

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, if only one jump available 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) new suit - ORF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd live: 15-18HCP,Usually with stopper. Responses=Same as 1nt opening Balancing: 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 LeapingMichaels(5-5+GameInv), 2NT by ADV = enq, same response as after opening weak 2 Reopen:
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: DONT, Extended DONT till 4 level 2NT on strong 1NT = Single suiter PRE. Vs.Wk NT: X = PEN, subsequent doubles are T/O, 2C = onesuit, 2D = MM, 2M = M + m, 2NT = mm Vs Strong 2NT: X = MM, rest nat Balancing=Same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O. (2D) 3D = MM, 4C/D = 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 1C/2C: Dbl/bid = 1 suit next higher or next 2 higher NT= Pointed or rounded suits
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl=10+HCP,usually nofit. Jump raises = 6-9with5+supp
1m-X-jump in om = LROB, 2M = same as w/o X, [15.1]&[16.1] jumps = Fit,doublejumps= 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	AsksUB/CT,AKJT(+)	
King	KQ(+),AK,Kx	Asksforattitude, AKx	
Queen	Qx,QJ(+)	UBofJorAtt,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, deniesH	
Lo-X	Showsoddnnumbers	Promisesatleast10	
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)	S/P(STD)
1	ATT(Low=Enc)	ReverseSmith	Smith(Low=Enc)
NT 2	COUNT(Hi=Odd)	COUNT(Hi=Odd)	S/P=STD
3	S/P(STD)	S/P(STD)	COUNT(Hi=Odd)
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, 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 4S Cue by AGG after non jump by ADV is good hand w/o 4 card fit Balancing: Same as above but see [20]			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
-ve DBL upto 3D. (1N)(3N) X asks for short M lead. After bid and raise, X of that suit = don't lead After silent auction, X of 3NT asks for dummy's 2 nd suit 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 1C 1NT: (14)15-17, with possible 5/6 major, singletons 2D: in 1 st or 2 nd seat: 2-6 hcp, 5-7 cards in 1 major 2M: in 1 st or 2 nd seat: 7-9 hcp, 5-7 cards in M 2D: 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
SPECIAL FORCING PASS SEQUENCES
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	4S
1♦		3	4S	(10)11-21, 4432	1NT/2NT =6-10/11-12, 2M-ReverseFlannery [5] 3♣ =Mixed, 3♦ =PRE, 3♥/♠/4♣ =Spl, 4♦ =RKC, 4M=To play, 4NT=Quant	Two way CB. ReTRF on 2N rebid [4] 1D-1S-3H=4card supp BAL18-19. 1D-2D-2H=ART[1],1D-2NT-3M=short.	Same as above
1♥		5	4S	(10)11-21, can be 4 in 3 rd seat	1N=semiF, 2N=BAL GF, 3C =Mixed, 3D = LR 2S = any short 7-10 or 14+, 3S/3N/4C = S/D/C SPL	Help/Short suit tries after raises [8] 1H-3R-3S=some SPL, 1H-1N-2S=ART	2-way Drury(after cut also) TRFs on 1/2/3S O/Cs
1♠		5	4H	(10)11-21, can be 4 in 3 rd seat	1N=semiF, 2N=BAL GF, 3D=LR, 3C/H=m/H short 7-10 or 14+, 3N/4m = H/m SPL	Help/Short suit tries after raises [8] 1S-3D-3N= some SPL, 1S-1N-3C=ART[10]	2-way Drury(after cut also) TRFs on 2H O/C
INT			3S	(good 14) 15-17, singleton or 6-card M/m possible	4-way TRFs, 3m = mm inv/GF, 3M=short +4OM 2D=TRF to H or mm GF [12]	1N-2D-2H-2S=mm GF or MM inv [12] 1N-2C-2M-3M-1 = set M, 3M-2=m+anyM	Leb/Rubnsohl, 4m=TRF upto 2N TRFs after 3S O/C
2♣	ART			22+ or Game in hand	2D = waiting, 3H = any short	Kokish Relays	2level intervention: Pass = 0-4 Higher: Pass=5+, LeapMichaels
2♦	ART			Weak2 in any M (3-6 HCP) At NV may be weaker	2NT=ask, 3C/D=NF, 2M/3M/4H=P/C 4C=asks opener to TRF to their M	On2N: 3C=max, then suit =F, 4C=ask TRF 3D=H, 3H=S, 3S=6H+4S, 3N=6S+4H	2D-(X)-XX=my suit, 2N=ask, Pass asks for suit, any M =P/C
2♥		5		VUL/2 nd : Sound NV 1 st /3 rd : Destructive	2N=ask, 2S/3m=F1, 3S/4m = asking in S/m 3H = not inv	On2N:3C=C short/bal,3D/S=short,3H=min, 3N=4S. On new suit: rebid/raise = NF	After X, XX is single suit, New suit is L/D raise,
2♠		5		VUL/2 nd : Sound NV 1 st /3 rd : Destructive	2N=ask, 3m/H=F1, 4m/H = asking in m/H 3S = not inv	On2N:3C=C short/bal,3D/H=short,3S=min, 3N=4H. On new suit: rebid/raise = NF	Fit jumps, game bids are to play
2NT				(19)20-21, BAL/semiBAL Shortness possible	3C=Muppet Stay, 3R=TRF, 3S=PUP to 3N, 3N/4C/R=TRF, 4S=mm non slam	On3C:3H=no M then3S PUP 3N, 3S/N=5S/H 2N-3S-3N-4S=mm, 2N-3C-3H-4H=MM	2N-(3Y)-X is STAY TRF over 2N-(3S)
3♣		6		PRE	3D/M=F1, 4D/M=asking		X=PEN, Game bids are NAT
3♦		6		PRE	3M=F1, 4C = asks quality of PRE		X=PEN, Game bids are NAT
3♥		6		PRE	3S=F1, 4C = asks quality of PRE	on5NT:6♣=AQ/A,6♦=KQ/K,6♥=Q/J,	X=PEN, Game bids are NAT
3♠		6		PRE	4C = asks quality of PRE, 5N=Trump ask	...6♠=AK	X=PEN, Game bids are NAT
3NT	ART			Solid 7/8 card minor	4C=P/C, 4D=ask SPL, 4M=To play, 4N=bid slam with 8, 5C = P/C	On4D:4M/5C=M/m SPL, 4N = no SPL	X = PEN
4♣		7		PRE	4D=NAT F1, 4M = To play		
4♦		7		PRE	4M/5C = To Play	HIGH LEVEL BIDDING	
4♥		7		PRE	4S/5m = To Play		
4♠		7		PRE	5m = To Play		
4NT				Specific Ace asking	5C=No Ace, 5D/M=bid Ace, 5N=C Ace		
5♣		8		PRE			
5♦		8		PRE			
5♥		8		PRE			
5♠		8		PRE			
							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.