

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 Level – 7-17 (can be lower with shape) HCP 5+ cards (rarely 4), New suit by
advancer at 1 level [7] b) 2 Level– Constructive non-forcing -10-14/15 HCP
Cue = 9+ with fit or any GF w/ or w/o fit. Jump cue shows 4+ cards, 6-9 HCP,
jump raise is pre-emptive. If two cue bids are available, cheaper one is LROB w/3
card or any GF and the higher one is LROB w/ 4+ support,
2NT by passed hand after 1 level O/C is LROB with 4+ support
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd live = 15-18 HCP, Usually have stopper in opponents suit.
Responses = Same as 1nt opening.
4 th live = On minor 11-14, On Major 11-16, May not have stopper.
Responses = 2C is range ask, rest same as 1nt opening.
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK except in sandwich Vul position – that will be constructive – shows 6+
1 suit,13-16 HCP. Leaping Michaels (5-5 + Game Inv),
Over 2 level weak jump O/C, 2NTis enq same response as after opening weak 2
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid = Michaels.
Jump Cue (1x – 3x) = Solid long other minor, invites 3nt.
Against prec 1D, jump cue bid is constructive – shows 6+ suit 13-16
HCP. Against art C jump cue is pre-emptive
VS. NT (vs. Strong/Weak; Reopening:PH)
Vs Strong NT = DONT, Extended DONT till 4 level
2NT on strong 1NT= Single suiter pre-emptive. After that all bids are
natural, except 3C/D (p/c) and 4C (please bid your suit)
Vs. Wk NT: X penalty and subsequent doubles are T/O, 2C – one suit, 2D - Majors
2M – that M & a m, 2NT - both m, 3m - DONT, 3M - constructive preempt
Vs Strong 2NT: X shows both M, everything else is natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles = Takeout. Lebensohl from advancer after 2 level T/O X
(2D) 3D = M’s, 4C = C+H, 4D = C+S, (2M) 3M = m’s, 4m = Bm + OM
(2M) 4NT = m’s w/ less HCP. (3m) 4Bm = M’s, 4Om = m+1M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C Dbl = Majors,1nt = Minors, same after 1C-P-1D
Over strong 2C X = Majors, 2nt = Minors, same after 2C-P-2D
OVER OPPONENTS’ TAKEOUT DOUBLE
Redouble = 10 + HCP, Usually no fit. Jump raises show 6-9 with 5+ supp
After m opening, NJ raise shows 4+ card 6-10 HCP, jump in Om shows LROB
2M bids (after 1m opening) are same as it was w/o X,

