

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 LEVEL-5-17HCP 5+ CARDS ,4 Cards Overcall With Length In RHOs Suit Possible
2 level sound responses new suit nf; cue bid 10+ doesn't promise support
Jump Bids Shows Fit Except (1C)-1D-(P)-2H/2S And (1D)-1H-(P)-2S 6 Cards Inv
Cue 3 Level Mixed Raise, Om 3 level LR+ 4+
Cue 4 Level Splinter Opp Suit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 ND 15-18 HCP; May Not Have Stopper In Opps Suit.
Responses Same As The Opening Int
4 th seat 11-16 Doesn't Promise Opps Stopper 1m-p-p -1nt 11-14; 1m-p-p-1nt 11-16 responses 2c Stayman ->2nt max hand After that 3C Repeat Stayman
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Micheals. See note-1 1X-3X Solid Minor Inv For 3nt With A Stopper
VS. NT (vs. Strong/Weak; Reopening; PH) STRONG NT- DONT, EXTENDED DONT. See note-2
WEAK NT CAPP; 2NT BOTH MINOR; 3 LEVEL BID SAME AS STRONG NT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL MM, 1NT mm, 1D/H/S = Transfer to H/S/C Respectively
2C – Transfer to 2D, After 1C-1D = Dbl Majors, NT = Minors
Rest all are Natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5 Top Dblton	
NT	2/4	3/5 Top Dblton	
Subseq	Same	Same	
Other: ACE ASK FOR UB/COUNT vs NT, SMITH LOW			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK +OR Ax	Ask for Unblock or Count AKJT, AKQxx	
King	KQ+, AK	Ask for attitude, KQx, AKxx	
Queen	QJ+, KQT+	QJ+, KQT+	
Jack	JTx, HJT _x	JT _x , HJT _x	
Ten	T9 _x , HT9	T9 _x , HT9	
Nine	987, HJ9 _x , H98	987, HJ9 _x , H98	
	Partner's Lead	Declarer's Lead	Discarding
1	Att Low Enc	Count low high even	Low Enc
Suit 2	Count hi odd	Hi odd	Count hi odd
NT 2	Count Hi Odd		
3	S/P STD		
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light with right shape			
Tends to have 3 cards in all 3 suits unless strong			
Take out Dbl up to 4s			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg Dbl Up to 3s, Responsive Dbl, Competitive Dbl, Lightner, Support Dbl Rdbl (Doesnt Promise Extra Values), Rdbl Cue Bid Shows Ace Or Void, Stayman And Transfer Bid Dbl Show Suits, 1nt-P-3nt-Dbl For Short Major Lead			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: INDIA
PLAYERS: KAR SOUVIK & BAR SURAJIT
EVENT: 19th World Youth Bridge championship
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors (Semi-F 1NT), 4 cards Diamond & 2 cards Club 2C STRONG, 2NT 19-21 CAN BE UNBALANCED WITHOUT Honor 1 ST 2 ND 3 RD SEAT VUL 2D WEAK, NON VUL EKREN 4 TH SEAT 2D 11 TO 14 6 CARDS 2H/2S weak 6 cards 4-11 rarely 5cards 1st & 3rd seat NV pre-empts can be aggressive 1NT Opening: (14+) 15-17 HCP (singleton possible)/5 CARDS MAJOR 6 CARDS MINOR POSSIBLE.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D – EKREN, 4+4+ in Majors 2-7 HCP in NV or both NV
1C-2D mixed;1D-3C mixed raise 1D-2C 5+C 12+ 1H-2S ANY SPLINTER 8-10/14+ ;1H-3C LIMIT RAISE 1H-3D 7-9 1S-3C 8-10/14+ Minor Splinter 1S-3H 8-10/14+ Heart Splinter 3 rd Seat Open Very Weak Possible and can be lead directing
SPECIAL FORCING PASS SEQUENCES
Pass And Pull Shows Extras
PSYCHICS: RARE



