


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light Overcalls, 1 level good 8 + hcp. 2 level good 10+ hcp 6+ cards, 12+ hcp 5+cards, New suit by advancer forcing by unpassed hands, FNJ sometimes. Switch and transfer bids in some cases, After 1M OC on 1m by them 2♣ is like drury if 3 rd hand passes; 2N shows support after 1M overcall, Cue bid may be Non assuming type. Jump cue Mixed, Jump raises mixed
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 may have singleton in direct seat. 11-14 in balancing System on as if 1N opened. On Balancing 1N, 2♣ asks for range On that 2♦/M show min, 2N shows max and then 3♣ is stayman Transfer into their suit 4441,
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: 25% intermediate (6+ card suit typ 12-15). 75% weak 2N response relay. 1m 3m is ♠+om when m is 3+ cards 1m 2N is H+om and 1M 2N both m strength varies as per Vul Reopen: Jump overcalls Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue bid 1m 2m rarely 54, 1M 2M is OM+m 55 Strength varies as per Vulnerability 2N constructive relay, 3♣ is P/C
VS. NT (vs. Strong/Weak; Reopening; PH)
vs Weak NT (average 14). Dbl 14+, 2♣ Both M, 2D 1M, 2M M+ m, 2N strong 2 suiter but not both M Vs strong NT same except double is m+M longer m 2N response remains constructive relay Passed hand DBL mono suiter any, 2♣ ♣+another, 2♦ ♦+M, 2♥ ♥+♠ 2♠ ♠+♥ longer♠
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL for Take Out with best suit responses, 2M dbl 2N is Leb Over 3M DBL 1m or 3 suiter, 4m is m+OM, 4♥ on 3♥ is 6m 4♣ 4N both m. Over 3m dbl takeout, 4♣ both M, 4♦ ♦+M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣ 1N is ♣+M ♣ longer, 2♦ is ♦+M, 2N both m, Dbl both M 1♣ p 1♦ dbl both M, 1N minors Over 2♣ Dbl for M and NT for m
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble is strength good 10+ hcp generally with no fit New suit natural forcing Transfers over 1M dbl, 1M dbl Jumps are fit, 3♠/3N some shortage

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4, lower of touching honor	2/4	
Subseq	3/5	3/5	
Other: 5 level or higher or Doubled contracts A denies K, lower of touching Honors. Lead of K from AK and shift suggests stiff in suit shifted			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax or unsupported A	AK, Asks for attitude	
King	KQ, Kx, AK, AKx with stiff	Asks for unblock or count	
Queen	QJ, Qx	KQ, AQJ	
Jack	J10, Jx, AJ10, KJ10	QJ	
10	109, 10x, A109, K109, Q109	J10, AJ10, KJ10	
9	98, 9x, H98	109, A109, K109, Q109	
Hi-X	Doubleton	Generally 2 nd best	
Lo-X	3/5	Generally 4 th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude UDCA	Count UDCA	Attitude UDCA
Suit 2	Count UDCA	Suit Preference	Count UDCA
3	Suit Preference		Suit Preference
1	Attitude UDCA	Smith Normal	Attitude UDCA
NT 2	Count UDCA	Count UDCA	Count UDCA
3	Suit Preference	Suit Preference	Suit Preference
Signals (including Trumps):			
Hi-Lo in trumps show ruffing interest			
Suit Preference when Dummy is singleton/Void			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1 level doubles can be light. Best suit responses, Cue promises 1 More bid. Reopening Doubles can be a card lighter than normal			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative and Responsive doubles generally. 4th suit Doubles Game Try Doubles, Support Doubles and Redoubles(not mandatory).			
Double of Splinter bids suggests save when NV against V			
Double by pre-emptor suggests Bid ON. Lightner Doubles			
1N-3N Double asks for S lead			

W B F CONVENTION CARD
CATEGORY: Green
NBO: INDIA
PLAYERS: Raju Tolani/ Ajay Khare
EVENT Open

