

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Light shape Based overcalls, 5+ cards, Vul dependent
Sandwiched overcalls can be light
Jump cue= Mixed raise.
Ruebens advances opposite overcalls of upto 2 level
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
bal: 11-14 for m and 12-17 for M
(1M) P P Int now 2C= range stayman
1X(1NT)= 15-18 may not have stopper
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak. Pretty aggressive when NV. Not crazy when Vul
Reopen: Intermediate with atleast 6 cards
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m)2m= Majors and (1X)2nt= two lowest and (1M)2M= OM+m
(1M)3M= asks stopper
(1m) 3m = 5+S 5+om 10+
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X= 4M and longer minor 2C= Majors 2D= One major 2M=5M+4+m
Same for all positions and all Notrumps except:
X= Penalty against Weak NT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(2m)3m= Both M and 2M(3M) weaker michaels. (2/3M)4M/4NT= Minors, Lebensohl type bids - Refer <b>Note 1</b>
(2/3M)4M/4NT= Minors strong/comp. (2/3M) 4m= m+OM
(2m)4C= om+H and 4D= om+S. 2NT= 15-18
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X= M's and 1NT=55majors.,1D = Minor-Major 5+4+
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M(X) TRF's
1m(X) jump In om= LR+, 1m (X) 3m = Mixed, 2NT = weak raise
XX=10+ and 1M(X) 2NT= 10+ 3+fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	4 <sup>th</sup> /3 <sup>rd</sup> from 3	3/5	
Subseq	Attitude switches	3/5	
Other:			
In NT: K ask unblock Honour or count. Q from KQ, A from AK			
LEADS : STANDARD			
Lead	Vs. Suit	Vs. NT	
Ace	From AK, Ax	AK+	
King	KQ+, Kx	Asks Unblock or Count	
Queen	QJ+, Qx	QJ+,KQx+,KQTx	
Jack	JT+, Jx, AJT+, KJT+	JT+, Jx, AJT+, KJT+	
10	T9+, Tx, HT9+	T9+, Tx, HT9+	
9	9x	9x, H98x	
Hi-X	Xx	Same	
Lo-X	3 <sup>rd</sup> /5th	2 <sup>nd</sup> /4th	
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		Count
1	Attitude	Count	Attitude
NT 2	Count	Suit Preference	Suit Preference
3	Suit preference		Count
Signals (including Trumps): UDCA. Reverse smith only in NT			
Lavinthal in NT on first discard only			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
12+ can be lighter with shape. Can be short in an unbid suit.			
Reopening doubles maybe light.			
Responses: Cue = GF or inv+ with both majors and 1NT= 7-10, Cue opp			
A takeout double of 1S can have 10-11 with 4H			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Takeout, Negative doubles and Responsive Doubles			
Support X/XX			
Rosenkranz Redoubles, Snapdragon doubles			
Lightner doubles, Lead directing doubles of art Bids			

W B F CONVENTION CARD
<b>CATEGORY: Green</b> <b>Country: India</b> <b>PLAYERS: Tilakraj Chowdhury - Taral Rodrigues</b> <b>EVENT: ALL</b>
SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b> 2/1 GF, 1M=5+M ( 4 possible 3 <sup>rd</sup> ), 1m=3+cards, 1M-1NT= Semi forcing 1NT= 14+-17 can be unbalanced sometimes & can have 5M 2C= Strong . 2D= Weak two in either Major 3NT = 7+M Good 4M opening 2M = 5M+4m less than opening (gen. 55 if Vul) <i>Judgement allowed in any situation and bids can be flexible</i>
SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1m-2M = 5+S 4+H Less than INV(2H)/ INV (2S)
Reverse Gazilli Refer <b>Note 2</b>
1m-1H -1NT can have 4S,1C-1D-1NT can have one or both 4M
1m-1M -2M can have 3card support
3NT = 7+M Good 4M opening
Artificial Reverses Refer <b>Note 3</b>