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4S	11-21 2+ C	1C-1X NAT 4+ HCP; 2C 10+ 1NT-8-10/2NT- 11/12; 2D- mixed; 3C PRE; 2M 5S-4H See Note: 3,	1C-1D-1H PROMISE 54 otherwise 1NT . Double Checkback see note 4	TRF responses on overcall See Note 6 Opp 1NT see note 7
1♦		4	4S	11-21 4+ D	1H/1S NAT 4+ 4+HCP; 1NT-6-10/2NT-11-12; 2M 5S-4H,3C MIXED,3D PRE	1D-1M-2NT-Retransfer applicable Double Checkback	SAME AS ABOVE
1♥		5	4S	11-21 4+ 3 rd seat possible	1NT SEMI F,2minor GF 2NT BAL GF;1H-2S MINI SPLINTER 8-10 OR15+ 3S/4C SPLINTER; 3NT- DIA SPL	DOUBLE CHECKBACK, 1H-1S-2N = Retransfer applied, 1H-1S-3C = Art. Reverse. see note 5	TWO WAY DRURY MIXED RAISE
1♠		5	4H	11-21 4+ 3 rd seat possible	2S-8-10 3 CARDS;2NT BAL GF 1S-3C MINI SPLINTER 8-10 OR15+ 3NT- H SPL 4C/4D - SPL	DOUBLE CHECKBACK, 1S-1N-3C = Art. Reverse. see note 5 1S-1N-3H = 5+ H 15-16(17-)	SAME AS ABOVE
INT			4H	(14)15-17, singleton or 6 cards M/m possible	2C STAYMAN,4 WAY TRF 3C/3D – INV/GF BOTH minors 5S, 3H/3S SHORT	1NT-2C-2D/2H-2S SHAPE ASK;1NT-2C-2S-3C SHAPE ASK;	LEBENSCHOL AFTER INTERVENTION
2♣	ART			22+ or 9+ tricks	2D WAITING, 2H/2S/3C/3D 5+ SUIT 6+ HCP; 3H- 4441 8+	2C-2D-2H- HEART OR BALANCED	2LEVEL INTERVEN PASS-0-4 HIGH LEVELPASS 4+
2♦	ART IF NV			Ekren (4+4+ MM, 2-7 hcp) if we are NV or both NV See notes 10	2H/2S/3M/3N/4M = TO PLAY; 2NT= QUERY, 4C = Transfer to Long M, 4D=DKC	2D-2NT-3C/3D/3H/3S=Bad/Heart+/Spade+/ Unusual shape	3X BY OPP X PEN. 2x-dbl-redbl/new suit See note 8
2♦		5		VUL weak 3-10 hcp 5+ cards	2N relay, 2H/2S/3C = 1RF		
2♥		5		3-10 hcp 5+ cards	2H-2NT relay		3X BY OPP X PEN
2♠		5		3-10 hcp 5+ cards	2S-2NT-relay		3X BY OPP X PEN
2NT				(19)20-21 Bal/semi-Bal	2NT-3C MUPPET 3D/3H/3S(3NT)/4C/4D/4H TRF;4Smm weak	2NT-3C-3H NO MAJOR	2NT-3Y-DBL STAYMAN
3♣		6		Pre-emptive	NEW suit bid 1R FORCING	3C-3D BOTH M	X PENALTY OPP CUT
3♦		6		Pre-emptive	NEW suit bid 1R FORCING	3D-4C BOTH M	X PENALTY OPP CUT
3♥		6		Pre-emptive	NEW suit bid 1R FORCING	5NT TRUMP ASK 6C-AQ/A,6D-KQ/K 6H-Q/J 6S-AK	X PENALTY OPP CUT
3♠		6		Pre-emptive	NEW suit bid 1R FORCING	SAME AS ABOVE	X PENALTY OPP CUT
3NT	ART			Gambling in a minor	4C= Pass/Correct, 4D = singleton query		
4♣		7		Pre-emptive	4D/4H/4S NAT		
4♦		7		Pre-emptive	4H/4S TO PLAY		
4♥		7		To play.Better than Pre-emptive	5H SLAM INV		
4♠		7		To play.Better than Pre-emptive	5S SLAM INV		
4NT				Specific ace asking	5C-NO ACE;5D/5H/5S- ACE ,5NT-2 ACE 6C-CLUB ACE		
5♣		8				HIGH LEVEL BIDDING	
5♦		8				RKCB1430 2OR5 WITH TRUMP Q, See note: 9.	
5♥		8		Pre-emptive			
5♠		8		Pre-emptive			

Supplementary Notes

1. Micheals

(1m)-2m both majors

(1D)-2NT H+C ; (1C)-2NT H+D

(1M)-2M Other Major & a minor

2. DONT

DBL- Single suiter;

2C- C + Higher;

2D- D + M;

2H- H + S

2S- Spade.

