DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIGN	IALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE			
1 level overcall 8-16, 17 + unbalanced dbl		Lead		In Partner's Suit	CATEGORY: i.e., Green / Blue / Red / HUM / Brown Sticker:
We open LHO overcalls Partner and RHO pass we dbl with shortage	Suit	2/3/5 Top of	f sequence	Low from honour	NCBO: Bridge Federation of India
and support for unbid suit		/internal sec	quence		C C
Balancing can be done with weaker hand	NT	4th highest /	Top of		PLAYERS:
2 level must be weaker range,		sequence /ir	nternal sequence		Rashi Jahagirdar IND&500945 & Vidhya Patel IND&500375
dbl can be balance if 19+ to follow with 1NT					
1 level overcall 8-16, 17 + unbalanced dbl	Subsequent				EVENT: U26 World Youth Team Championships
We open LHO overcalls Partner and RHO pass we dbl with shortage	Other:				at Salsomaggiore Terme, Italy: 12 to 17 July 2025
and support for unbid suit					
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
15-17 (18) in second position System on	Lead	Vs. Suit		Vs. NT	
11-14 in 4 <sup>th</sup> position system on, Cue bid asks range	Ace	A from Ace		Ace asks for unblock	GENERAL APPROACH AND STYLE
Responses to cue bid: 2NT=11-12, 3 level=13-14	King	KQ or KQJ	KQ10	K is from KQJ or AK looking for attitude signal	2 over 1 is game force (11+HCP)
	Queen	QJ10 QJ9		Asks for unblock	Forcing 1NT over 1M when unpassed Semi forcing when passed
	Jack	J10 From K	J10 or AJ10	J10 From K J10 or AJ10	15-17 NT
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	K10 9 Q109	9 A109 109x	K10 9 Q109 A109 109x	2D Weak in a major; <b>Refer Note 21</b> , 2H/S Muiderberg: <b>Refer</b> <b>Note 7</b>
Weak jump overcalls (100 %)	9	Top of noth	ing	Top of nothing	2 Clubs strong 22+ game -1 (9 playing tricks 19+)
Unusual 2NT= 2 remaining lower suits (5-5) (6HCP (GOOD SUIT)	Hi-X		top of nothing	Doubleton / top of nothing	2 NT=20-21 balanced
Non-vul	Lo-X	Low from h		Low from honour	X Y Z Convention Refer Note 3
	SIGNALS	IN ORDER OF P	RIORITY		1x-2c = game force on any level opening other than $1NT$
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Р	artner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels Refer Note 8	1 A	ttitude	Count	Std discards high enc	Muiderberg Refer Note 7
Jump cue bid Asking for check	Suit 2 C	ount			4C/D Namyats Refer Note 18
VS. NT (vs. Strong/Weak; Reopening; PH)	3 S	uit preference			Gambling 3NT
Meckwell: 7+ hcp	1 A	ttitude	Count	Std discards high enc	Multi 2D Refer Note 21
Dbl= Single suiter 6 carder minor or both majors	NT 2 co	ount			Good Bad 2NT
2C= 55 Clubs and Major	3 S	uit			
2D= 55 Diamonds and Major	Signals (inc	luding Trumps):			
2H= Nat	Standard sig	gnals			
2S= Nat					
2NT= both Minors					
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			DOUBLES		
Double is take out					
	TAKEOUT DOUBLES (Style; Responses; Reopening)			Reopening)	
	11+ HCP with shortage & at least 3 cards in unbid suit			A 0.	SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣		+ jump with 4 card			In GF auction
Strong 1 club Double is majors 5/4 or better NT for minors	Reopening double with shortage in opponents suit / Double with 18+				After Redbl of t/o Dbl
stong I cao Double is indjoid of rot bouter for for minors		ter takeout $dbl = 1$			
		ARTIFICIAL &		E DBLS/RDLS	
OVER OPPONENTS' TAKEOUT DOUBLE		puble up to 2 spade			IMPORTANT NOTES RKCB 14 03.
Jump raises pre-emptive	Support double 3 cards in responder's suit				Reverse Bergen (Refer Note 5), Leaping Michaels,
Redouble 10+ no fit with P	Responsive double shows values (9+HCP) but no convenient bid				2-way drury
2NT: good fit in partner's suit	· ·				PSYCHS: Rare-ish

