


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening)
overall: At 2 level sound; Cue Response=10+, does not promise support, new suit=NF
Jump bids are fit showing, cue at the 3 level =Mixed
Raise, 4 level cue bid, opp suit at 4 level=splinter
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 ; System ON (except trf to opp suit)
Bal (1m):11-14,(1M)=11-16.
2♣=stayman,2NT=Max;3♣= re-stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
WK except at VUL and sandwiched position= STR
2NT= lower ranking unbid 2 suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael/Leaping Michaels:
1x-3x= asking for stopper, solid minor suit generally
VS. NT (vs. Strong/Weak; Reopening;PH)
DONT in Both POS upto 4 level
Against WK NT DBL=BAL Strength, Rest like don't but shows at least opening value
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O(Pass on RDBL=Penalty) Leaping Michaels(5+5, G INV) 3M- 4m=5+OM,
Lebenshol after T/O of NAT 2X,
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=MM; NT=mm
OVER OPPONENTS' TAKEOUT DOUBLE
XX= 10+ , New suit = NF, NT=nat

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 ND , 3 rd , 5 th , in suit	same	
NT	4 TH , Stnd; Top of nothing		
Subseq	same		
Other:K AND Q LEAD IS FOR UNBLOCK Q AND J			
LEADS			
Lead	Vs. Suit	Vs. NT	
ACE	AK(+)	AK(+)	
KING	AK. KQ(+), KQ10(+)	KJ10(+)	
QUEEN	QJ, QJxQx	NAT OR KQ10(+),AQJ(+)	
JACK	J10(+)	SAME	
TEN	A/KQ10(+),109x,10x	SAME	
NINE	A/K/QJ9(+), 109(+),9xx	SAME	
Hi-x	standard	SAME	
Lo-x	From 3 card or 5 irrespective of holding	stndard	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ASC	CSA	ASC
Suit 2	ASC	CSA	ASC
3	ASC	CSA	ASC
1	ASC	CSA	ASC
NT 2	ASC	CSA	ASC
3	ASC	CSA	ASC
Signals (including Trumps): Smith (Standard)			
DOUBLES			
DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening)			
STRENGTH OF IMMEDIATE HAND AT 1 LEVEL II PLUS			
BALANCING MAY BE 1Q LESS; 2 LEVEL 13 PLUS. TENDENCY			
TO HAVE 3 CARD IN ALL SUIT UNLESS VERY STRONG			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative dbl upto 3♠, support dbl does not promise extra, card			
dbld competitive dble, co-operative dble			