2NT single suiter pre-emptive.

3C-C+ Higher ;3D-D+M;3H-MM

all 3 level extended DONT 15+HCP 55

3. Reverse Flannery:

1m – 2H = 5S, 4+H, 6-9 (3-9 NV vs V)

1m – 2S = 5S, 4+ H, 10-11

This applies over 1m – (DBL) and over 1C – (1D) overcall.

Opener's 2NT is ART enquiry.

4. Two Way Checkback

After 1x – 1y – 1N, we play two way checkback.

2C puppets 2D, to play there or to show INV hands.

2D is ART FG

2N puppets 3C to play there

Jumps show Slammish

5. Artificial reverses

1m-1M

2NT-3c/3d/3h/3s (all TRF)

All cheapest reverse are artificial.

6. Transfers in competition

These apply in the following situations:

1x – (1S)

1m – (2H)

1x – (2S)

1x – (3S)

After a 1S overcall, 1NT = club; 2H is NAT NF and 2S is other 2suit 5-5 atleast, 10+hcp.

After a 2M overcall, transfers apply only till opener's suit, i.e,

1D – (2M) – 3C is inv+ D, but

1D – (2M) – 3D is a mixed raise,

and 1D – (2S) – 3H is NAT FG

1D – (2H) – 2S is NAT, FG unless rebid.

7. After opponents overcall 1NT

1m – (1NT) – 2m = To play

1m – (1NT) – 2om = Majors

1m – (1NT) – 2NT = Two suiter (except both M)

$1M - (1NT) - 2C = LR+$

$1M - (1NT) - 2NT = \text{Two suiter}$

8. 2X – (DBL)

Responder's 2N continues to be an enquiry with the same responses as if there was no intervention.

New suit by responder shows fit for opener's suit with lead indication in the bid suit. Responder does not promise length in the bid suit.

A RDBL by responder asks opener to bid the next suit, which responder will pass or correct to his own suit as a signoff.

9. High Level bidding

RKCB1430 2OR5 WITH TRUMP Q, in case of club as trump suit it is always 0314.

5NT EVEN WITH VOID, 6X ODD WITH VOID,

AFTER 5NT 6C AS FOR EXTRA, 6D FOR Q, IF ONLY 6C AVAILABLE THEN FOR EXTRA,

EKCB0314,

DOPI AFTER THEY CUT BELOW OUR SUIT, DEPO IF ABOVE OUR SUIT,

5NT K ASK SPECIFIC or OTHER,

DKC0314, 2+0 Q, 2+lower Q, 2+higher Q, 2+both Q

10.

Opening 2♦ = Atleast 4-4 majors, 2-7 HCP (In NV board)
= Natural preempt if Vulnerable

Development

Opener

2♦

Responder

Pass= To play

2M= To play

2NT= Query, F

3♣= To play

3♦= Forcing, ♦-suit

3M= To play

3NT= To play

4♣= Asking partner to give TRF to his longer
Major

4♦= DKC

4M= To play

2♦

2NT

3♣= Any bad 4-4(upto 6) / 5-4(upto 5)

3♦ = Longer ♥, 5+hcp

3♥= Longer ♠, 5+hcp

3♠= Unusual shape(After this 4♣ is asking to give TRF to his longer M)

3NT= 7 or bad 8, 4-4 M

Opener

Responder

2♦

3♣

2NT

3♦ = bid your longer M

3M/4M = To play

2♦

3♦/♥/NT

2NT

4M = To play

4♣ = Poor man RKC

Reply: 4D=0

4H=1

4S= 1+Q

4NT=2

5C= 2+Q