2♦-2♥=ART [1],1D-2NT-3M=short.	Same as above
		5	4♠	(10)11-21, can be 4 in 3 rd seat	1N=semi-F, 2N=BAL GF, 3♣ =Mixed, 3♦ = LR	Help/Short suit tries after raises [8]	2-way Drury (after cut also)
					2♠=any short 7-10 or 14+,3♠/3N/4♣= ♠/♦/♣ SPL	1♥-3R-3♠=some SPL, 1♥-1N-2♠=ART	TRFs on 1/2/3♠ O/Cs
1♠		5	4♥	(10)11-21, can be 4 in 3 rd seat	1N=semi-F, 2N=BAL GF, 3♦=LR,	Help/Short suit tries after raises [8]	2-way Drury (after cut also)
					3♣/♥=m/♥ short 7-10 or 14+, 3N/4m = H/m SPL	1♠-3♦-3N= some SPL, 1♠-1N-3♣=ART[10]	TRFs on 2♥ O/C
INT			3♠	(good 14) 15-17, singleton or 6-card M/m possible	4-way TRFs, 3m = mm inv/GF, 3M=short +4OM 2♦=TRF to ♥ or mm GF [12]	1N-2♦-2♥-2♠=mm GF or MM inv [12] 1N-2♣-2M-3M-1 = set M, 3M-2= m+ any M	Leb/Rubnsohl, 4m=TRF upto 2N TRFs after 3♠ O/C
2♣	ART			22+ or Game in hand	2♦ = waiting, 3♥ = any short	Kokish Relays	2level intervention: Pass = 0-4 Higher:Pass=5+,Leaping Michael
2♦	ART			Weak2 in any M (2-6 HCP) 1st & 2 nd seat	2NT=ask, 3♣/♦=NF, 2M/3M/4♥=P/C 4♣=asks opener to TRF to their M	On2N: 3♣=max, then suit =F, 4♣=ask TRF 3♦=♥, 3♥=♠, 3♠=6♥+4♠, 3N=6♠+4♥	2♦-(X)-XX=my suit, 2N=ask, Pass asks for suit, any M =P/C
2♥		5		1 st and 2 nd seat: 7-10	2N=ask, 2♠/3m=F1, 3♠/4m = asking in S/m	On2N:3♣=♣ short/bal,3♦/♠=short,3♥=min,	After X, XX is single suit,
2♠				3 rd : Wide range	3♥ = not inv	3N=4♠. On new suit: rebid/raise = NF	New suit is L/D raise,
		5		1 st and 2 nd seat: 7-10	2N=ask, 3m/H=F1, 4m/♥ = asking in m/H	On2N:3♣=♣ short/bal,3♦/♥=short,3S=min,	Fit jumps, game bids are to play
				3 rd : Wide range	3♠ = not inv	3N=4♥. On new suit: rebid/raise = NF	
2NT				(19)20-21, BAL/semi-BAL	3♣=Muppet Stay, 3R=TRF, 3♠=PUP to 3N,	On3♣:3♥=no M then3♠ PUP 3N, 3♠/N=5♠/♥	2N-(3Y)-X is Stayman
				Shortness possible	3N/4♣/R=TRF, 4♠=mm non slam	2N-3♠-3N-4♠=mm, 2N-3♣-3♥-4♥=MM	TRF over 2N-(3♠)
3♣		6		PRE	3♦/M=F1, 4♦/M=asking		X=PEN, Game bids are NAT
3♦		6		PRE	3M=F1, 4♣ = asks quality of PRE		X=PEN, Game bids are NAT
3♥		6		PRE	3♠=F1, 4♣ = asks quality of PRE	on5NT:6♣=AQ/A,6♦=KQ/K,6♥=Q/J,	X=PEN, Game bids are NAT
3♠		6		PRE	4♣ = asks quality of PRE, 5N=Trump ask	...6♠=AK	X=PEN, Game bids are NAT
3NT	ART			Solid 7/8 card minor	4♣=P/C, 4D=ask SPL, 4M=To play,	On4D:4M/5♣=M/m SPL, 4N = no SPL	X = PEN
4♣ 4♦ 4♥ 4♠ 4NT 5♣ 5♦ 5♥ 5♠		7			4N=bid slam with 8, 5C = P/C		
		7		PRE	4♦=NAT F1, 4M = To play		
		7		PRE	4M/5♣ = To Play	HIGH LEVEL BIDDING	
		7		PRE	4♠/5m = To Play	RKCB=1430,5NT=Even with Void,6X=Odd with Void, after 5NT, 6♣ asks for Q, 6X for extra, if only 6♣ is available, then it is for Q. EKCB =Same as RKCB DOPI after they cut below our suit, DEPO after they cut above our suit. If we somehow cross 4NT after agreeing a suit, 5NT would be RKC. After getting response of 4NT, next to next non agreed trump suit including 5NT is K ask bid, 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.	
		7		PRE	5m = To Play		
				Specific Ace asking	5♣=No Ace, 5♦/M=bid Ace, 5N=♣ Ace		
		8		PRE			
		8		PRE			
		8		PRE			
		8		PRE			

