

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
8- 17 HCP reasonable suit
Jump raise in partner suit :Pre-emptive when non vul 7/9 HCP
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Immediate o/call : 15 -17
Balancing 1N : 11-15, Now 2C {E}
-2D : Up to 13 HCP – 2H/ 2S / 2N: 14-15
Balancing suit call : 9-14
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump suit call : PRE
On H/S suit – Unusual 2N: Both minors
On m suit – Unusual 2N:2 lowers
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue – Asking for stopper or good raise
Jump Cue – Void or Splinter
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
STR NT –DON'T
Weak NT – Capp(2C-Majors)
(1m)-(1N)- 2C Both MM (54/44)-2D-Both MM(55),2H/S- Natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
'D' – T/O thru 4H
Lebenshol sequencer after 2H/ 2S – 'D'
Leaping Michael
<b>VS. ARTIFICIAL on opp. 2H/ 2S – Our 3H / 3S: both m</b>
<b>STRONG OPENINGS- i.e. 1♣ or 2♣ Double M+M,NT-m+m</b>
STR 1C/2C- Double M,NT -Minor
STR 1C – 1D double M+M, NT-m+m
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Jump fit showing,3M- weak

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th Best	Atti/count	
NT	4 <sup>th</sup> best,	Atti/count	
Subseq	4 <sup>th</sup> best	4 <sup>th</sup> best	
Other:	Standard carding		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK x (+)	AKJ x (+), asks U B or CT	
King	AK, KQ x (+)	KQJ x (+)	
Queen	QJ, QJ x (+)	QJ x (+), KQ109 (x) asks UB or CT	
Jack	J 10 (x <sup>+</sup> )	J10xx	
10	10 x, 10 9 x, Q 10 9 (+)	natural	
9	9 x, 9 8 x	-do-	
Hi-X	2/4/6	2/4/6	
Lo-X	1/3/5	1/3/5	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	CT	ATT
Suit 2	CT	SPS	CT
3	SPS		
1	Normally CT	CT	ATT
NT 2	CT – Residual	ATT	CT
3	SPS	SPS	SPS
Signals (including Trumps):      reverse                      if interested in ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
10+ on shapely hand else 12+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support,Lightner,			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO:</b>
<b>PLAYERS: Ravi Goenka /Arun Bapat</b>
EVENT (Open)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF unless rebid of same suit (in case of C/D/H)
1NT –(14) 15/17,2N- 20/21,2C- Strong bal or any GF hand
3N- Broken minor 1 <sup>st</sup> 2 <sup>nd</sup> to play in 3 <sup>rd</sup> and 4th
NT ORF by unpassed hand
2D- H/S – Weak any M,2H-H+Any ,2S-S+m 5 to 10
2C- 22+ HCP or 18+ Strong distributional hand
1M-2C/D 4+Cards GF
4C/D-Namayats in 1and 2,3 <sup>rd</sup> Preempt
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1m-(1M) we play transfers on this. From 2C and above
1m-(1M)-2M shows GF without 4 of OM ,No 5 card suit
1H-(1S) on this we play transfer from 2C and above.
1m-1M can come with 3 cards if no suitable bid is available.
Opener will always bid assuming it is 4 cards
Drury – 2C/2D: 3 card / 4card support, 9-11 HCP
We play transfer on M overcall by opponents on our 1 level Opening.
1M-3M tends to be pre-emptive when non vul can be as low as 4 HCP and 5 to 8 when Vul „Mixed raise with some defence
1M-3M 4 to 8 Pre emptive
<b>SPECIAL FORCING PASS SEQUENCES</b>
When GF is established, Pass and Pull situation., waiting for more
Information from partner
<b>IMPORTANT NOTES</b>
Our jumps support to M opening when non vul can come with as Less as 4+hcp
<b>PSYCHICS: Very rare</b>

GF: Game Force, NF: Non Forcing, GI: Game Invit, PRE: Preemptive, T/O: Take out, UB: Unblock, CT: Count, ATT: Attitude, SPS: Suit Preference Signal: Q: Quantitative, E: Enquiry, TPL: To Play, ORF: One Round Force, FSF 4<sup>th</sup> Suit Force

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4H	11-21 HCP	1D / 1H / 1S – normally min 4 cards but occasionally Now on 1N – 2C → 2D, 2D: GF (XYZ) -2D limit raise, 2H:5S+4H 6/9,2S- Weak ,2C – inverted ,4N:Quantitative 1N-8 to 10,2N-11/12	On 2N rebid – Re Transfers Immediate raise is weak	
1♦		4+	4H	----do----	Generally as above Except 1N-6 to 10		
1♥		(4) 5	3S	-	1N: ORF ,by unpassed hand 1H-2H (8-10), 2S- Mini/Maxi,2N-Jacoby,3C-8/10,3D-11-14 4 Cards -3S/4C/4D: 12/14 Splinter, Min/max 9/11- 15+	1M-2N- 3C-weak,3D/3OM- minor/OM short 13+,3H-6 <sup>th</sup> H,4C/D -13+ second suit	
1♠		(4) 5			3C/3H –minor/H short mini/Maxi ,3D-10/14	Same as above	
INT			2S	(14) 15/17 rarely Unbal	4 Transfers. After this new suit is short GF	Accept of m transfer shows Hxx	
					3C m+m GF 3D-6m+4m GF,3H/S-OM 4 Cards GF		
2♣				22 <sup>+</sup> or 4 loser hand	-2D: waiting Kokish		
					2C-2D-2S-3C(Denial of S and weak hand)		
2♦				Weak hand with any M	2H/3H- Pass or correct,2N -Relay 3C-S suit ,3D/H – H Bad,3S-H good unbal ,3N-6M+4OM-4C aks for Transfer,4D-Bid your suit,2S/3C/D Natural F		
2♥				5 to 10 H+ any Gen 55	2N- 3C/D/H =C/D/S,2S- pass/correct, New Suit Nat	Opp overall double is Bid second suit	
2♠				5 to 10 S+ any Gen 55	2N-3C/D ,	Same as above	
2NT				20/21 Generally Bal	3C Stayman,3D/H transfers,3S-Puppet to 3N to play or minor oriented slamish hand,3N/4C/4D/4H- Tran 4S-Both minors slam ceratin,DKC	2N-3S-3N Now 4C/D- shows D/C resp,4H/4S- short both minor slamish, On this 4N is anti-slam ,After minor traf 4N quant, next bid RKCB	
3 Bids				Pre-emptive	No rule for 25%,Else rule of 2/3	Jump suit Epsilon, Same suit raise in pre-emptive, New suit ORF	
3NT		7/8		Broken 1 <sup>st</sup> and 2 <sup>nd</sup> 3 <sup>rd</sup> or 4 <sup>th</sup> to play	Now 4C: Pass or correct,		
4♣				Namayats 1 <sup>st</sup> or 2nd	4D-Relay		
4♦				Naamyats 1 <sup>st</sup> or 2nd	4H-Relay		
4♥/♠		7		7-8 tricks	3 <sup>rd</sup> /4 <sup>th</sup> may have up to 16 HCP,1 or 2 <sup>nd</sup> can be 9-12+HCP long suit or Distributional		
4NT				Strong 5C/D	5C/6C- Pass or correct		
5♣/♦		8		Weak			
						<b>HIGH LEVEL BIDDING</b>	
						RKC: 1430, Exclusion Key cards, Signals – Upside Down	
						DOPI/ROPI	
						Support 'D' / Re'D': 3 Card support, DOPI/ ROPI	
						On exclusion we shows 0/1/1/1.5/2	