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd or 5 th , Top from xx	3 rd or 5 th , Top from xx	
NT	2 nd or 4th	2 nd or 4th	
Subseq	Same or Attitude.	Same or Attitude.	
Other: Vs NT Ace lead asks for Count or UBLk, King lead asks for Attitude, Queen lead asks for Unblock or Attitude.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Asks UB/CT, AKJT(+)	
King	KQ(+), AK, Kx	Asks for attitude	
Queen	Qx, QJ(+)	Asks UB of J or Att, KQT9	
Jack	KJT, JT(+), Jx	AJT,KJT,JT(+), Jx	
10	HT9, T9(+), Tx	HT9,T9x, 10x	
9	9x	98(+), 9x(x)	
Hi-X	Xx, doubleton	Xx, denies H	
Lo-X	Shows odd numbers	Promises at least 10	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT(Low = Enc)	COUNT(Hi = Odd)	O/E (odd = ENC)
Suit 2	COUNT(Hi = Odd)	S/P (STD)	COUNT (Hi =Odd)
3	S/P (STD)		S/P (STD)
1	ATT(Low = Enc)	Reverse Smith	O/E (odd = ENC)
NT 2	COUNT(Hi = Odd)	COUNT(Hi = Odd)	S/P(STD)
3		S/P(STD)	COUNT(Hi = Odd)
Signals (including Trumps): Smith Echo vs NT, Low-High shows interest from both sides.			
Smith will continue until the signal is complete, so in discarding as well			
Against NT Attitude if dummy wins with A or K, Count if Q or Lower.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Strength of immediate hand at one level = (10)11+,2 level 13+,3 level 14+			
Tends to have 3+ cards in other suits unless very strong (18+), T/O X till 4S			
Balancing X: can be weaker but methods are same as above			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double upto 3D, Cards dbl 3D onwards, Responsive dbl, Extended Responsive X			
Snapdragon dbl. Supp Dbl up to 2H, 2S onwards extras. Rosencranz Dbl/Rdbl;			
Spl X for lower suit lead – in case of 4 th suit spl, X asks to lead that Suit.			
(1NT) (3NT) X is for short M lead, after bid & supp, X on that suit asks not to lead			
If 1m bidder doubles a 3NT contract then he asks for that suit lead, if 1M opener doubles a 3NT contract then he asks for other lead.			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: INDIA
PLAYERS: SAGNIK ROY – SHUBHAM ACHARYA
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors (Semi-F 1NT), m opening 3+, 1D shows generally 4 unless
4432 Walsh responses over 1C. Most Jump shift responses are ART.
Many fit bids. Nat weak 2 Bids depending on Vul and pos (2 nd seat Sound).
Wide Range Overcalls. Frequent WJO. Frequent use of non-penalty dbls.
1nt Opening (14)15-17 HCP (Possible 5/6 Major or Singleton)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C-2D = MR (7-9 5+ Clubs). 1D-3C = Same; 1m-2H=5S and 4+H 5-9 HCP;
1m-2S= 5S and 4+ H 10-11 HCP. 1M-3D = LR, 10-11 HCP 4+ Supp.1H-3C =
6-9 HCP, 4+ Supp. 1H-2S = Any spl (7-10 or14+HCP).1m 2H bid can
be very weak (2+ HCP at fav) if 5-5 or more dist.1S-3C = 1 m short (7-10 or
14+ HCP). Trf: after 1M- DBL, 1/2/3S O/C, after 1S – (2H), after 2 level jump
O/C. G/B 2NT almost in all competitive auctions
SPECIAL FORCING PASS SEQUENCES
1)When game force is established.
2)When responder showed an Inv+ hand w/o supp partner’s suit, 4 level
onwards passes are F
3) When responder showed an Inv+ hand w/ supp in partner’s suit, 5 level
Declarer’s Lead
4) Passes are forcing from 2C
5) Passes are F up to 2S once we have made a strengths showing XX or a
penalty X, ex – 1D (X) XX (2H) P, 1C (1NT) X (2S) P etc.
6) After we T/O X a weak M opening & LHO Jumps to 5M, advancers P is F
