

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level overcall – 8+ HCP and 5+ cards ; 2 level non-jump overcall – 12+ HCP and 5+ cards in M and 6+ cards in m ; 2 level jumpovercall – Weak (gen 5+ HCP) and 6+ cards
Overcalls are sound with good suit quality; jump overcalls are Aggressive in fav vul and sound in unfav-vul
Responses are standard with cue bids showing F1
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
(1m/1M) 1NT – 15-17 HCP (if 1m opened can have a side m sglton but promises stop in m; if 1M opened can have a side m sglton but No side M snglton and stop in bid M)
(1m/1M) P (P) 1NT – 12-15 HCP with same conditions as 2 nd seat
1NT overcall. (1x) p (1y) 1NT – 15-17 with stop in responders suit
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump Overcalls in non-vul are aggressive and in vul are sound but Can be aggressive too, gen 2 level promises 6, 3 promises 7 (can be 6 And 4 promises 8 (can be 7) with 3-10 HCP
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m (2m) – Both Majors 5-5 either less than 10 HCP or 17+
1M (2M) – OM and a m 5M-5m (can be 5M-4m) less than 10 or 17+
1x (2NT) – Unusual NT with lower of two suits less than 10 or 17+
Leaping Michaels showing 18+
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong NT (15 or above) :-
2c – Both Majors 5-5 (or 5-4); 2d – Single 6M; 2M – 5M+4+m
2NT – Both Minors 5-5; x – 5m+4M, same defence in 4 th seat
Weak NT (14 or below) :-
Same Defense as against 1NT strong opening except x is pen 15+ or Above, same defence in 4 th seat; against 2NT (20-21) Dont 5-5
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X – gen t/o if 2M weak opened can have side 2 card m; against 4M
Opening x – Optional dbl Leaping Michaels against 2M opening
4NT in 2 nd seat interference is gen both minors or other two suits 18+
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1c/2c (strong) – x – both M 5-5 or 5-4; 1nt(if1c),2nt (if2c) – Both Minors 5-5; if 1c (strong opened) 1d – 5m+4M
These interferences are gen weak however can be strong or sound
OVER OPPONENTS' TAKEOUT DOUBLE
System on; rdbl – 10+ able to pen in all suits; 1nt – 8+ HCP and 1M
Response is gen 8+ and 4 card M ; 1m (x) 2m – 5-10 HCP with supp
1M (x) 2NT/3c/3d – 4 card supp 12+/7-9/10-11 HCP's

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Attitude udca carding	Attitude udca carding	
NT	Count 4 th best	Count/Attitude (depends)	
Subseq	Attitude	Attitude	
Other: in NT A ask unblock or count; K asks attitude; Q ask unblock or Count and other leads are standard 4 th best, in suit attitude leads l-en & h-dis			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(K),A(x),A(KJx),A(K10x)	Ask unblock or count	
King	K(Q),K(x),(A)K,K(Q10x)	Attitude	
Queen	Q(J),Q(x),Q(J10x),Q(J10)	Ask unblock or count	
Jack	J(10xx),J(x),K(J10x),K(J10)	J(109x),J(x)	
10	10 from 109, (K)10(98x)	10 from supporting 2/3 honor	
9	9 from 98 or 987 or dblton	9 from gen supporting cards	
Hi-X	Count 4 th best	Discouraging	
Lo-X	Count 4 th best	Encouraging	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Suit Preference	Suit Preference	Suit Preference
3	Count	Attitude	Count
1	Attitude	Count	Attitude
NT 2	Count	Suit Preference	Suit Preference
3	Suit Preference	Attitude	Count
Signals (including Trumps):			
Suit Preference high higher suit and low lower suits and middle card no preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1 level x – 12+ HCP tolerance for other 3 suits if 1m opened x can have 2om			
2 level x – 13+ HCP or 12+ HCP with distribution and tolerance for other 3			
3 level x – 14+ HCP and 4 level x – Optional dbl ; Takeout dbls are light			
Balancing dbl can be very light and reopening dbl are in play			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1x (x) xx – 10+ HCP; support dbls – showing 3 card supp to M in a comp			
Auction; strong openings dbl – Both Majors; 1NT Weak opening x – pen;			
Responsive dbl; neg dbls showing other two suits; 2NT (20-21) x – single			
Suiter; 1NT (15-17) x – 5m+4M; in 5 level auctions & GF auctions x is			
Forcing pass. Lead directing dbl applicable to some artificial bids showing			
Lead preference in that suit			

W B F CONVENTION CARD
CATEGORY: i.e. Green
NCBO:
PLAYERS: Tirtharaj Chowdhury – Madhav Prakash
EVENT : 19 th Word Youth Teams Championship
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 is Game Forcing
1m – 3 card min with 12-21 HCP
1M is 5 card min with 12-21 HCP, 5533
1nt – 15-17 HCP can have 5 card M and singleton A or K
2nt is 20-21 can have 5M and Singleton A or K.