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard 2/1, 1♠ 2+, 5 card M rarely 4 card in 3rd/4th suit, SF 1N Tendency to open light with distributional hands. Third seat Opening can be light with good suits. Many hands with poor 12 HCP are not opened. Tendency to upgrade balanced hands with 5 card good suits or with fillers. 1♦ 4+ cards. 44 m opened 1♦ Except with 1444/4144 17+ where stronger m may be opened. 1N (14) 15-17 may have singleton generally an honor upto J 2/1 GF except 1♦-2♣ where rebid of 3♣ is NF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ multi in first 3 position. Either weak in M or Bal/Quasi Bal. 22-23(24). If weak in M then 8-8.5 losers when Vul and 7-8 losers when NV. 2M Weak 6.5-7.5 loser when V. 5M-4+m 7-8.5 losers when NV Many transfer bids and switch bids in competition. 1♣-1♦/♥/♠ artificial transfer responses, 1♣-2♣ ♦ hands, 1♣-2♦ 6-8 hcp 6 cards ♥/♠, 1♣-2♠ 5+♦ 4+♣ 9-11 hcp 1m-2♥5♠+♥ 5-8 hcp, 1♦-2♠ 6♣ 4♥ 5-8 hcp, 1♦-3♣ Mixed raise
DONT escape whenever our 1N is doubled for penalties 2N in competition and is used in various roles like support and GF after we open 1M, Good/Bad after opp bid and support, 2 strains after balancing DBL, Lebensohl in many situations 3N opening 4 level preempt in a m in 1/2/3 position 4♣/♦ 8.5 to 9 tricks in ♥/♠
SPECIAL FORCING PASS SEQUENCES
Forcing Pass after a GF has been established. After 1M-(2X)-2N by unpassed hand creates FP
IMPORTANT NOTES
Lower of touching honors leads in 5 level and Doubled auctions Principle of fast arrival through out. Cue bids first/second rd cntrl
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		2	7♥
1♦		4	7♥	4+ cards (10) 11-21 hcp	2♣ GF except rebid, 2♦ inverted GF, 2♥ 5♣4+♥ upto 9 HCP, 2♠ 6♣4♥ upto 8, 3♣ mixed, 3♦ 6-10, 2N inv	See notes 4a, 5, 6, 7, 20	
1♥		5	7♦	5+ cards (10) 11-21hcp	1N SF, 2♣ ♣ or bal GF, 2♦ GF, 2♠/2N/3♣/3♦/3♥/3♠ /3N/4x raises see Note 8	See Notes 8,9, 10, 21	Notes 11, 12
1♠		5	7♥	5+ cards (10) 11-21 hcp	1N/2♣/2x same as above, 2♠ TO 4♥ raises Note8	See notes 8, 9, 10	Notes 11, 12
INT				(14)15-17 may have 5M, 6m	2♣ asks 5M, 2♦/2♥/2♠/2n/4♣/4♦ trf to ♥/♠/♣/♦/♥/♠	Note 13, on M trf 3♣ art max with 4+M , on m trf 3m likes	
				May have singleton gen honor	3♣ both m inv+, 3♦ both M inv+, 3M 54m1M GF		
2♣	Y			Artificial almost GF	2♦waiting, 2M nat 6+, 2N 6+♣, 3♣ 6+♦, 3♦ 6♦ 4♣	On 2♦ 2♥ is ♥/bal , 2♠ nat, 2N 6+♣, 3♣ 6+♦	On Overcalls P is GF, Dbl is 0-2