7) We T/O X a weak m opening & passed LHO Jumps to 5m, advancers P is F
IMPORTANT NOTES
Pre-empts and O/C pre-empts can be destructive in NV 1 st and 3 rd seat
PSYCHICS:Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3	4S	(10)11-21,4423, or	1C-1D = 3+ Cards 0+ HCP, 1H-1S 4+ card 0+ HCP,	Walsh approach. Two way CB(Sup 5). Jump 3D after 1M resp shows 4 card supp	1C-(1X)-3C/1C-(X)-3C = Mixed Raise.
				much better suit compared to D	1NT/2NT= 8-10/11-12, 2C = Inverted (10+), 2D = Mixed.2M =Rev Flannery (Sup 1), 3D/S/4C = Spl,4C = RKC,	BAL 18-19. Cheapest reverses are ART ² , either rev in that suit or long C. 1C 2C 2D ART ³ , asking responder to bid 2H, 1C-2M-2NT = ENQ,	Trf on 1S/2M/3S O/C ⁴ , 2C is M's on 1NT O/C, 1C(2C) X or 1C(2NT) X shows 10+
					4M= To play, 4NT = Quan	1C 2NT 3X = short. After 1C 1X 2NT Retransfer. 3 card raise ¹⁰	HCP, BAL hand, Subseq Xs are penalty
1 ♦		3	4S	(10)11-21,4432 or	1H/1S =Nat 4+ card 0+ HCP, 1NT/2NT = 6-10/11-12. 2M	Two-way CB(Sup 5). 1D-1S-3H- 4 card supp BAL 18-19. Cheapest reverse is ART ² ,	SAME AS ABOVE
				4+Diamonds	- Reverse Flannery.3C = Mixed. 3D – Wk, 3H/S/4C = Spl, 4D - RKC, 4M= To play, 4NT = Quan	either reverse in that suit or long D. 1D-2D-2H Is ART ³ , 1D-2M-2NT = ENQ, 1D 2NT 3H/S – short. Retransfer after 1D 1M 2NT. 3 card raise ¹⁰	
1 ♥		5	4S	(10)11-21, can be 4 in 3 rd seat	2H= 8-10, 3 card, 2NT= Bal GF, 2S = any short either 7-10 or 14+ 3D= LR, 1h-3C = 6-9, 4 card supp	1H-2H-3S/4C/4D= Void Spl. 1H-2H-2S- some short, 1H-2H-2NT = HSGT in S	Passed hand : Two way Drury. Drury exists
					1NT= Semi-F, 3S/3NT/4C = S/D/C spl 11-13 HCP	1H -2H- 3m is HSGT, 1H 3D/H 3S – some short, 1H 1NT 2S – ART, 1H 1S 3C is ART, H+C or only H. 1H 1NT 2NT is 18-19 and then re transfer	After cut also. Trf on 1/2/3S O/C. After 1H (2H) – X Bal 10+, 2S LR, 2NT/3C/D trf
1 ♠		5	4H	(10)11-21, can be 4 in 3 rd seat	2S= 8-10, 3 card, 2NT= Bal GF, 1S-3C any m short 7-10 Or 14+ 3D= Limit. 3H = short H either 7-10 or 14+3NT=H	1S-2S-3X= HSGT.1S-2S-4C/4D/4H= Void Spl. 1S-2S-2NT- some short, 1H-2H-2NT = HSGT in S. 1S 3D/S 3NT – some short, 1S 1NT 3C is ART(Sup 8)	Passed hand : Two way Drury. . Drury exists
					Spl, 11-13.4C/4D= 11-13 Spl.	Either only S or S+C or S+H. 1S 1NT 2NT is 18-19 and then re transfer	After cut also. Trf after 1S (2H)
1NT		----	3S	(14)15-17, Singleton or 6 Card M/m possible.	2C Stayman, 4 Way Transfers. 3C/3D= Inv/GF with 5-5+ m's. 3H/3S= Short with 4 card OM. 4C/D – H/S, Smolen	1NT-2D-2H-2S= 5-4 Minors GF+ or 5-5 Majors INV.	See Note ⁹ , Rubensohl after intervention,
					1NT 2D bid is either H or both M inv or both m GF ¹²	1NT 2C 2H 2S or 1NT 2C 2S 3C – Dist. ENQ. Suit bid by m trf shows liking	(2NT Forces 3C). 1NT (2M) 3S shows m's
						1Nt 2C 2H/S 3D/H sets the M, 1NT 2C 2H/S 3C/D – ART, shows M+m	4C/4D are trf till 2NT cut, trf after 3S cut
2 ♣	ART	----		22+ Or Game in hand.	2C-2D= Waiting.2C-2H/2S/3C/D = NAT	Kokish Relays. 2C 2D 2M 2NT can be with 3 supp, 2C 2D 2M 2NT 3X 3M	After 2 Level Intervention Pass = 0-4,higher
					3H/3S = long C/D Suit.	Shows 2+ weak 6 card S has to be introduced after 2C 2D 2H, late 3S wont be S	Level Pass = 5+, leaping Michel by both side
2 ♦		5		At Vul/2 nd seat Sound	2D-2H/2S/3C = One round forcing.4H/S – To Play	After 2D-2NT, 3C=Any Short or 4 card C,3D = Min, 3H/3S = OM 4 card,	XX shows a single suit, new non jump suit