W B F CONVENTION CARD

CATEGORY:Green
Country: India
PLAYERS: PRANAB BARDHAN AND BADAL DAS
Event: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 OVER 1, UDCA
5 card major(forcing INT)
Most JS responses are ART, many FIT-BIDS,WK 2 bids depends on VUL & pos (2 nd seat sound), 3 level PREs same as WK2, wide range
Overall (STR at 2L), frequent WK jump Overcall, frequent non penalty
DBL and Art 2NT in COMP.
INT=(14+)15-17,2/1 GF unless Rebid
2 WAY DRURY, 3 RD SEAT OPENING MAY BE LIGHT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣2♦= (7-9. 5+♣), 1♦3♣= same 1m 2m=
INVT,10+Fto 3m
1m-2♥=5+♠4+♥ 6-8, 1m 2♠ same 9-11. 1m 2NT=11-12
2 way drury, MINI splinter on major opening,
Leaping Michaels, Michaels
Unusual 2NT, Void Splinter, Capality on Major opening
Dble, Negative, Responsive Dbl
SPECIAL FORCING PASS SEQUENCES
Pass -n- pull shows Slamish, 1X-(1NT)- DBL= business, then pass is
Forcing up to 2♥
IMPORTANT NOTES
1m-1♠-1NT- 2♥=WEAKER THAN 1M-2♥
Third seat opening may be weak, 2/3X dbl-rdbl=TRF to next suit
New suit is lead-directional and fit
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21 N/F	1NT=8-10.2NT=11, INV raise,2♦ mixed, 3♦/♥/♠ splinter,2nt=12-15 2♥/♠=5+♣ and 4+♥(6-8, 9-11),4♣ rkc,4♦void in any suit, 4♥/♠ play	1♣-1x-2nt-3♣ check back	
1♦		4	4♥	11-21 N/F	1NT=6-10,2NT=11, INV raise,3♣=mixed raise(7-10/11)likely un bal 2♥/♠ as 1♣,3♦=pre-empt, 3♥/♠/4♣ splinter,4♦rkc, 4♥/♠=play	1♦-1x-2nt-3♣ check back	
1♥		5	3♠	11-21	1NT/F, 2♥ good raise,2♠= mini or maxi splinter or bal raise, 2nt nat(F) 3♣/♦ gan mixed and Limit raise(6-8,9-11), 3♥pre-empt, 3♠=SPL, 3NT= void SPL(10/11),4♣/4♦ SPLINTER(12-14)	1♥-3♣-3♦ =relay for singleton if any	
1♠		5	4♥	11-21	2♠ good raise 2NT= balance 12+, 3♣ is minor suit splinter(mini or maxi), 3♦ is Limit raise(9-11,,3♥= splinter (mini or maxi), 3NT= void spl(10/11),4♣/♦♥ SPLINTER(12-14);3♠ PRE	1♠-3♣-3♦ =relay for singleton if any	
INT				(14)15-17 BAL(can have SGL)	2♣=stayman(does not promise major),2♦/♥/♠/2NT(TRF).3♣ both minor invitational, 3♦ both minor game + ,3♥/♠=short and other maj 4 card;4♣/♦ TRF. 4♥/♠ =TO play.4NT=Quant, 5NT= pick up the slam		
2♣	Yes		4♥	ART STRONG	2♦ waiting rest are nat ,2NT=any 6 card weak suit(less than a K)	2♣-2♦-2♥*-2NT=any 6 card max K;2♣-2♦-2♥*-3♠=Any 7 card(WK) Max 1 K	
2♦		5/6		Weak	New suit ¹ F1 , 2NT = natural enquiry, 2, 2♦-4♦ RKC	2♦-X-XX for next suit, any suit bid lead directing	2♦-2nt-3♣good/.3♦ bad, 3♥/♠nat 4 card, 3nt bal good hand
2♥		5/6		WEAK	New suit F/1. 2nt asks for singleton if any	2♥-X-XX for next suit, any suit bid lead directing	2♥-2nt-3♣ is either ♣short or good hand then 3♦ is relay,on which 3♥ is ♣ short
2♠		5/6		Weak	New suit F/1. 2nt asks for singleton if any	2♠-X-XX Nat value	Same as above
2NT				19-21 BAL OR UNBALANCE	Puppet staymen, tr,3♠=either ♣/♦ weak or both minor strong, 2nt-3nt is 5♠+4h only game		
3♣		6		WEAK	New suit forcing for 1rd		
3♦		6		WEAK	New suit forcing for 1rd		
3♥		7		WEAK	3♠ F/1.3nt=play.4♣/♦ is epsolin .4♠= rkc, 4nt=EKC in ♠		
3♠		7			3nt play 4♣/♦ epsilon4♥/4♠ play,4nt rkc		
3NT	Yes			Gambling 1 st /2 nd , 3 rd /4 th to Play	4♣=p/c,4♦, short suit ask.4nt=length ask		
4♣	Yes			Namyat in Maj	4♦ is some positive/4♥ is pass or correct		
4♦				PREEMPT	4♥/4♠ is TO play		
4♥				PLAY(NOT CONSTRUCTIV E	4♠ for play. 4nt= rkc		
4♠				PLAY(NOT CONSTRUCTIV E	4nt+ rkc		
4NT				SPECIFIC	5♠= nil,5nt=2 ace, 6♣ only ♣	HIGH LEVEL BIDDING	
5♣				PLAY		RKCB-0314; 4m= KB m;	
5♦				PLAY			