					3M 1M444 6+	3♦ 6♦ 4+♣, 3M 1OM 444 GF	
2♦	Y			weak 2 in M or 22-24 bal/4441	2M P/C, 2N Relay, 3X F1, 3♥ 6-11 P/C	Note 14	On overcall dbl asks suit
				when V 8-8.5 when NV 7-8loser	2♠-3♣ inv, 2♦-2♥-2♠-3♥ inv,		On Dbl Rdbl asks for suit
2♥		6 IF V		When V 6+ cards 6.5-7.5 loser	When V 2♠/3♣/3♦ F1, 2N Relay, 3♥ not inv	Note 15, 16 when V	On OC dbl penalty
				When NV 5♥ 4+m 7-8.5 loser	When NV 2N inv+ Relay, 2♠/3♦ NF, 3♣ P/C	Note 23 when NV	NV 2N relay, 3♣ P/C
2♠		6 IF V		When V 6+ cards 6.5-7.5 loser	When V 3♣/3♦/3♥ F1, 2N Relay, 3♠ not inv	Note 15, 16 when V	On OC dbl penalty
				When NV 5♠ 4+m 7-8.5 loser	When NV 2N inv+ Relay, 3♦/♥ NF, 3♣ P/C	Note 23 when NV	2N relay, 3♣ P/C
2NT				(19)20-21 bal/semi bal	3♣ muppet, 3♦/♥/♠/3N/4♣/4♦/4♥ TRF ♥/♠/3N/4♣/4♦/4♥/4♠, 4♠ 65 m weak	Note 17 for responses to 3♣. On 3n/4♣ trf and 4♣/4♦ response next suit says some shortage	
3♣		6		6+ cards rule of 2/3/4 generally	3x F1, Jumps CAB	Note 16, CAB Responses 4 step	
3♦		6		6+ cards rule of 2/3/4 generally	3M F1, 4♣/M CAB	Note 16, 4 step CAB responses	
3♥		6		6+ cards rule of 2/3/4 generally	3♠ F1, 4m/4♠ CAB	Note 16, 4 steps	
3♠		6		6+ cards rule of 2/3/4 generally	4m CAB, 4♥ Nat	CAB No control, 2 nd round control, first rd ,	
						More than First round control	
3NT	Y			7+ cards in m	4♣/5♣ P/C, 4♦ asks shortage, 4M natural	3N-4♦ 4M M short/5m is Om short/4N no shortage	
4♣	Y			8.5-9 tricks in ♥	4♦ Relay, 4M to play	Over 4♦ relay Note 18	
4♦	Y			8.5 9 tricks in ♠	4♥ Relay , 4♠ to play	Over 4♥ relay Note 18	
4♥				6+ cards rule of 2/3/4			
4♠				6+ cards rule of 2/3/4			
4NT				Specific Ace ask	5♣ 0 Aces 5♦/5♥/5♠/6♣ that Ace, 5N any 2 Aces		
5♣				Pre-empt rule of 2/3/4	5♦/M to play	HIGH LEVEL BIDDING	
5♦				Pre-empt rule of 2/3/4	5M to play	DOPI/ROPI at 5 level , DEPO at 6 level	
5♥				11 tricks in ♥	Partner bids 6 with ♥ A/K and 7 with Both	In FP situations Pass asks partner to Double. Bid over this double is strong hand	
5♠				11 tricks in ♠	Partner bids 6 with ♠ A/K and 7 with Both	Immediate Double shows intermediate hand	
						If we have stopped in game and opponent bids then Double is regressive and Pass Shows better hand	
						When auction is forced to a level, Pass is better whereas bidding the level is Weaker, New suit is forcing	