75	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU					
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1 🗭	X	2	3 ♠	2+ clubs 11-21 Inverted minor: Refer Note 1 Crossover: Refer Note 2	1 over 1 forcing, 1NT 7-10 denies major, 2C=GF 5+ clubs, denies 4 card major. 2D =crossover 2H/S weak 6 cards (7 or less HCP 6 card suit) 2 NT good 10-bad 12 balanced 1C-3/4 clubs pre-emptive. 4C= minorwood, 4D/H/S= <b>EKCB (Refer Note 9)</b>	Natural after 1 over 1, stopper showing after 1C-2C	Negative doubles/support double redouble / system continues. Negative free bids	
1 ♦		4	3 🗭	4+ diamonds Inverted minor: Refer Note 1 Crossover: Refer Note 2	1c-3nt= good 12-15 points 1 over 1 forcing, 1NT, 7-10 denies major, 2D GF 5+ D, denies major. 3C =crossover, 2H/S weak 6 cards (7 or less HCP 6 card suit) 2 NT good 10-bad 12 balanced 1D-3/4 Diamonds, pre-emptive, 2=4club GF, 3nt = good 12 – 5 points.	Natural after 1 over 1, stopper showing after 1D-2D	Refer system notes Negative doubles/support doubles redouble	
1 ♥		5	3 ♠	5+ cards 11-21 NOTE: 2 ♣ is	4D=minorwood, 4H/S/5C = <b>EKCB</b> ( <b>Refer Note 9</b> ) 1 over 1 forcing, 1NT forcing 5-11 hcp, 2 over 1game force 1H-2S (weak) 2NT=balanced game force, Bergen	Jacoby 2NT: 3 level rebids by opener are singleton, 4 level rebids are 5 carder suits Headed by KQ. After splinter a cue bid	Negative doubles	
1 🌩		5	4♥	artificial 2+ cards, 11+HCP, GF	raises, 1H-3H weak 4 carder 3S/4C/4D splinters 1S-3H: Splinters: Refer Note 6	suggests slam +ve hand Jacoby 2NT: Refer Note 4	Negative double	
INT				15 17 balanced, may have 5 card Major	Stayman/4-way transfers/3C 5=5 minors less than game 3D 5-5 minors gf / 3H= 55M inv/ 3S= 55 GF	Super accept on major trf: need 16 points and Q10+ 4 card suit, or 17 points and 4 card suit of any quality, ref system notes.		
2♣	Х	0		22+ HCP or 8.5+ tricks	2H bust 2D (GF waiting) 2S /3C/3D 5+ cards 8+ HCP 2NT 8+ HCP	Koskish relay, Refer system notes	Pass =0-3 dbl is 3+ Bid is natural 8+	
2♦	Х	6		6 cards in Major 6-10 headed by honours ( <b>Refer Note 21</b> )	2H- pass or correct, 2S- 3+ hearts, 2NT- enquiry, 3H (3/3M)6+HCP, 3S (4/4 M) 6+ HCP	Refer Note 21		
2♥				54 Heart and Minor	Muiderberg: Refer Note 7			
2♠				54 Spade and Minor	Muiderberg: Refer Note 7			
2NT				20-21 Balanced	Responses to 2NT: Refer Note 19	Refer Note 19		
3 <b>♠</b>		7		Pre-empt 6-11 HCP	New suit natural = F1			
3♦		6		Pre-empt 6-11 HCP	New suit natural = F1			
3♥				As above	New suit natural = F1			
3♠				As above	New suit natural $=$ F1			
3NT				Solid minor	Gambling, no outside A or K in 1 or 2 positions	4NT: Asks No. of cards: 5♣=7/5♦=8 & so on		
4♣/♦				Namyats	Refer Note 18			
4♥/♠		8		Pre-empt 6-11 HCP	Natural			
4NT				Asks partner to nominate Ace	5 / (1 / 1 / 1 / 1 = No A / A / A / A / A / T = any 2 aces/6 = A			
5 <b>☆</b> / ♦ /♥/				Pre-empt 6-11 HCP	Natural	HIGH LEVEL BI RKC: 1430-DOPI/ROPI; On EKC: 1403;	DDING	

#### System Notes

### Opening bid algorithm - Rule of 20 - Singleton K = 2, doubleton Q =1 and tripleton or less J is worthless (reduction of 1 point)

10-11 HCP opening permitted if 7 or less losers AND 2 quick winners, (Ace is 1 trick, KQ in same suit is 1 trick Ace, Ace and Q in same suit is 1 and half trick, K is half trick), 12 HCP hand opening if 7 losers OR 2 quick winners. All 13 point hands need to be opened

1. Inverted minor After 1C-2C-2H shows H stopper denies S stopper, 2S shows S stopper denies H stopper, 2 NT shows both majors stopped. Similar structure after 1D-2D

**2. Crossover** 1C-2D shows 5+ Clubs denies 4 card major 9-11 HCP unbalanced hand, similarly 1D-3C.

1C-2NT and 1D-2NT Deny major 11-12 (bad) opener bids 3 NT with 13.