Preempts are aggressive in non-vul and sound in vul
deviation from HCP ranges possible if distribution there
2c – strong 22+
3NT opening is AKQJxxx in a m can have a side J or Q
4c/d Opening is Namyats with 8-8.5 tricks in a M and 16+ HCP
Third seat or 4 th seat 4h/4s can be with opening hand+ also
4 th seat 2 level pre-empts are 12-14 HCP and 6+ cards
4 th seat 3 leve; pre-empts are 15-17 HCP and 7+ cards
3 rd seat 2 Preempts can be with 5 cards and 3-10 HCP
XYZ is on and Fourth and Third suit Force is GF
After 2/1 GF 1 st step – Min hand 12-14 HCP
2 nd step – 18+ hand max
3 rd step – Distribution showing 15-17 HCP
1403 Responses to RKC and minorwood
0, 1 w/o Q, 1 w/t Q and 2 responses to ekc
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
4c/4d Namyats Opening – 8-8.5 tricks in a M and 16+ HCP
CRASH (Colour, Rank and Suit)
SPECIAL FORCING PASS SEQUENCES
5 level auctions when we are in GF and opponents sacrifice or
Compete in 5 level; when we are in 2/1 GF and opponents come in; when 2c strong opened and partner responds with 2d or +ve Bid; 1nt (x – pen) forcing pass on; x – shows defence and pass – shows offence
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4 level	3+ cards with 12-21 HCP can have 6m and 5M and 18+	1d – 4+d 5+ HCP can have 4M, 1M – 4+M 5+ HCP 1NT – 5-10 HCP NF, 2c – 12+HCP and supp, 2d – 7-9 HCP and 5 card supp,2h/2s – weak,2nt – INV,3c – Preempt,3d/3h/3s – Splinter, 4c – Preempt,4d/4h/4s – ekc	1m – 1M – 2M – Help suit and short suit game try on and splinters on. XYZ on 2c – INV,2d- GF, 2nt – Puppet to 3c either passable clubs or Slammish clubs 3 rd suit GF and 4 th suit GF Is on	Support dbl on showing 3 card supp to a M. after passed hand 1m – 2m becomes 4+ card supp and 10-11 HCP denies 4+M
1♦		3	4 level	3+ cards with 12-21 HCP can Have 6m and 5M and 18+	1M – 4+ and 5+ HCP, 1NT – NF 5-10 HCP, 2d – 12+ HCP and 4+ supp denies 4+M, 2c – Nat GF 2h/2s – Weak M, 2nt – INV, 3d – Preempt, 3c – 7-9 HCP and 5 card supp 4c/3h/3s – Splinter,4h/4s/5c – ekc, 4d - preempt	1m – 1M – 2M – Help suit and short suit game try on and splinters on XYZ on 3 rd suit GF and 4 th suit GF Is on	Support dbl on showing 3 card supp to a M after passed hand 1m – 2m becomes 4+ card supp and 10-11 HCP denies 4+M
1♥		5	4 level	5+ cards with 12-21 HCP can Have 6m and 5M 12-17 HCP	1s – 4+S and 5+ HCP, 1nt – SF upto 11 HCP can have supp, 2c – ART GF,2d – NAT GF, 2H – 8-10 HCP and 3 card supp, 2s – Weak S, 2nt – 4 card supp and GF, 3c/3d – 4 card supp and 7-9 HCP/10-11 HCP, 3h – pre-empt, 3s/4c/4d - Splinter	XYZ 2c – INV,2d – GF,2nt – Puppet to 3c either passable clubs or Slammish clubs, 3 rd suit and 4 th suit GF is on, Help suit and short suit game try after 1M – 2M. 1M – 2NT – 3c – min hand, 3d – singleton/voidwith extras, 3h – slam int,4h – S/O, 3nt – 18-19, 4c/4d/3s – 5h-5c/d/s	Support dbl on showing 3 card supp to a M After passed hand :-2c – INV with 3 card supp 2d – INV with 4 card supp No bergen and Jacoby 2nt after passed hand
1♠		5	4 level	5+ cards with 12-21 HCP can have 6m and 5M and 12-17	1nt – SF upto 11 HCP can have supp, 2c – ART GF,2d – NAT GF, 2S – 8-10 HCP and 3 card supp, 2H – Nat GF, 2nt – 4 card supp and GF, 3c/3d – 4 card supp and 7-9 HCP/10-11 HCP, 3S – pre-empt, 4h/4c/4d - Splinter	XYZ on Help suit and short suit game try after 1M – 2M 1M – 2NT – 3c – min hand, 3d – singleton/void with extras, 3h – slam int,4h – S/O, 3nt – 18-19, 4c/4d/3s – 5h-5c/d/s with 2 of top 3 honors in 2 nd suit	Support dbl on showing 3 card supp to a M After passed hand :- 2c/2d – 2 way drury No bergen and Jacoby 2nt after passed hand