Supplementary notes for Tolani-Khare, India Open Team

NOTE 1

1C -1D 4+H On this Opener's 1H shows unbal min, 2D some reverse Note2, Other bids Natural

1C-1H 4+S. On this Opener's 1S shows unbal min, 2D some reverse Note 2, Other bids Natural

NOTE 2

1C-1D/H-2D reverse in C/D/M or 15 17 hand with 3 card M

1C-1D/H(D=H,H=S)

2D- Responses 2OM art good 8+

2M 5+ cards upto 8 HCP

2N 4+D gen denies 5M upto 8 HCP

3C 3+C upto 8 HCP

3D 5D 5M 7+

3H If rebid 6+H 8+ HCP GF else 5+H 5S 7+ HCP GF

NOTE 3

1C 1N

2D C or D reverse F1. On this 2H H stopper, 2S S stopper 2N Both M stopped, 3C 3+C, 3D 4+D

2M 5+C 4M good 15+

NOTE 3a

1C 1S Generally denies M. if later shows 4M then 5c 4m 16+ hcp, If Bal 6-8, Or inv with 5D

OR GF but trying to right side 3N or unbal 5+m 6+ hcp

1C 1S

1N Hand with no interest opp 6-8 bal

2C 5+C 11-17 Hcp. On this 2D (R) Opener responds naturally

2D REVERSE IN C OR C+D responders 2N leb style, others good hand

2M Reverse C and M

2N 16 17 INV BAL SEMI BAL 4414 Short D

3C 15 17 6C

3D/H/S SPLINTERS GF LONG C

3N 18 19 Bal

NOTE 4

1C 2C 6+D 7-9 or 5D 4M 16+ or 6D GF

1C-2C Opener bids 2D with min, 2M is 16+, 2N relay with either D fit or C and GF, 3C C and 14-17

3D with 6C 3D 13-14 unbal, 3M splinter

1C 2C

2N 3C art better weak 2, 3D weaker weak 2, 3M 3+M GF

NOTE 4a

1m 2H shows 5S 4+H typically 5-9 HCP.

1m 2H

2N(Relay) Responses are 3m 5S 4H 3m

3Om 5S 4H 3+Om min hand, 5422 min

3H 5S 5H min

Supplementary notes for Tolani-Khare, India Open Team

3S 5S 5H max

3N 5S 4H 22 max, 5S 4H 30m max

NOTE 4b

1C 2D shows 7-9 6 H or S

1C 2D

2H P/C

2S P/C

2N Responder bids 3C/D with H/S resp. On Openers 3H/S responder passes with min and bids 4M with max. On responders 3C bid (showing H) 3D shows 5C 4S reverse, On responder 3D (showing S) 3H is 5C 4H reverse

3C C Natural better hand but NF

3D Reverse

3H/S 6C 5M limited to 16

NOTE 5

1m-1X

2N- 3C Trf to D

3D Trf to H

3H Trf to S

3S Trf to 3NT. If 3N is disturbed by 4X then that is shortage with 6+ cards in original suit

3N Trf to 4C Forcing upto 4N

4C/D/H Trf to 4D/H/S

NOTE 6

1D-1M

2C Either D+C longer or equal D(11-21) or 3M 15 17 or 17-21 reverse in C/D/M

1D 1M

2C 2D upto bad 8 2+D

2M 5-7 5+M < 2D

2OM good 8+ artificial

2N 4+C 5-bad 8

3C 9-11 4+M 4+C

3D 9-11 4+M 3+D

3H If M is S then 5S 9-11, if M is H inv 6+ cards

3S If M is S 6+S inv if M is H then 6H 5S G

NOTE 7

1D 1N

2C Normal D+C or some 15 17 hand or Bal 17 bad 18

1D 1NT

2C 2D Min hand 2+ D upto bad 8

2H H stopper (8)9-10

2S S stopper (8) 9-10

2N Both M stoppers 9-10

3C 5C Good 8-10

Supplementary notes for Tolani-Khare, India Open Team

3D 4+D good 8-10

NOTE 8

1M 1S/1N

2C Normal 2+C 11-21 or 15 17 3S (in 1H 1S 2C) or 17-21 M+D or 6+H 17 21 (If M=H)