1C-3NT or 1D-3NT deny major 12 (good) -15

**3. X Y Z Convention** 1C-1D-1H-2C = relay to 2D. P= desire to play in D, 2H = inv in H 2NT Inv in NT 1C-1D-1S-2C relay -2D NF, 2S INV in S 2NT inv in NT Similar after 1C-1H-1S-2C OR 1C-1S-1NT-2C Or 1C-1H-1NT-2C Anytime 2C is bid it is either invitational in responder's major or invitational in NT or desire to play in diamonds In this sequence 11X-1Y-1Z-2D is GAME FORCE. Opener's priority is to show 3 card support to opener's major and bidding should not stop below 3 NT.

1x-1M-1z-2D-2M= 3 card support

1x-1M-1z-2D-2NT= no 3 card support

**4. Jacoby 2 NT:** 1H-2NT (4card H 12+ balanced)- 3C/D/3S are singletons/ 3H = 5 carder suit without singleton 18+ / 3NT is 15-17 balanced / 4C/D show second 5 carder suit headed by KQ / 4 nt is RKCB 0314. After opener shows singleton, any bid other than H is a cue bid showing slam interest. Opener may cooperate by cue bidding. One of the partners after making sure about1st/2<sup>nd</sup> round control in each suit may bid RKCB.

1S-2NT (4 card S 12+ balanced)- 3C/D/**3H** are singletons/ 3S = 5 carder suit without singleton 18+ / 3NT is 15-17 balanced / 4C/D show second 5 carder suit headed by KQ / 4 nt is RKCB 0314. After opener shows singleton, any bid other than S is a cue bid showing slam interest. Opener may cooperate by cue bidding. One of the partners after making sure about1st/2<sup>nd</sup> round control in each suit may bid RKCB.

**5.** Reverse Bergen raises 1M-3C =4 card support 10-11 total points 1M-3D 4 card support 7-9 total points

**6.** Splinters 1H-3S/4C/4D = 4 card H support 11-14 (or 18+) shortage in suit bid. If opener has rags against splintered suit or Ace but no other honor, then opener may cue bid to indicate no wastage. Either partner may then explore slam. Similar structure after 1S-3H/4C/4D showing shortage in suit bid.

7. Muiderberg: Usually open with 6-10 HCP, shows a 5 carder major and at least 4 carder minor in favorable vul and a 5 carder minor in non-favorable vul. Responses:

- Pass- Natural
- 2 ♠: Natural and non-forcing showing 6 carder suit. (ONLY FOR 2 ♥ OPENING)
- 2NT: 15+ HCP, asking for openers minor
  - 3 🐥 : Nat with minimum strength
  - 3 •: Nat with Minimum strength; after the minor is shown 3 is slamish in shown major
  - 3♥: Clubs with maximum strength. Forcing
  - 3 : Diamonds with maximum strength. Forcing
- 3 🐥 : Support for either minor, pass or correct, denies support in openers major
- 3 : Artificial, showing 3+ card support with game-inv strength. Opener bids 3-Level with weak and game with strong hand
- 3♥/♠: 3+ cards support and non-forcing
- 3NT: Nat, signoff
- 4♥/♠: Nat, signoff

8. Michaels cue bid: Less than opening on (1C) 2C = Both majors 5-5 On (1D) 2D both Majors less than opening hand. (1H)-2H: S and m; (1S)-2S: H and m 9. EKCB/RKCB: Responses are:

- 1<sup>st</sup> step: 1 or 4 KC
- 2<sup>nd</sup> step: 0 or 3 KC
- 3<sup>rd</sup> step: 2 without the trump queen
- 4<sup>th</sup>: step: 2 with the trump queen

On 1 major opening, after 2/1 bid, 3 spade by responder invites 4 spade indicating slam intention

When partner has made a game force bid and doesn't immediately bid game when he has the chance, he is inviting a cue bid

4 diamonds 5 club, open 1 diamond, 5 diamomd 4 club, open 1 diamond

Only open 1 club if minors are 33

10. Defense Vs 2M/ 3M opening by opponent	Vs 3 minor		
• 4C- single suiter strong	4C- single suiter strong		
• 4D- Diamond + OM	4D- Both Major		
• 4M- Both minor	4H- Heart+ Om		
• 40M- 0M+ Club	4S- Spades+ Om		

**11. Fourth suit forcing-** fourth suit forcing in fourth bid may not be suit, it just forces to game

12. Super accept on transfer to major: req 16+hcp and 4 card suit Q10 or above, or 17 hcp and 4 card suit of any quality(3h or 3s)

**13. SMOLEN ON 2C STAYMAN:** after 1nt-2c-2d:

2h/s=invitational hand with 5 of bid suit and 4 of other major

3h/s=game force with 4 of bid suit and 5 of other major

4c/4d= 6card of bid major, 4 card of other major. Club corresponds to heart and diamond corresponds to spade , Slammish

4h/4s=6 of bid, 4 of other major, game force only no slam

**Extended Stayman** after 1NT-2C-2D-3C (relay) now 3D- any minor 5 card {after that 3H relay-3S=C,3NT=D}

3H=44minor 3H and 2S , 3S=44mm3S and 2H, 3NT=4333

14. QUEEN AND KING ASK ON RKCB: after response on RKCB, on 5c/d, a bit of 5h(5s of heart is trump) shows queen ask

Responses:

5 of trump suit at cheapest level: No Q.

