


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
General Style : Sound Can be lead-directing sometimes
Reponses:
Jump Raise = Preemptive
Cue-Bid = 14+ any hand or LROB
New Suit = Semi-forcing ; Jump shift = fit
In Balancing Position: Can be light
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd Position = 15 – 18
Responses: Bid as 1NT opening
4th Position = 11 – 14
Responses same as above
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump Overcalls are weak, preemptive
Responses : New suit is 1 round forcing
Unusual 2NT
Balancing : 1X – P – P – 2NT = 19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels Cuebid
(1X)-3X = Asking for X stopper
<b>VS. NT (vs. Strong/Weak; Reopening; )</b>
Cappelletti : Direct and Unpassed Hand
X= Values, 2C = Single suiter, 2D = Both Major, 2H = H & m
2S = S & m, 2NT = Both minor
DON'T : Balancing seat and Passed Hand
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takeout Doubles thru 4H; (2X)-2NT = 16-18
(3C)-4C= Single Suiter; 4D = Both M; 4H=H&D; 4S=S&D
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
(1C)-X= H & C, (1C)-1NT= D & S, Rest 1 level are natural
(1C)-2X = X suit + touching higher suit; Against 2C , all are natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1C/1D-X-2H/2S= Reverse Flannery, Rest jump shifts are fit showing

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> Best / Lowest	3 <sup>rd</sup> Best / Lowest	
NT	2 <sup>nd</sup> / 4 <sup>th</sup> Best	2 <sup>nd</sup> / 4 <sup>th</sup> Best	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+),AKQx(+),Axxx(+), Ax	AKx(+),AKQx(+)	
King	KQ,AK,KQx(+),Kx	KQx(+)	
Queen	QJx(+),Qx	QJx(+),AQJ(+)	
Jack	J10x(+),Jx,KJ10(+)	J10x(+),AJ10(+),KJ10(+)	
10	109x(+),10x	109x(+)	
9	98x(+),9x	98x(+)	
Hi-X	High Low from Doubletone		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Upside-Down
Suit 2	Count	Suit Preference	
3	Suit Preference		
1	Attitude	Smith Low	Upside-Down
NT 2	Count		
3	Suit Preference	Suit preference	
Signals (including Trumps):			
Showing suit preference			
Smith Low			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape			
Cue = Forcing until a suit is bid twice			
New suit = 1 round forcing			
Reopen= same			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive Dbls, Reopening Dbls, Lightner Dbls, Lead directing Dbls			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>

<b>NCBO: INDIA</b>
<b>PLAYERS: Subhashree Basu &amp; Meenal Thakur</b>
<b>EVENT: ALL</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Standard 2/1, 5533, Upside-Down carding
1NT= 15-17
1C-1NT= 8-10,2NT=11-12,3NT=13-15
1D-1NT= 6-10,2NT=11-12,3NT=13-15
1H/1S-1NT=6-11,semi forcing;2NT= Jacoby
RKC 1430
XYZ, Two way drury
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2C=22+ or any singlesuiter 16+
2D = Weak in a Major
2H = H and Minor or H and Spade
2S = S and Minor
Reverse Flannery
Michaels Cuebid
Unusual 2NT
Negative Dbl thru 4H
Inverted Minor
Gambling 3NT
Lebensohl
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: 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 HCP	Inverted Minor, Jump raises are weak, Reverse flannery, 1C-2D= Limit raise	4 <sup>th</sup> suit forcing, Reverses, Jump shifts, 1C-1X-3C= 15-17,	
1♦		3	4H	11-21 HCP	Inverted Minor, Jump raises are weak, Reverse flannery, 1D-3C= Limit raise	4 <sup>th</sup> suit forcing, Reverses, Jump shifts, 1D-1X-3D= 15-17,	
1♥		5	4D	11-21 HCP	1NT= semi forcing, 2H=6-9, Jump raises are weak 2NT= Jacoby, 3CD= Bergen, 3S4CD - Splinter	4 <sup>th</sup> suit forcing, Reverses, Jump shifts 1H-1X-3H= 15-17,	Drury, Jumps are Fit showing
1♠		5	4H	11-21 HCP	1NT= semi forcing, 2S=6-9, Jump raises are weak 2NT= Jacoby, 3D= Bergen, 4CDH - Splinter	4 <sup>th</sup> suit forcing, Jump shifts 1S-1X-3S= 15-17	Drury, Jumps are Fit showing
INT				15-17 HCP	Stayman, 4 way transfer 3C= 55 minor inv; 3D=55 minor GF+	Super acceptance, 1NT-2C-2NT = Any 5M	
2♣	✓			22+ or 16+ & 9+ winners	Kokish Relay, 2D = Waiting, 2H = Bust 2S/3C/3D = Nat, 7+ HCP; 2NT = H Suit, 7+ HCP		
2♦	✓			4-10 HCP	2H = Pass or Correct, 2S = P/C, Playable up to 3H 2NT=Asking,		
2♥	✓			4-10 HCP	2S = P/C; 2NT = Shape Enquiry		
2♠	✓			4-10 HCP	2NT = Shape Enquiry		
2NT				20-21 HCP	Muppet Stayman		
3♣		6		5-11 HCP	Any new suit is 1 round forcing		
3♦		6		5-11 HCP	Any new suit is 1 round forcing		
3♥		6		5-11 HCP	Any new suit is 1 round forcing		
3♠		6		5-11 HCP	Any new suit is 1 round forcing		
3NT		7		8-10 HCP, AKQxxxx(+) or AKJxxxxx(+) in any minor	4C/5C= Pass or correct		
4♣		7		5-11 HCP			
4♦		7		5-11 HCP			
4♥		7		5-18 HCP			
4♠		7		5-18 HCP			
4NT							
5♣		8		5-18 HCP		<b>HIGH LEVEL BIDDING</b>	
5♦		8		5-18 HCP			
5♥							
5♠							