1M 1S/1N

2C 2D some good 8+ hand

2M 2+M upto bad 8 hcp

2H 5+H upto 8 hcp if M=S

2N upto 8 HCP 4+D

3C upto 8 HCP 4+C

3D 6+D inv

3M stiff M 5+C 9+ HCP

NOTE 9

1M 2C C or Bal GF. Generally denies 5D/H but sometimes used with 5 bad D/H and fit

1M 2C

2D Any Min upto 14 HCP. On this 2OM Relay promises 5+C Next bid, 2M asks shortage, 2N waiting is relay for distribution, 3C 6+C, 3D 6+D, 3M 5+4 etc

2OM Natural with extras followed by relays or Natural bids

2M 6M better hand followed by relays for distribution, or Natural bids

2N 5+M 4D with extras followed by 3C relay OTHERS Natural

3C 3+C 15+ Followed by 3D relay

3D Splinter in D/OM 15+, 3H Relay with 3S S short, 3N/4D D short

3OM 6M 4C

3M 6+M 3C 15 16

3N 18 19 bal hand with 2C

4C 6520 S Void if M is H and 6511 if M is S

4D 6520 SHORT D

4H 6M LONG H in case M is H and 6502 short H if M is S

NOTE 9a

1M 2X

2M SHOWS EXTRAS next bid relay with transfer responses. Other bids Natural

2Y/3Y Natural upto 14 bad 15 HCP

2N Bal/Semi bal upto bad 15

3M 6+M min hand

4Y Splinters with extras

4X 64 Short lower ranking remaining suit, good M good 14 +

4M 64 short higher ranking remaining suit, good M GOOD 14+

NOTE 10 Raises on 1M

1M 2M 3+ cards 8.5 to 9 loser hand

3M 4+M 9.5 to 10 loser hand

3M-1 4+ M 8.5 Loser hand

Supplementary notes for Tolani-Khare, India Open Team

3M-2 4+M 6.5 7.5 loser hand. Opener relays with next bid and then 3M is 7.5 8 losers, 3M+1 is distributed values 6.5 Loser, 3M+2/4X are conc values in X and M 6.5 Losers, 4M is 7 to 7.5 loser hand

3M-3 4+ trumps < 6 losers. Opener relays with next bid with a good hand. Other bids show min with some feature

3M-4 is mini splinter typ 7.5 to 8 losers(MINI) Or 5.5-6 losers

1M-3M+1 VOID SPL 6.5 7 losers. NXT BID RELAY

1M-3M+2/4C/D STIFF S/C/D 6.5 7 losers

NOTE 11

Passed Hand 1M

1M 2C 3+ cards support 8 losers or less

1M 2C

2D Asks type of hand. On this 2N is 4 trumps min, 2N Bal hand 3 trumps, 3M 4 trumps better, 3X 5 +X 3 trumps

2M Min hand not interested in game

2M+1 Relay asking for source of tricks. Responder bids 2N([suit])/3X to show 5 card 2 honor, 3M as good hand 5 card suit 1 honor or no source but good hand, 3N/4X 4cards 2 honor, 4M

Weakest possible hand

2N/3X Help suit try

Jumps Splinter

NOTE 12

Passed hand 1H/S - 2S/2N Inv+ 4+ trumps and some shortage. Next step relays and responder bids his shortage 3m m short and 3H OM short

NOTE 13

Puppet Stayman

1NT 2C relay asking for 5M

1N 2C

2M 5M

2D Denies 5M Now responder bids 2H denying 4H and may have 4S, 2S as denying 4S and promising 4H, 2N with both M and inv, 3N as both M Game values, 3C as some non C stiff, 3D as 54 in M GF, 3H as 4441 GF, 3S is 6S 4H GF OR Better.