SPECIAL FORCING PASS SEQUENCES
Pass and pulling forcing pass auctions
IMPORTANT NOTES
3 <sup>rd</sup> hand opening can be pretty weak
Good/Bad NT, Artificial Reverses with asking bids
Reverse Gazilli on 1M opening
<b>PSYCHICS: Pretty Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11-21 3+ cards	1D= can be 3 if 5-7 no M, 1NT= 8-10, 2C= GF 5+	2 way checkback(XYZ) after 1x-1y-1Z	
				3 <sup>rd</sup> hand NV can be very light	2D= Limit+ raise. 2M=5+S 4+H, Less than Inv/Inv	Transfers over 2NT rebid	1m(1H) X= 4S
1♦		3	4H	Can be 3 only if 4=4=3=2	Same as over 1C.2D=GF5+ 1D-3C = Limit+ Raise	1m-1H-1NT can have 4S	1m(1H) 1S= 5+S
						1C-1D-1NT can have 4M or both M 44	1m(X)jump in om= Inv+ support
1♥		5 (4)	4D	5+H 11-21 ( 4 possible 3 <sup>rd</sup> seat)	1M: 1NT= SF. 2C= 1+C GF. 2NT= 4+M GF		TRF's after 1M(X) and 1H(1S)
				3 <sup>rd</sup> hand NV can be very light	3M-1/3M-2= LR /MR. 3M+1= 8-11 Spl Any		Jumps= Fit
1♠		5 (4)	4D	Same as 1H	1H-2S and 1S-3C= 3H/3S 12-14 Bal.		
INT				14+-17 Can have 5M/6m/7m	2NT = D or C-D weak 3C= PUP, 3D= minors GF	Lots of relays and asking sequences	Transfer Lebensohl Refer <b>Note 1</b>
				Can be unbalanced sometimes	3M= 54 Minors 1M. 4C=22(54) S/T, 2S = R ask/C	1NT-4D/4H= Texas	Runout: XX forces 2C/ Don't
2♣	Yes	0		Strong 21+ HCP	2D= waiting GF. 2H= Negative ART.	2C-2D-2H: H or Bal (Kokish) see <b>Note 5</b>	2C(2lvl) P=F, X =Bust
				Can be less with shape	2S/3m= 8+ HCP 5+cards and 2NT= 5+H 8+HCP	2C-2D-2NT= C,2C-2D-3C=D	2C (3+ lvl) P= bust, X = 3+
2♦	Yes	0 (gen 6 in maj)		Weak In either Major (4-10)	2/3M= P/C. 2NT= ask. 3C=GF with a major,3D=GF with a minor	2D-2NT: 3C=min hand; 3d/h=medium hand with H/S; 3s/3NT=max hand with H/S	2D(2M) X= penalty
					4C=Trf your major,4D=Bid your major		2D(3/4X) X= penalty
2♥		5		5M+4m less than opening	2NT = ask m, 3C/D = inv Minor/Major fit,4C=KC		2M(bid) X= penalty
2♠		5		5M+4m less than opening	2NT = ask m, 3C/3D = inv Minor/Major fit,4C=KC		
2NT				19+-21 Can be unbalanced	3C= Muppet Stayman. 3D/H/3S/4D/4H=TRF	Lots of artificial relays and asking sequences	
					3N= to play, 4c= 9 card minors S/T	see <b>Note 4</b>	
3♣		6		Weak	4d= rkc		
3♦		6		Weak	4c= rkc		
3♥		6		Weak	4c= rkc		
3♠		6		Weak	4c= rkc		
3NT	Yes	7+		Good 4M opening	4c = trf your Major. 4d= bid your major		
4♣	Yes	0		weak			
4♦	Yes	0		weak			
4♥		6		To play			
4♠		6		To play			
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						Kickback 1430, When KB x'ed: P=No control, reply = 2 <sup>nd</sup> round, XX = Ace	
5♥						5nt= often pick a slam. Splinters, Cues.	
5♠						When RKC interfered/X: P=1/4 and X/XX= 3/0	

## Supplementary Sheet

### Note 1: Lebensohl sequences

Various lebensohl sequences including over Weak 2 bids and Opponents Bid and Raise of a Major

**Standard Lebensohl** (applied when opp suit length is on the right of the lebensohl bidder)  
2NT forces 3♣. Responder may now pass or make a minimum bid in a suit, NF

