

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
1 Level – 7-17 (can be lower with shape) HCP 5+ cards (rarely 4), New suit by advancer at a) 1 level – 8+ HCP, 4+ card, after this cue shows inv+ hand with no 4 card supp and, 2 level supp shows min. with 4, jump supp is inv with 4, jump cue is strongest invite with 4 card b) 2 Level– Constructive non-forcing -10-14/15 HCP, 5+ (usually 6+) New suit after 2 level overcalls – generally F1. Single Jumps are fit showing, double jumps are Splinter (spl), if only one jump is available then spl. 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 Limit Raise or Better (LROB) w/4+ support, 2NT by passed hand after 1 level O/C is limit raise with 4+ support
2 Level O/C – 10-17 HCP with 5+ cards (usually 6)
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> live = 15-18 HCP, Usually have stopper in opponent's suit.
Responses = Same as 1nt opening.
4 <sup>th</sup> live = On minor 11-14, On Major 11-16, May not have stopper.
Responses = 2C is range ask, rest same as 1nt opening.
On 2C, NT bidder will bid 2D/H/S with minimum, with max he will bid 2NT then 3C would be stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
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, 2NT is enq same response as after opening weak 2
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue bid = Michaels.
1 any – 3C (Top and Bottom) and 3D (Upper two suits)
1M-3M (Ask for stopper)
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Vs Strong NT and Wk NT = Cappelletti; 2C – Majors -2D Response
Forward going Hand; 2D = Single-suiter – 2H (Relay)
2H/2S- Suit + Minor(any) ; 2NT- Minors; X-cards
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Doubles = Takeout. Lebensohl from advancer
(2D) – 2NT (15-17 bal.), 3H/S – strong suit, 4C (C+ any M), 4D-(M+M)
(2H) – 2NT (15-17 bal.), 3H-stopper ask, 4C (C+ other M), 4D-(D+ other M)
(2H) – 2NT (15-17 bal.), 3S – stopper ask, 4C (C+ other M), 4D-(D+ other M)
(3C) – 3NT (Play), 4C (M+M), 4D (D+ any M);
(3C) – 3NT (Play), 4C (C+ any M), 4D (M+M);
(3H) – 4C (C+S), 4D(D+S); (3S) – 4C(C+S), 4D (D+S)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1C – CRASH System; Dbl-Colour; 1D-Rank; 1NT- Shape
Over strong 2C X = Majors, 2nt = Minors, same after 2C-P-2D
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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,
If available (no conventional bid): single jumps are Fit showing, double jumps are spl, game bids are to play, after 1 Major double: Transfer Responses, Mini-maxi system. After X on our weak bids, XX shows a single suit, and any new suit bid is lead direction w/ supp in in opener's suit.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> best, Top from xx	4th best, Top from xx	
NT	2 <sup>nd</sup> or 4 <sup>th</sup> best	2 <sup>nd</sup> or 4th	
Subseq	Same or Attitude.	Same or Attitude.	
<b>Other:</b> Vs NT King lead asks for Count or Unblock, Ace lead asks for Attitude, Queen lead asks for Unblock or Attitude. However, if the partner of the leader has shown 4 or more cards, then Honour will be led from doubleton.			
Leads vs suit: Second highest with 10 and lower; 4 <sup>th</sup> best with J or higher.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	AKJT(+)	
King	KQ(+), AK, Kx	Count/Unblock dbltn A	
Queen	Qx, QJ(+)	Asks UB of J or give count	
Jack	KJ1, J1(+), Jx	AJ1, KJ1, J1(+), Jx	
10	HT9, T9(+), Tx	HT9, T9x, 10x	
9	9x	98(+), 9x(x)	
Hi-X	Xx, doubleton	Xx, denies H	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT(Low = Enc)	COUNT(Hi = Odd)	ATT( low = 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	Reverse Smith
NT 2	COUNT(Hi = Odd)	COUNT(Hi = Odd)	S/P(STD)
3		S/P(STD)	COUNT(Hi = Odd)
Signals (including Trumps): Low-High shows interest from both sides.			
Against NT Attitude if dummy wins with A or K, Count if Q or Lower.			
If A led in suit contract, and a) dummy comes with doubleton, then encouragement shows overruffing potential. b) dummy comes with singleton; the card will be SPS.			