				1st/3 rd NV=destructive	2D-2NT = Asking., jump new suit bids are asking in that	3NT = Bal good, After 3C, shortness relay is 3D, 3H relay is for 4 card C	Is lead directional raise. FJ, Game bids Nat
						2D 2M 2N shows doubleton supp in the M	On cut, X is Resp at two level, otherwise Pen
2 ♥		5		At Vul/2 nd seat Sound	2S/3C/3D = One round forcing. 2NT relay, 3H = courtesy	After 2H-2NT,3C= Any short,3D=Any minor4 card,3H=Min,3S=4 Spade,3NT=	XX shows a single suit, new non jump suit
				1st/3 rd NV=destructive	Raise. Jump bids are asking in that suit	Bal good., 2H – 2S -2NT shows doubleton S. After suit bid, rebid/supp are NF	Is lead directional raise. FJ, Game bids Nat
2 ♠		5		At Vul/2 nd seat Sound	3C/3D/3H = One round forcing. 2NT relay, 3S = courtesy	After 2S-2NT,3C= Any short,3D=Any minor4 card,3S=Min,3H=4 H,3NT=	XX shows a single suit, new non jump suit
				1st/3 rd NV=destructive	Raise. Jump bids are asking in that suit	Bal good., After suit bid by responder, rebid/supp are NF	Is lead directional raise. FJ, Game bids Nat
2NT		----		(19)20-21 Bal/Semi	3C= Stayman,3D/3H= H/S Trf. 3S=Puppet to 3NT	2NT-3C-3H/3S = 4/5 M .2NT 3H 3S 4H = 5-5 slam inv. 2NT 3C 3D 3H 3NT4H	Passed hand : Same
				Bal, shortness possible.	3NT/4C/4D/4H= C/D/H/S Trf, 4S = Both m non slam inv	= 5-5 just game. 2NT-3D-3H-3S shows 4H and 5m. 2NT 2C 3NT = both M	2NT (3Y) X is stayman
					3D trf can be with 4H and 5m	2NT 2C 3NT 4C slam Inv. 2NT 3S 3NT 4C/D/H/S = 5C-4D/5D-4C/1255.2155	Trf after 2NT (3S)(Sup 4)
3 ♣		6		pre-emptive, 6+Cards	3D/3H/3S= Natural Forcing. 4D/4M are asking bids	If responder joins openers suit after bidding a new suit, that is NF, 4C = Courtesy	X penalty after they cut, Game bids are nat
3 ♦		6		pre-emptive, 6+Cards	3H/3S= Natural Forcing. 4C/4M are asking bids	If responder joins openers suit after bidding a new suit, that is NF, 4D = Courtesy	X penalty after they cut, Game bids are nat
3 ♥		6		pre-emptive, 6+Cards	3S=Nat Forcing.4C/4D/4S=Ask for control in that suit	3H 5NT (trump ask) – 6C – AQ/A, 6D – KQ/K, 6H – Q or J, 6S = AK	X penalty after they cut, Game bids are nat
3 ♠		6		pre-emptive, 6+Cards	4C/4D=Asks for control in that suit. 5NT= trump ask	3S 5NT (trump ask) – 6C – AQ/A, 6D – KQ/K, 6S = Q or J,	X penalty after they cut, Game bids are nat
3NT	ART	7		Solid 7-8 Card Minor.	4C= Pass/Correct,4D=Ask for Shortness.4M – To play	3NT 4D 4H/S – H/S short, 4NT – no short, 5m – Om short	X penalty after they cut
					4NT= Asking to bid 6 w/ 8 card, 5C = P/C		
4 ♣		7		pre-emptive 7+ cards	4D/4H/4S Natural.		
4 ♦		7		pre-emptive 7+ cards	4H/4S=Natural		
4 ♥		7		pre-emptive 7+ cards	4S/5C/5D to play, 5H slam inv		
4 ♠		7		pre-emptive 7+ cards	5C/D/H to play, 5S slam inv		
4NT		-----		Specific Ace Asking	5C=No Aces,5D/5H/5S=That Ace,5NT=C Aces		
5 ♣		8		Pre-emptive		HIGH LEVEL BIDDING	
5 ♦		8		pre-emptive		RKCB = 1430,2/2 With Trump Q, 5NT=Even with Void, 6X= Odd with Void, After 5NT 6C asks for extra, 6D for Q, if only	
5 ♥		8		pre-emptive		6C is available, then it is for extra. EKCB = Same as RKCB by steps. DOPI after they cut below our suit, DEPO after they cut	
5 ♠		8		pre-emptive		above our suit. If we somehow cross 4NT after agreeing a suit, 5NT would be RKC	
						After getting response of 4NT, 5NT is K ask bid King Ask 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, See Notes (Sup 6)	