INT		N/A	N/A	15-17 HCP can have 5M and singleton A or K and can have 14 with 5 card M	2c – Stayman, 2d – Trf to h, 2h – Trf to s,2s – trf to c, 2nt – trf to d, 3c – both minors inv, 3d – both minors GF, 3h – 54m and singleton h and 3 card s, 3s – 54m and singleton s and 3 card h, 4c/4d – trf to h/s with 6 cards and to play in 4h/4s, 4nt - quanti	1nt – 2c – 2d – no M, 2h – 4h can have 4s, 2s – 4s,2nt – 5 card M min, 3h/3s – 5 card h/s max, 3c/3d – 6 card c/d, Smollen 1NT – 2D – 3H/ 1NT – 2H – 3S - super acceptance. 1NT – 2S – 2NT – Dislike c and 1NT – 2NT – 3c – Dislike d	System on (on passed hand) After interference 2nt – lebensohl 3nt direct – denies stop via lebensohl promises stop 2d/2h/2s – NAT passable (if space to bid)
2♣	ART	N/A	N/A	22+ HCP strong	2d – GF 3+ HCP w/t a K; 2h – 0-3 HCP w/o K; 2s/nt/3c/d - 5+s/h6+c/d and 8+ HCP positive bid	Kokish Relay	System on (if passed hand)
2♦		6	4 level	Weak 6 cards with 3-10 HCP	2H/2S/3C/3D – F1 (gen GF), 2nt – Relay ,4d – Minorwood 1403 responses	2d – 2nt responses – Quality and Strength; Quality before strength	Neg dbl on, Pen dbl on, 2nt – relay on
2♥		6	4 level	Weak 6 cards with 3-10 HCP	2S/3C/3D – F1 (gen GF), 2nt – Relay ,4NT RKC 1403 responses	2h – 2nt responses – Quality and Strength Quality before strength	Neg dbl on, Pen dbl on relay 2nt on
2♠		6	4 level	Weak6 cards with 3-10 HCP	2nt – Relay, 3c/3d/3h – F1 (gen GF), 4NT – RKC 1403 responses	2s – 2nt responses – Quality and Strength : Quality before strength	Neg dbl on, Pen dbl on, relay 2nt on
2NT		N/A	N/A	20-21 can have 5 card M and singleton A or K or 19 with 5 cards	3c – Puppet Stayman,3d/h/s/4c/d/h – Transfers	2nt – 3c :- 3d – any 4 card M; 3h/s – 5h/s; 3nt – No M	Gen Stolen bids
3♣		6	4 level	Gen 7 cards pre-empt but can be 6 cards and 3-10 HCP	3c – 4c – Minorwood 3h/3s – GF nat 4d – Nat better than 5d ; 5d – To Play 4nt - Quanti	Minorwood Responses are 1403	Neg dbls
3♦		6	4 level	Gen 7 cards pre-empt but can be 6 cards and 3-10 HCP	3d – 4d – Minorwood 3h/3s – GF nat 4c – Nat better than 5c ; 5c – To Play 4nt - Quanti	Minorwood Responses are 1403	Neg dbls
3♥		6	4 level	6+ card pre-empt 3-10 HCP	3h – 3s – NAT GF 4nt – RKC 3nt – To Play 4c/4d – Nat	RKC responses 1403	Neg dbls
3♠		6	4 level	6+ card pre-empt 3-10 HCP	3s – 4h – NAT GF 4nt – RKC 3nt – To Play 4c/4d – Nat	RKC responses 1403	Neg dbls
3NT	ART	7	N/A	AKQJ 7 card m can have sideJ or Q	3nt – 4c – Pass/Correct 3nt – P – To Play	-	System on
4♣	ART	7	N/A	8 to 8.5 tricks in a 7+ carder h	4c – 4h – Passable4d – H agree and slammish 4nt - RKC	-	System on
4♦	ART	7	N/A	8 to 8.5 tricks in a 7+ carder s	4c – 4s – Passable4c – 4d sup and slammish4c – 4nt RKC	-	System on
4♥		7	N/A	To Play	-	-	-
4♠		7	N/A	To Play	-	-	-
4NT	-	-	-	-	-	-	-
5♣		9	N/A	To Play	-	HIGH LEVEL BIDDING	
5♦		9	N/A	To Play	-	Forcing Pass on :- When we are in GF or near GF and they sacrifice or try to play in 5 level	
5♥		9		9+ cards in h and just to play		Pass – Offence (giving chance to partner to dbl) DBL – Defence	
5♠		9		9+ cards in s and just to play	-	5 level bid – extra offensive	