If a singleton is led, partner's return will suggest SPS			
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 4H			
(1m)X(P) 2bm is either GF or both M 8+ HCP, (1 any) X 3M (double jump) is 5 card 10-11			
Cue bid by doubler after advancer's non jump response shows good hand w/o 4 card fit, simple raise shows 4 HCP with 16-17, jump raise is 4 with 18-19 HCP, jump cue is strong raise with 4 cards, 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 2S. Rosencranz Dbl/Rdbl;			
(1NT) (3NT) X is for short M lead, after bid & supp, X of that suit asks not to lead			
If 1m opener doubles 3NT, he asks for that suit lead, if 1M opener doubles			
3NT then he asks for any other lead. A 3NT X by leaders' P after bidding a suit asks not to lead that suit. After silent auction, 3NT X asks to lead dummy's 2 <sup>nd</sup> suit/dummy's suit.			
Help Suit Game Try/Maximal Double			

W B F CONVENTION CARD	
<b>CATEGORY: GREEN</b> <b>NCBO: INDIA</b> <b>PLAYERS: SASWATA BALLAV &amp; DATTATREYA BANERJEE</b>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 Card Majors (Semi-F 1NT), m opening 3+, 1D shows 4 unless 4432	
2-1 is Game Forcing	
Wide Range Overcalls. Frequent WJO.	
1nt Opening 15-17 HCP (Possible 5 Major or 6 card minor)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2D (Weak in any major or 4441 20-21 unbalanced)	
2H and 2S in live situation 14-15 HCP and 6 cards	
3NT Gambling NT	
SPECIAL FORCING PASS SEQUENCES	
1) When game force is established.	
2) When responder showed an Inv+ hand w/o support in partner's suit, 4 level onwards passes are F	
3) When responder showed an Inv+ hand with supp in partner's suit, 5 level	
Pass is forcing	
4) Passes are forcing from 2C (strong)	
5) Passes are F up to 2S once we have made a strength showing XX or a penalty X, ex – 1D (X) XX (2H) P, 1C (1NT) X (2S) P etc.	
IMPORTANT NOTES	
2 level Sandwich overcalls can be weak 3 <sup>rd</sup> seat opening can be weak.	
PSYCHICS: Rare. 3 <sup>rd</sup> seat Major opening can be 4 cards.	
Pre-empt and O/C pre-empt can be destructive in NV 1 <sup>st</sup> and 3 <sup>rd</sup> seat	
Slam Xs at sacrificing situations: immediate = Don't bid, Balancing = 1 trick	
After 1Y (1NT) or 1Y (P) P (1NT), X shows shortness in OM if Y is a m, Otherwise shows 4 card OM	
Various 4NT bids in competition: The order of Priority is 1) To show slam inv in P's suit 2) Choice of game 3) RKC	
After a fit, cue bid gets lesser priority compared to last train, attitude, etc.	
Artificial reverse and relay bids: 1m 1X 2 level cheapest reverse is Art and 2NT	
Relay after that. 1H 1NT 2S, 1S 1NT 3C and 1H 1S 3C may be Art reverses and	
Immediate bids are relay asks.	
Good-Bad NT	
In 4 <sup>th</sup> seat 2H/S and 3H/S are all constructive 6 cards	
Modified Bart for Major opening and 1NT response by responder	

OPENING	TICK IF ARTIFICIAL	MIN.NO.OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	(10)11-21,4423, or better suit compared to D	1D=3+ Cards 6+ HCP, 1H-1S 4+ card 6+ HCP, 1NT/2NT= 8-10/11-12, 2C = Inverted (12+). 2D = Lower Range.3D/H/S = Spl,4C = RKC, 4M= To play, 4NT = Quan	XYZ System. Jump 3D after 1M resp shows 4 card supp BAL 18-19. Cheapest reverses are ART 1C -2C- 2D/H/S control showing; 1C -2D-2H/S control showing 1C – 1H/1S – 3D/3H (4 card 18+)	1C-(1X)-3C/1C-(X)-3C = Mixed Raise. 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+ HCP, BAL hand, Subseq Xs are penalty
				(10)11-21,4432 or 4+Diamonds	1H/1S =Nat 4+ card 6+ HCP, 1NT/2NT = 6-10/11-12. 3C = LR. 3D– Wk, 3H/S/4C = Spl, 4D - RKC, 4M= To play, 4NT = Quan	XYZ System. 1D-2D- 2H/S control showing; 1D-3C-3H/S control showing	Same as above