1. Reverse Flannery:

1m – 2H = 5S, 4+H, 6-9*

1m – 2S = 5S, 4+ H, 10-11

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

Opener's 2NT is ART enquiry.

*At non-vul vs vul, the range for 2H is 3-9.

2. Artificial Reverses:

The cheapest reverse may be artificial.

- 1C – 1D – 2H
- 1C – 1S – 2D
- 1D – 1H – 2S
- 1D – 1S – 2H
- 1H – 1N – 2S

This shows one of two hand types –

- a. Length in opened suit and could be void in reversed suit or
- b. 5+ and 4+ in the two bid suits.

If responder goes back to the opener's long suit, that is a signoff. Any other bid by responder is FG.

On responder's 2N relay, opener bids as follows:

- Opened suit = Length there, reverse was artificial
- New suit = fragment, showing a natural reverse and shortness in the 4th suit.
- Reversed suit = 6+ - 4 in the two suits
- 3N = Natural reverse, 5422

1H -1S -3C is also ART.

1H – 1S

3C – 3D = relay, but responder must have some tolerance for either hearts or clubs.

Supplementary Notes – Sagnik Roy + Shubham Acharya

1H – 1S

3C – 3D

3H = only hearts

3S = 5+ hearts, 4+ clubs, 3 spades

3N = hearts + clubs, not a hand to cross 3NT

4C = 5+ hearts , 5+ clubs

4H = 6+ hearts, 4 clubs

1H – 1S

3C – 3H = GF

1H – 1S

3C – 3N = To Play

3. 1m – 2m – 2m+1

1C – 2C – 2D and 1D – 2D – 2H are ART, primarily used by the opener to show some shortness below the 3m level.

Responder bids 2m + 2 and now opener uses one of the next three bids to show his shortness. The ordering of these bids is “natural for natural, else low for low”.

This sequence is forcing only to 3m.

4. Transfers in competition

These apply in the following situations:

- 1m – (1S)
- 1m – (2H)
- 1m – (2S)
- 1H – (2S)
- 1x – (3S)
- 1N – (3S)
- 2N – (3S)

After a 1S overcall, 2H is NAT NF and 2S is inv+ with 5/5+ in the unbid suits.

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.

After 1x – (3S), 3N is NAT, 4C/D are transfers, 4H is NAT (but 4D shows a better hand with hearts), 4S is trf to clubs.

5. 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 4-6 INV

After 2D (FG), opener bids the other major to show shortness in responder's major, e.g.

1D – 1S

1N – 2D

Supplementary Notes – Sagnik Roy + Shubham Acharya

2H = ART, shows singleton spade

1H – 1S

1N – 2D

2H = ART, shows singleton spade

6. RKC/EKC

Responses are 1403 for any ace asking query.

A response of 5N shows an even number of keycards with some void. A response at the 6 level shows an odd number of keycards with the bid suit void (unless that void is impossible)

After a void showing response, if there are two bids available below the agreed suit, then

- a. The cheapest bid asks for extras
- b. The next bid asks for the trump queen.

If there is only one bid available below the agreed suit, then that bid asks for extras.

If, on RKC, there is intervention below our 5 level, we play DOPI, where

- DBL = 0 or 3
- Pass = 1 or 4
- Next bid = 2 without queen, and so on

If there is intervention at or above our 5 level, we play DEPO, where

- DBL = even number of keycards and
- Pass = odd number of keycards.

After the response to RKC, 5N confirms all keycards and asks partner to bid 7 with extras or show specific kings up the line.

After the response to RKC, a 6 level bid in a side suit asks for 3rd round control in that suit.

If we cross 4N after agreeing a suit, then 5N is RKC.

7. 1N – (P) – 2x – (DBL)

When opps DBL our Stayman 2C,

- Pass = No major or no stopper
- 2D = 5+ D, may or may not have stopper
- 2M = 4 or 5, shows club stopper.
- REDBL = To play

If opener passes, responder's REDBL is repeat enquiry, on which opener transfers to his major.

The full structure is put up at http://prba.in/sys/stay_int.htm

When opponents DBL our transfer (after 1N or 2N opening),

- Pass = Less than 3 card fit
- Accept TRF = 3+ card fit, stopper
- REDBL = 3+ card fit, no stopper

8. 1S – 1N – 3C ART

1S – 1N

3C = ART, strong, either S + H or S + C or only S

1S – 1N

3C – 3S = weak, passable

1S – 1N

3C – 3D (relay)

3H = 5+ spades, 4+ hearts

3S = 6+ spades, 4+ clubs

3N = 5 spades, 4+ clubs

4C = 5+ spades, 5+ clubs

4D = Auto splinter in hearts

4H = 5 spades, 6+ hearts

4S = Only spades, no splinter (or don't want to show a splinter)

1N – 2D

2H – any bid other than 2S = NAT with 5+ hearts

As a corollary, we can only super-accept over 2D by bidding 2S. After this 2S, 2N/3C cancel the TRF and show both minors GF, 3D is a ReTRF.

