

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 Level – 7-17 (can be lower with shape) HCP 4+ cards, new suit by advancer at a) 1 level – 8+ HCP, 4+ card, after this cue sows inv+ hand with no 4 card supp and, 2 level supp shows min. with 4, jump supp is inv with 4, jump cue is strongest invite with 4 b) 2 Level– Constructive non-forcing -10-14/15 HCP, 5+ (usually 6+) New suit after 2 level overcalls – One round forcing. Single Jumps are fit showing, double jumps are spl, if only one jump is available then spl. Cue = 9+ with fit or any GF w/ or w/o fit. Jump cue shows 4+ cards, 6-9 HCP, Fit showing jump in new suit after O/C by partner
In 4th position jump overall good suit opening + 2 Level O/C – 10-17 HCP with 5+ cards (usually 6)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> live = 15-18 HCP, usually have stopper in opponents suit. Responses = Same as 1nt opening. 4 <sup>th</sup> live = On minor 11-14, On Major 11-16, May not have stopper. Responses = 2C is range ask, rest same as 1nt opening. On 2C, NT bidder will bid 2D/H/S with minimum, with max he will bid 2NT then 3C would be stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK except in sandwich Vul position – that will be constructive – shows 6+ suit, 13-16 HCP. Leaping Michaels (5-5 + Game Inv), (1M)-3C/(1C)-2D/(1D)-3C; exclusion; other 2 suits (Blue Club) 2N jump O/C shows lower 2 unbid suit.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue shows 2 extreme suits e.g. (1C natural)- 2C=S&D (Blue Club) Jump Cue (1x – 3x) = Solid long minor, invites 3nt. Asking stopper primarily Balancing position Cue any 2 suits
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Vs Strong NT = DONT, 2X = X + Higher, 2S = Better Spade 2NT on strong 1NT= Single suiter pre-emptive. After that all bids are natural, except 3C/D (p/c) and 4C (please bid your suit) Vs. Wk NT: X penalty and subsequent doubles are T/O, 2C – one suit, 2D - Majors 2M – that M & a m, 2NT - both minors
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Doubles = Takeout. Lebensohl from advancer after 2 level T/O X (2D) 3D = M's, 4C = C+H, 4D = C+S, (2M) 3M = m's, 4m = Bm + OM (2M) 4NT = m's w/ less HCP. (3m) 4Bm = M's, 4Om = m+1M, (3m) 4NT = Om+M slam inv (3M) 4m = Bm + OM, (3M) 4M = OM +m slam inv, (3M) 4NT = m's, After (3m) 3NT, 4C/M's, 4D/H = Trf, 4S = slam inv in other m After (3M) 3NT trfs, trf to BM shows OM + m Over 1C-P-4C, 2C(Prec)-4C, 3C-P-4C and 4C opening 4d shows both majors 5-5 +
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣</b>
Over 1C Dbl = Ms, 1nt = ms, same after 1C-P-1D, 1D/1H-5+ H/S, 1S-5+ any mnr 2C – DBL = Ms, 2N = Minors. After strong art open by opponent transfer at all levels at direct seat.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 10+ tends to deny fit, 1M-(DBL)-1NT/2C/2D/2H-trf to next higher level 1m - (DBL)- 1H/S = F1 After T/O dbl, Partner's 2N = LROB in bid suit, 3N = To Play

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> or 5 <sup>th</sup> , Top from xx	3 <sup>rd</sup> or 5 <sup>th</sup> , Top from xx/xxx	
NT	4th	4 <sup>th</sup>	
Subseq	4 <sup>th</sup> , Hi-Lo from doubleton	4 <sup>th</sup>	
<b>Other:</b> Vs NT Ace and Queen lead asks for Attitude; King asks for Unblock or Count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax	AKx (+), Ax (+)	
King	KQ (+), AK, Kx	AKJTx (+), KQ109x	
Queen	Qx, QJ (+), QJx(+)	KQx(+), QJ+, QJx	
Jack	AJTx (+), KJT(+), JT (+), Jx	AJT, KJT, JT (+), Jx	
10	HT9, T9(+), Tx	HT9, T98/7+, T9x, 10x	
9	9x	98(+), 9x(x)	
Hi-X	Xx, doubleton	Xx, Xxx, xXxx - denies Honour	
Lo-X	Shows odd numbers	Promises at least 10	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT(Low = Enc)	COUNT(Hi = Odd)	ATT(low = Enc)
Suit 2	COUNT(Hi = Odd)	S/P (STD)	COUNT (Hi =Odd)
3	S/P (STD)		S/P (STD)
1	ATT(Low = Enc)	Reverse Smith	Smith/Lavinthal
NT 2	COUNT(Hi = Odd)	S/P(STD)	S/P(STD)
3		COUNT(Hi = Odd)	COUNT(Hi = Odd)
Signals (including Trumps): Smith Echo vs NT, Low-High shows interest from both sides. Smith will continue until the signal is complete, so in discarding as well			