				(10)11-21, can be 4 in 3 <sup>rd</sup> seat	2H= 8-10, 3 card, 2NT= Bal GF, 2S =Mini-Maxi System 1H-3C = 8-9 ,4 card supp; 3D = 10-11, 4 card 1NT= Semi-F, 3S/4C/4D = S/C/D spl 11-13 HCP	1H-2H-3S/4C/4D= Void Spl. 1H-2H-2S- some short, 1H-2H-2NT = HSGT in S 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 Wolf sign-off	Passed hand : Two way Drury. Drury exists After DBL also. After 1H (2H) – X Bal 10+, 2S LR, 2NT/3C/D trf
				(10)11-21, can be 4 in 3 <sup>rd</sup> seat	2S= 8-10, 3 card, 2NT= Mini-Maxi, 1S-3C =7-9 3D= 10-11 11-13.4C/4D/4H= 11-13 Spl.	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 [11] Either only S or S+C or S+H. 1S 1NT 2NT is 18-19 and then Wolf sign-off	Passed hand : Two way Drury. . Drury exists After DBL also. 1S (2S) – X Bal 10+, 2NT/3C/D/H are trf
1NT		---		(14)15-17, Singleton or 5 card M/6 card 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-2C-2NT (Major 15 HCP), 3C/D – 6 m and 3H/S – 5 major 17 1NT 2C 2H 2S or 1NT 2C 2S 3C – Dist. ENQ.	Lebensohl after intervention (2NT Forces 3C)
2♣	ART	---		22+ Or Game in hand.	2C-2D= Waiting;2C-2S/3C/D/H = NAT; 2C-2H (Burst) 2C – 2NT (Long suit 5-7 HCP)	Kokish Relays. 2C 2D 2M 2NT can be with 3 supp, 2C 2D 2M 2NT 3X 3M Shows 2+ weak 6 card S has to be introduced after 2C 2D 2H, late 3S wont be S	After 2 Level Intervention Pass = 0-4,higher Level Pass = 5+, leaping Michael by both sides
				Weak in Either Major or 20-21 unbalanced (4441)	2D-2H(P/C); 2S-Invt. With H support; 2NT-Forcing	2D-2NT, 3C=Good Heart,3D = Good Spade, 3H/3S = Bad Heart/Spade, 3NT = 4441 20-21 bal.	Pass shows relay, 2H-Heart suit, 2S – pass or Correct, 2NT-enquiry, xx-good hand
2♥		5		14-15 Hcp 6 card suit	2S/3C/3D = F1. 2NT , 3H = courtesy		X & XX shows strength, all bids natural
2♠		5		14-15 Hcp 6 card suit	3C/3D/3H = F1; 2NT -gf, 3S = courtesy		X & XX shows strength, all bids natural
2NT		---		(19)20-21 Bal/Semi Bal, shortness possible.	3C= Stayman,3D/3H= H/S Trf. 3S=5S + 4H 3NT= Either minor transfer; 4C=Both minor slamish 4S=Both major ; 4D/H = Slamish in H/S	2NT-3C-3H/3S=5 M .2NT–3C–3D(any or both 4 major)–3H(spade), 3S(Heart) 2NT-3C-3NT (deny major) -4C (55 major)	Passed hand : Same 2NT (3Y) X is stayman Trf after 2NT (3S)
3♣		6		pre-emptive, 6+Cards	3D/3H/3S= Natural Forcing. 4D= Both major	If responder joins openers suit after biding a new suit, that is NF, 4C = Courtesy	Penalty Dbl if they intervene. Game bids are natural
3♦		6		pre-emptive, 6+Cards	3H/3S= Natural Forcing. 4C=Both major	If responder joins openers suit after biding a new suit, that is NF. 4D = Courtesy	
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	
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,	
3NT	ART	7		Solid 7-8 Card Minor.	4C= Pass/Correct,4D=Ask for Shortness.4M – To play ,4NT= Asking to bid 6 w/ 8 card, 5C = P/C	3NT 4D 4H/S – H/S short, 4NT – no short, 5m – Om short	
4♣		8		Transfer to Heart	4D= Slam interest, 4H= Game	HIGH LEVEL BIDDING	
4♦		8		Transfer to Spade	4H=Slam Interest, 4S=Game	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	
4♥		7		pre-emptive 7+ cards	4S/5C/5D to play, 5H slam inv	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	
4♠		7		pre-emptive 7+ cards	5C/D/H to play, 5S slam inv	above our suit. If we cross 4NT after suit agreement, 5NT would be RKC	
4NT		----		Specific Ace Asking	5C=No Aces,5D/5H/5S=That Ace,5NT=C Aces	After getting response of 4NT, 5NT is K ask. King Ask responses = Specific.	
5♣		8		Pre-emptive		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	
5♦		8		pre-emptive		shows a doubleton, with the Q, we will bid 7	
5♥		8		pre-emptive			
5♠							