6 of trump suit: Q and no other king

Any other suit bid: queen of trump and king of bid suit or the other two

King ask: after response to 4nt, 5nt is king asking bid (confirms all KC and trump Q are with the partnership)

Responses:

6X: king of bid suit or the other two kings

6 of trump suit: king in any suit higher than trump suit

**15. TEXAS TRANSFER:** On 1NT opening, a bid of 4c/4d show 6 cards in the corresponding major and game going values. This bid is immune to any interference. After this transfer, 4nt becomes rkc, not quantitative

### **16. SEQUENCES AFTER INTERFERENCE ON OUR 1NT OPENING:**

1NT-any-2NT= lebensohl with game going values and a check in the interference suit. Puppet to 3c

Direct bids deny control in overcalled suit and indirect promises check

Assuming natural interference:

- Direct cue bid = game force, no check, show check through lebensohl
- Lebensohl

Responses to lebensohl:

After puppet 3C (assuming interference was natural):

- 3X- non-forcing if lower suit
- Cue bid: check in opponents suit and 4 cards in other major
- 3nt= check in opponents suit and no interest in majors

Assuming interference was not natural (2 suiter);

- 2level bid = 5 card suit with not game forcing values
- 3 level bid = 5 carder with game force values and no check

Assuming penalty double interference:

- Rdbl= 5 carder suit, 0-3hcp
- Responses = 2c puppet
- After 2c, bid your 5 carder of pass club as 5 carder
- If 1nt responder has 2 4 carder suits, bid the lower suit:
- 2c= 4 club and some other suit 4 carder unless it is 4 diamonds and 4 spades
- 2d= 44 diamond heart
- 2h = 44 majors

## 17. Special sequences after transfer on 1nt:

Responders second bid after transfer to any suit is one round force natural. After this, 4NT becomes rkc in the transferred suit 4nt after transfer accepted is quantitative.

18. Namyats: Requirements:

- 8-8.5 winners minimum, at least 1 winner outside the long major
- No 2 suits with 2 losers each (no 4 losers directly)
- 1<sup>st</sup> or 2<sup>nd</sup> seat only, 3<sup>rd</sup> and 4<sup>th</sup> seat 4c/4d means preemptive 8 carder.

## Responses:

- 4h/s means no slam interest.
- 4d/h = slam interest upon which opener bids the suit he has 2 quick losers in and then responder has to make the call to go to slam or not

#### 19. Responses to 2NT opening:

- 3C- Stayman
  - 3D-No major
    - 3H-5 spades & 4 hearts
    - 3S-5 hearts & 4 spades
  - 3H-4+ hearts
    - 3S- 3 hearts/ 4+ hearts slamish hand, bid 3NT with 4 carder heart and bid 4H with 5 carder heart
  - ✤ 3S-4 spades
  - ✤ 3NT-5 spades
- 3D- Trf to hearts
- 3H-Trf to spades
- 3S- Trf to 3NT
- 3NT- Trf to clubs slamish
- 4C- Trf to Diamond slamish

## On the sequence 2NT-P-3S-P-3NT

- 4C- 5 diamonds & 4 clubs, slamish
- 4D- 5 clubs & 4 diamonds, slamish
- 4H- 55 minor, singleton heart, slamish
- 4S- 55 minor, singleton spade, slamish

# 20. Kokish: On 2C-2D-2H is 6+ Hearts / 22-24 HCP bal

- Follow up 2S is relay by responder
- 2NT by opener is 22-24 Bal, 2NT system on
- 3H by opener shows 6+ hearts
- 3C/D/S shows 4 cards in bid suit and 5 cards in hearts
- 2C-2D-2NT shows 25-26 HCP bal
- 2C-2D-2H-2S-3NT shows 27-28 hcp bal
- 2C-2D-3NT shows 28+ bal

# 21. 2D Weak in a Major:

- 2H=PC
- 2S:3+H
- 2NT: 15+, Enquiry 3C/3D=H/S lower range 3H/3S=Higher range
- 3H: 33 Major 6+ HCP
- 3S: 44 majors 6+ HCP