UDCA			
Trump echo shows interest in ruff or count overruffing potential. b) dummy comes with singleton; the card will be SPS. If a singleton is led, we assume that partner knows it and treat his card as SPS.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Strength of immediate hand at one level = (10)11+, 2 level (12)13+, 3 level (13)14+ Tends to have 3+ cards in other suits unless very strong(18+), T/O X till 4S Cue bid by doubler after advancer's non jump response shows good hand w/o 4 card fit, simple raise shows 4 w/ 16-17 HCP, jump raise is 4 w/ 18-19 HCP, jump cue is strongest raise w/ 4 card, Balancing X: can be weaker but subsequent methods are same as above.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative double up to 3S, 3C onwards Cards X, Responsive X, Extended Responsive X Snapdragon dbl. Supp Dbl up to 2H, 2S onwards extras. Rosencrantz Dbl/Rdbl; Low level doubles often competitive and T/O Max overcall dbl& max-extra strength dbl in competition with no space			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: INDIA</b>
<b>PLAYERS: VIBHAS TODI –KAMAL MUKHERJEE</b>
<b>EVENT: ALL</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card Majors(F INT), m opening 3+, 1D shows generally 4 unless 4432 Walsh responses over 1C. Most Jump shift responses are ART. Fit bids. Wide Range Wk 2 Bids depending on Vul and Seat(2 <sup>nd</sup> seat Sound). Wide Range Overcalls. Frequent WJO. Frequent use of non-penalty dbls. Int Opening (14)15-17 HCP (5/6 Major or Singleton Possible)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1C-2D & 1D-3C=Mixed Raise in opener's suit 1M-3C/3D/3H (where 1S opened) Nat invite; 3M LR inv 1H-2S=mini splinter 1m-(1N)-2C&(1m)-P-(1N)-2C and similar sequence shows M competition Fit showing raises in passed hand & in competition with unpassed hand Vs 2 suit O/C Lower for Lower and Higher for Higher (if 2 suits are known)
<b>SPECIAL FORCING PASS SEQUENCES</b>
1) When game force is established. 2) Passes are forcing from 2C opener
<b>IMPORTANT NOTES</b>
3 <sup>rd</sup> seat openings are unilateral and strategic, can be very Weak. PSYCHICS: Rare. 3 <sup>rd</sup> seat Major opening can be 4 cards, Lead directive When we are in search for 3NT, then cue of their suit asks for stopper if they Have bid one suit, if they have bid two then it shows stopper. Pre-empts and O/C pre-empts can be destructive in NV 1 <sup>st</sup> 3 <sup>rd</sup> seat, Jump 5NT bids are usually Choice Of Contract unless mono-suiter Various Lebensohl situations from advancer and responder. Slow shows. 2 known scramble situations: 1NT P (2M) X 2NT and (1M) X (2M) P X 2NT LEB after T/O Dbl of weak 2. Wolf S/O after reverse or 2NT rebid 3N=Gambling in 1/2/3 seat. In 4th seat is a good hand. Fit showing raises in passed hand & in competition with unpassed hand Support double with decent opening. Last strain cue bids Follows theory of law of total tricks Theory of fast arrival Bloomer bids

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	(10)11-21,4423, or Much better suit compared to D	1C-1D = 3+ Cards 5+ HCP, 1H-1S 4+ card 4+ HCP, 1NT/2NT= 8-10/11-12,2C = Inverted (10+). 2D = mixed R 2M =Reverse Flannery,(6-9) & [10-11] 3D/H/S = Spl 4M= To play, 4NT = Quan 18/19 bal	Walsh approach.One-way CB., Major raise may be 3 with Ubl, relay follows 1C-2M-2NT = ENQ [Fragment Showing] 1C -2NT- 3X = Short, 1C - 3N =13/15	1C-(1X)-3C/1C-(X)-3C = Mixed Raise. 1C - 2D = Fit showing [Jump in other minor]
1♦		3	4S	(10)11-21,4432 or 4+Diamonds	1H/1S =Nat 4+ card 0+ HCP, 1NT/2NT = 6-10/11-12. 2M - Reverse Flannery.3C = Mixed. 3D - Wk, 3H/S/4C = Spl,	One-way CB. 1D-1S-3H - 4 card supp BAL 18-19. Cheapest reverse is ART, 1D-any- 2C=5/4 either way except 1D-1S-2C=may also have 1-4-4-4, 2NT = 1D-2M-2N = ENQ, (Wolf Sign Off)after 1D 1M 2NT	SAME AS ABOVE
