

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, 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 INT 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
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		3	4♠
1♦		3	4♠	(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] 1♦-1♠-3♥=4card supp BAL18-19. 1♦-2♦-2♥=ART [1],1D-2NT-3M=short.	Same as above
1♥		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, 3♣/♥=m/♥ short 7-10 or 14+, 3N/4m = H/m SPL	Help/Short suit tries after raises [8] 1♠-3♦-3N= some SPL, 1♠-1N-3♣=ART[10]	2-way Drury (after cut also) 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 3 rd : Wide range	2N=ask, 2♠/3m=F1, 3♠/4m = asking in S/m 3♥ = not inv	On2N:3♣=♣ short/bal,3♦/♠=short,3♥=min, 3N=4♠. On new suit: rebid/raise = NF	After X, XX is single suit, New suit is L/D raise,
2♠		5		1 st and 2 nd seat: 7-10 3 rd : Wide range	2N=ask, 3m/H=F1, 4m/♥ = asking in m/H 3♠ = not inv	On2N:3♣=♣ short/bal,3♦/♥=short,3S=min, 3N=4♥. On new suit: rebid/raise = NF	Fit jumps, game bids are to play
2NT				(19)20-21, BAL/semi-BAL Shortness possible	3♣=Muppet Stay, 3R=TRF, 3♠=PUP to 3N, 3N/4♣/R=TRF, 4♠=mm non slam	On3♣:3♥=no M then3♠ PUP 3N, 3♠/N=5♠/♥ 2N-3♠-3N-4♠=mm, 2N-3♣-3♥-4♥=MM	2N-(3Y)-X is Stayman 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, 4N=bid slam with 8, 5C = P/C	On4D:4M/5♣=M/m SPL, 4N = no SPL	X = PEN
4♣		7		PRE	4♦=NAT F1, 4M = To play		
4♦		7		PRE	4M/5♣ = To Play	HIGH LEVEL BIDDING	
4♥		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	
4♠		7		PRE	5m = To Play	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.	
4NT				Specific Ace asking	5♣=No Ace, 5♦/M=bid Ace, 5N=♣ Ace	After getting response of 4NT, next to next non agreed trump suit including 5NT is	
5♣		8		PRE		K ask bid, responses=Specific. Direct ask after RKC response asks for Q of that	
5♦		8		PRE		suit- bidding the trump suit shows no Q, any other bid below the trump suit is	
5♥		8		PRE		Shows a doubleton, with the Q, we will bid 7.	
5♠		8		PRE			

Supplementary Notes

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Note 1 : Inverted Minor

- 1.1** 1♣ 2♣
 2♦ = Any short, 11-13
 2M = Stopper showing, up-the-line, should be unbalanced or 5422
 2NT = Balance, 12 – 14 / 18 – 19, Forcing to 3♣
 3♣ = Minimum hand, 5 + ♣
 3♦♥♠ = SPL
 4♣ = Kick Back

- 1.2** 1♦ 2♦
 2♥ = Any short, 11-13
 2M / 3♣ = Stopper showing, up-the-line, should be unbalanced or 5422.
 2NT = BAL, 12-14/18-19, F.
 3♦ = min hand, 5+ ♦
 3NT = Mini-splinter in ♣, NF.
 4♣/3♥/♠ = SPL.
 4♦ = KICK-BACK.

Note 2 : One of a minor – 1X – 2m (minor suit rebid) –

- 2.1** 1♣ 1♦
 2♣ 2♥ = Artificial GF.
 2NT/3♣ = NAT, inv.

- 1♣ 1♥
 2♣ 2♦ = Artificial GF.
 2♠ = 5+♥ and 4+♠ GF.

- 1♣ 1♠
 2♣ 2♦ = Artificial GF.
 2♥ = 4+♥ and 5+♠ GF.

- 2.2** 1♦ 1♥
 2♦ 2♠ = Artificial GF.
 3♠ = SPL, in favour of ♦
 3♣ = 5+♥ & 5+♣, forcing.
 4♠ = E.K.C. in favor of ♦

- 1♦ 1♠
 2♦ 2♥ = Artificial GF
 3♥ = Splinter in favour of ♦ 3♣
 = 5+♠ & 5+♣, forcing 4♥ =
 EKC in favor of ♦

Note 3 : One of a minor – 4th Suit F

3.1 1♣ 1♦
1♥ 1♠ = 4th suit, GF

3.2 1♦ 1♥
2♣ 2♠ = 4th suit
3♠ = SPL with ♣/♦ support.
4♣/♦ = Support with SPL in Om.

Note 4 : One of a minor – 1X – 2NT – Transfer

4.1 1♣ 1♦
2NT 3♣/♦/♥ = Transfer to 3♦/♥/♠.
3♠ = ♣.

4.2 1m 1♥
2NT 3♣ = Transfer to ♦
3♣ 3♦
3♥/♠ = Spl
3NT = 5♥-3-3-2
3♦/♥ = Transfer to ♥/♠
3♠ = Transfer to ♣

4.3 1m 1♠
2NT 3♣ = Transfer to ♦
3♣ 3♦
3♥ = 4♠ + 4♦
3♠ = 5♠ + 4♦.
3NT = 5♠-3-3-2
4♣ = SPL with 6+ ♠s.
4NT = Quantitative.