NOTE 14

2D opening and 2N relay

2D 2N relay

3C weak 2 in H min or max on this 3D is 5S and forcing, 3H to play if min and bid 4 with max, 3S IS 6 OR MORE S F1

3D weak 2 in S min or max On this 3H Nat forcing, 3S pass with min raise with max

3N bal 22-24 on which 4C Baron, 4D/H trf

3H/3S/4C/D 22-24 4441 suit below singleton

NOTE 15

ON 2M Vul

Supplementary notes for Tolani-Khare, India Open Team

2M 2N relay

2M 2N

3C shows Good Good/ Bad Bad 3D asks and opener bids 3M to show bad/bad, 3OM shows Bal Good/Good, 3N shows atleast AKJxxx, 4m Good hand 6-4 but missing m A/K

3D Shows good hand bad suit

3M shows Good suit bad hand

3OM shows Unbalanced Good hand. On which next step incl 3N asks for shortage

3N is 6M 4OM good hand other M gen a poor suit

4m 6-4 good hand atleast A or K in m

4M extra length good hand

Note 16

Over 2M Vul

2M 3X F1 but sometimes made for lead directional purposes or sometimes as a fit bid

2M 3X

3M No fit min

3/4X singleton and fit for X

3N No fit max

4X Fit but no singleton

Similar responses to 3m-3X

NOTE 17

Muppet stayman

2N 3C is Muppet stayman

3D denies 5M but promises 1/2 4M Responder bids 3H with S(on this Opener bids 3S with 3S and cuebids or bids 4S with 4S), 3S with H, 3N to play, 4C Both M slammish, 4D Both M Game only.

3H Denies 4/5 M on which responder bids 3S as puppet to 3N which if removed to 4m says 5m some 4M slammish, 4H as 6H 4S SLAMMISH and 4S AS 6S 4H SLAMMISH. Responder bids 3N to show 5S 3/4 H Game only, 4m to show 5S 4H 3m slammish Forcing to 4N, 4H as 5H 5S FORCING TO SLAM , 4S as 6S 4H game only , 4NT as quantitative 5S 4H

3N 5H

NOTE 18

4C/D 8.5 9 playing tricks, if broken suit then 2nd round control in every suit, if solid suit then can have no control in 1 suit

4C/D 4D/H relay

4M says broken suit

4/5X says solid suit with 2 quick losers in bid suit

NOTE 19(Not applicable after shifting to transfers on 1C)

Note 20

1D 1H

Supplementary notes for Tolani-Khare, India Open Team

2D 2H GF with 4/6+ cards in responder's suit. These are 3 types of hand 1) Bal hand good 16+
2) hand with fit for partner's minor generally with only 4 cards in responder's own suit
and 3) 6+ cards in responders suit.

2S Opener relays with next free suit bid and responder shows type 1 by bidding 2N, bidding 3D
with type 2 and all other bids show 6+ so new suit shows 6-4 or better, 3H shows 6+H 2+D,
and 3N shows 6 cards H with shortage in opener's minor.

1D 1S

2D 2H shows 4/6+S, opener can relay with 2S and responses are 2N showing bal hand typ 16 17
HCP, 3D showing 4 card S and 3+ Cards in C, 3C/H as 6+S 4+ C/H, 3S as 6S 2+C, 3N as 6S D short

1D 1S

2D 2S artificial showing 5S and 3+H GF

Note 21

1H 1S

2H 2S 4/6 S GF

2N relay responder bids 3N with bal hand typ 16 17, 3m with 6S 4m, 3S 6S generally H short, 3H
with 4+S 3+H

Note 22

2D Dbl 14 16 Bal or 19+ Bal or very strong GF

2M/3m Natural

3M Leaping Michaels GF

3N Tricks

4m 6m+5M distributional

4M Strong

4N C+D Game only gen 65

Note 23

2M when NV 5M 4+m 7 TO 8 losers

2M 2S on 2H is Constructive but NF

2N relay. On this 3C is M+C min, 3D M+D min, 3H M+C Max, 3S M+D max

3C P/C

3D Constructive NF

3H on 2S is Constructive but NF

3M Block bid

Jumps splinter in support of M

System on in case of take out double by opponent. In case of Overcall Double is penalties.