1♥		5	4S	(10)11-21,can be 4 in 3rd seat	2H= 8-10, 3 card, 2S = mini spl. 9-11, 2NT= Bal GF 1N - Forcing 1 round, 2/1 Force to Game 3C/3D= Nat Invite, 1H-3H = 9-11, LR supp 1NT= Semi-F, 3S/3NT/4C = S/D/C spl 12-14 HCP	1H-1S-1N-2C = Check Back 1H-3H-3S = Mathe asking relay, 3N/4C/4D shows shortage	Passed hand: Two-way Drury. Drury exists 2S - Mini Splinter, 2N - Fit Showing with S Fit Showing Jump Raises
1♠		5	4H	(10)11-21,can be 4 in 3rd seat	2S= 8-10, 3 card, 2NT= Bal GF, 1S-3C - Suit invite 3D= Suit invite. 3H = Suite invite, 3S - LR  4C/4D= 12-14 Spl.	1S-2S-3X= Long suit GT.	Passed: one way Drury, Drury exists After cut also, dbl of 2C = drury, 2N - Mini Splinter
INT		----	3S	15-17, Singleton or 6 Card M/m possible.	2C Stayman, 4 Way Transfers. 3C/3D= Inv/GF with 5-5+ m's.3H/3S= Short with 3OM, 5/4 minors. 4D/S - H/S transfer , Smolen, 2NT = D or both minor weak	1NT-2C Bid H suit first with Both M, 2N - Min with 5M, 3H/3S - 5+ 16/17 Suit bid by m transfer shows liking, After bad fit natural, good fit short  1N-2C-3C/3D - 6 cards bid minor	Lebensohl applied after intervention (2NT Forces 3C). slow shows
2♣	ART	----		22+ Or Game in hand.	2C-2D= Waiting.2C-2H/2S = 5+ cards good suit, On intervention pass 5-7, Dbl - 0-4	Kokish;2C-2D-3H =4-4-4-1any(22-24)/ 3S = 25+ any , then 4C is baron. 4D is asks for control, response in steps 1st =7/8 ; 4NT is sign off	After 2 Level Intervention, Pass = 5+, higher Level dbl is = 0-4
2♦		5		At Vul/2nd seat Sound 1st/3rd NV=destructive	2D-2H/2S/3C = One round forcing.4H/S - To Play 2D-2NT = Asking	After 2D-2NT, 3C = max F1,3D= Min up to 8,3H/3S = Feature, 3NT = solid suit	
2♥		5		At Vul/2nd seat Sound 1st/3rd NV=destructive	2S/3C/3D = One round forcing. 2NT relay, 3H = courtesy Raise.	After 2H-2NT,3C= Bad hand,3D/3S=Feature,3H=C Feature3NT= Solid 2H - 2S -2NT shows doubleton S. After suit bid, rebid/supp are NF	
2♠		5		At Vul/2nd seat Sound 1st/3rd NV=destructive	3C/3D/3H = One round forcing. 2NT relay, 3S = courtesy Raise.	After 2S-2NT,3C= Bad Hand, 3D/3H=Feature,3S=C Feature,3NT= Solid After suit bid by responder, rebid/supp are NF	
2NT		----		(19)20-21 Bal/Semi Bal, stiff H possible.	3C= Stayman,3D/3H= H/S Trf. 4NT is quant. 3NT/4C/4D/4H= C/D/H/S Transfer, 3S = 5S + 4H F1	3D = one or both M, subsequent 4m is suit,	
3♣		6		pre-emptive, 6+Cards	3D/3H/3S= Natural Forcing. 4D/4M are Roman asking bids	If responder joins openers suit after bidding a new suit, that is NF, 4C = Courtesy	
3♦		6		pre-emptive, 6+Cards	3H/3S= Natural Forcing. 4C/4M are Roman asking bids	If responder joins openers suit after bidding a new suit, that is NF, 4D = Courtesy	
3♥		6		pre-emptive, 6+Cards	3S=Nat Forcing,4C/4D/4S=Ask for control in that suit		
3♠		6		pre-emptive, 6+Cards	4C/4D=Asks for control in that suit.4H = To Play		
3NT	ART	7		Solid 7-8 Card Minor.	4C= Pass/Correct,4D=Ask for Shortness.4M - To play ,4NT= Asking to bid 6 w/ 8 card, 5C = P/C	3NT 4D 4H/S - H/S short, 4NT - no short, 5m - Om short	
4♣		7		pre-emptive 7+ cards	4D/4H/4S Natural.		
4♦		7		pre-emptive 7+ cards	4H/4S=Natural		
4♥		7		pre-emptive 7+ cards	4S/5C/5D to play, 5H slam inv		
4♠		7		pre-emptive 7+ cards	5C/D/H to play, 5S slam inv		
4NT		----		Specific Ace Asking	5C=No Aces,5D/5H/5S=That Ace,5NT=C Aces		
5♣		8		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
5♦		8		pre-emptive		RKCB = 1430,2W/O, 2 W/ Trump Q, 5NT=Even with Void, 6X= Odd with Void, after 5NT 6C asks for extra, 6D for Q, if only 6C is available, then it is for extra. EKCB = Same as RKCB by steps. DOPI after they cut below our suit, DEPO after they cut	
5♥		8		pre-emptive		Above our suite. If we somehow cross 4NT after agreeing a suit, 5NT would be RKC After getting response of 4NT, 5NT is K ask bid King Ask responses = Specific.	
5♠		8		pre-emptive		Direct ask after RKC response - asks for Q of that suit - bidding the trump suit shows no Q, any other bid below the trump suit is Shows a doubleton, with the Q, we will bid 7, DIP0, R1P0, DEPO	
						When opponent bid little slam and we are in sacrificing situation (we were competing till 5 level), all immediate doubles are penalty and balancing doubles say that I have one sure trick, Partner please sacrifice if you have 0 sure trick,	