Note 5 : One of a minor – Reverse Flannery

5.1 1m 2♥/♠
2NT = Enquiry
3Om = Asking for stopper
3m = NF
3NT = To Play
4m = Sets the m if the m is Bm otherwise sets one of responder's suit. If opener has F hand with both m, opener needs to bid the 4th suit first (primarily asking for check) and then should bid the other minor.
4M = To play
4NT = RKC in ♠, to perform the RKC in ♥, opener needs to bid the Om at 4 level and then have to bid 4NT.

5.2 1m 2♥/♠
 2NT 3♣ = 5+♠ & 4+♥, ♣ fragment.
 3♦ = 5+♠ & 4+♥, ♦ fragment.
 3♥ = 5♠-4♥-2♦-2♣
 3♠ = 5+♠ & 5+♥, ♣ fragment.
 3NT = 5+♠ & 5+♥, ♦ fragment.
 4♣/♦ = 5-5 Ms, 3 card ♣/♦
 4♥ = 6♠ + 5♥

Note 6 : One of a minor-1X-1NT-2C (Puppet to 2D) & 2D=GF

6.1 1♣ 1♦
 1NT 2♣
 2♦ Pass= NF
 2♥ = 6♦-4♥, inv
 2♠ = 6♦-4♠, inv
 2NT = Inv

6.2 1♣ 1♦
 1NT 2♦
 2♥/♠ = 4♥/♠
 3♣ = 5♣

6.3 1♣ 1♥
 1NT 2♣
 2♦ Pass= NF
 2♥ = Inv 5+♥, inv
 2NT = Inv

6.4 1♣ 1♥
 1NT 2♦
 2♥ = 3♥
 2♠ = 1♥
 2NT = 2♥
 3♣ = 5♣

6.5 1♣ 1♠
 1NT 2♣
 2♦ Pass= NF
 2♠ = Inv 5+♠, inv
 2NT = Inv

6.6 1♣ 1♠
 1NT 2♦
 2♥ = 1♠
 2♠ = 3♠
 2NT = 2♠
 3♣ = 5♣

Note 7 : One of a Major – Mini/Maxi Splinters –

7.1 1♥ 2♠
 2NT 3♣/♦/♥ = 8-10, SPL in ♣/♦/♠,
 4♥ = 8-10, SPL in ♠, but game acceptance.
 3♠/4♣/♦ = 14+, SPL

7.2 1♠ 3♣
 3♦ 3♥ = SPL in ♣, 8-10 / 14+,
 3♠ = SPL in ♦, 8-10,
 3NT = ♦ void, 14+
 4♣ = SPL in ♦, 14+, ♣ cue.
 4♦ = ♦ A singleton, 14+, denying ♣ cue.
 4♥ = SPL in ♦, 14+, denying ♣ cue.
 4♠ = 8-10, SPL in ♦, game acceptance.

7.3 1♠ 3♥
 3♠ Pass = 8-10, SPL in ♥.
 3NT = ♥ void, 15+
 4♣ = SPL in ♥, 15+, Cue in ♣
 4♦ = SPL in ♥, 15+, cue in
 4♥ = ♥ A Singleton, 15+, denying Cue in ♣ &
 4♠ = SPL in ♥, 8-10, game acceptance

Note 8 : One Spade – 1NT – 3C (ART) – 3D (Relay) –

8. 1♠ 1NT
 3♣ 3♦

3♥ = ♠s & ♥s, GF
 3♠ = 6♠s & 4♣s, GF
 3NT = 5♠s & 4+♣s, GF
 4♣ = Nat either 5-5 or 6-6, with 6-5 will bid 3♠ first over 3♦. 4♥ = 6♥ + 5♠ weakfish hand, with 6♠ & 5+♥ bid 4♥ over 1NT 4♠ = 18-21 with 7-2-2-2 or 7-1-3-2 or 7-1-2-3.

Note 9 : One Major – 1NT – 2NT (18-19) –

9.1 1♥ 1NT
 2NT 3♣ = TRF to ♦
 3♦ = TRF to ♥ (can be with doubleton)
 3♥ = 55 m
 3NT = To Play
 3♠ = ♣ suit, choice between 3NT & 5♣.
 4♣/4♦ = Fit Showing

Note 10 : One NT – 2D (Hearts or Both m) –

10.1 1NT 2♦
2♥ 2♠ = Puppet to 2NT.
2NT = INV with ♥s.
3♣/♦ = 54+, GF.

10.2 1NT 2♦
2♥ 2♠
2NT 3♣ = 5♣s & 4♦s, GF
 3♦ = 5♦s & 4♣s, GF
 3♥ = 5-5, Both M, INV.
 3♠ = 6♥s & 5♠s, GF.
3NT = 2-2-5-4. NF, if you have more bid 4 or 5NT accordingly.

Note 11 : One NT – 2S/2NT (TRF to C/D) –

11.1 1NT 2♠
2NT = Not a good hand for ♣
3♣ = Good hand for ♣

1NT 2♠
2NT 3♦/♥/♠ = SPL (after SPL, bidding a M in 3 or 4 level shows 5 card of the M)
 4♣ = set the suit, request to make cue
 4♦/♥/♠ = EKC

1NT 2♠
3♣ 3♦/♥/♠ = SPL
 4♣ = set the suit, request to make cue
 4♦/♥/♠ = EKC

1NT 2♠
2NT/3♣ 3♦/♥/♠ = SPL
3M/4M = 5 card suit

11.2 1NT 2NT (Diamonds or both minors weak hand)
3♣ = ♣ is longer than ♦
3♦ = ♦ is longer than or equal to ♣

1NT 2NT
3♣/3♦ 3♥/♠/4♣ = SPL
3M/4M = 5 card suit