2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

**Transfer Lebensohl** – 2NT forces 3♣ for weak hands & 3 level bids are transfers (only over a 1NT opening)

3NT direct may have a stopper, 2 level bids are weak

**Reverse Lebensohl** (applied when opp suit length is on the right of the lebensohl bidder)

Direct bids are weak and 2NT shows 10+

Responses to 2NT

3C = Art. min; 3M cuebid stopper ask, 3NT to play with 4OM

3D = Max GF with 4OM; 3OM sets fit, 3M cuebid stopper ask

3M = Max GF without 4OM and without stop

3NT = To play with stop

All other bids natural with reverse strength

### Note 2: Reverse Gazilli

Responses to 1M-1NT		Responses to 1M-1NT-2C-2D	
2C (art.)	6 card M OR 17+ Any (Response 2D=art. 7+)	2OM	5-4/6-4
2D	Major+D (11-16)	2NT	18-19 BAL
2M	Major+C (11-16)	3X	5-5 (17+)
2NT	6M-4X (14-16 decent values)	3NT	16-17 6+ COG
3X	5M-5X (14-16 decent values)		
3NT	18-19 6M COG		

COG=Choice of Game

### Note 3: Select Artificial Reverses

1C-1H-2D-2S:	1C-1S-2D-2H:	1D-1S-2H-2NT:	1D-1N-2H-2S:	1D-1H-2S-2NT:	1C-1NT-2D-2H:
2NT = 6C 18+ 3C = 6C-3H 18+ 3D = 6C-4D 3M = 5C-4D-3M 3NT = 5C-4D-2-2	2S = 5C-4D-3S 2NT = 6C 18+ 3C = 6C-3S 18+ 3D = 6C-4D 3H = 5C-4D-3H 3S = 3NT = 5C	3C = 6D; 3D asks 3H=4;3S=3;3NT=bal ;4C=4 3D = 1444 3H = 6D-5H 3S = 5D-3S-4H; 4C=H,4S=S 3NT = 2452/1453	2NT = 6D; 3C asks 3C = 4153 3D = (41)44 3H = Short club 4441/4351 3S = 6D-5S-3H 3NT = 4252	3C = 6D; 3D asks 3H=3;3S=4;3NT=bal;4C=4 3D = 4144 3H = 5D-4S-3H ; 3S=S,4D=D,4C=H 3S = 6D-5S 3NT = 4252/4153	2S = 5C-4D 2NT = 6C 18+ 3C = 6C-3D 3D = extra shape 3M = 6C-4D Splinter 3NT = 5C-4D-2-2

## Note 4: Muppet Stayman

### a) Responses

2NT –

3♣

3♦ At least one 4 card major

3♥ No 4 card major

3♠ 5 card ♠

3NT 5 card ♥

2NT – 3♣ – 3♥

3♠ Puppet to 3NT no 4 card ♥  
(subeq. bids are minor oriented)

3NT 5♠ 4♥

2NT – 3♣ – 3♦

3♥ 4+ card ♠ or minors

3♠ 4 card ♥

3NT Less than 4 cards in both majors  
After opener 3NT other bids are minor oriented

### b) Transfers

2NT – 3♦ = 5+♥

2NT – 3♥ = 5+♠

2NT – 3D – 3H – 3S (Puppet to 3NT) No 4 card ♠

2NT – 3D – 3H – 3NT = 5♥ 4♠

2NT – 3D – 3S = 5 card ♠ no 3 card ♥

### c) 2NT – 3S

2NT – 3♠ (puppet to 3NT) – 3NT

4♣ 6 carder ♦ Game force

4♦ 6 carder ♣ Game force

4♥ Splinter in ♥ 5+5+ minors

4♠ Splinter in ♠ 5+5+ minors

4NT Quantitative with both minors

5♣ Pass or correct

## Note 5: Responses to 2C

2♣ – 2♥ = bust, resp. 2♠ forces 2NT

### a) Transfers

2♣ – 2♦

2♥ Kokish relay

2♠ Natural

2NT 5+♣

3♣ 5+♦

3♦ 5+♦ 4+♣

3♥ 4441 (3♠ asks, 1 below response)

3NT 27-28

### b) Kokish relay

2♣ – 2♦ – 2♥ (Puppet to 2♠)

2♣ – 2♦ – 2♥ – 2♠

2NT 22-24

3♣ 6+♥

3♦ 5+♥ 4+♦

3♥ 5+♥ 4+♣

3♠ 5+♥ 4+♠

3NT 25-26