

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
<b>STYLE</b> : 8+ HCP - GENERALLY GOOD SUIT
<b>RESPONSES</b> : 2 LEVEL MINOR BIDS AFTER 1 LEVEL OVERCALL ARE HIGHLY INV NF. JUMP SHIFT IN MINOR AFTER MAJ OVERCALL F.
INV BUT NF. JUMP SHIFTS AFTER PASS ARE FIT SHOWING
<b>REOPENING</b> : -VE DBL if short in OPP suit, Balancing overcall may be light.
<b>RESPONSES</b> : CUE FORCING; RAISE INVITATIONAL, JUMP PREEMPT
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>PASSED HAND OVERCALL SHOWS 4 OF OTHER M &amp; 5+ OF ANY m</b>
<b>REOPENING</b> : ON MAJOR 11-14, ON MINOR 15-17 BAL GENERALLY
<b>RESPONSES</b> : STAYMAN, TRANSFERS
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
PREEMPTIVE
Against Nat 1C : 2NT shows D and H, 3C shows D and S
Against Nat 1D : 2NT shows C and H, 3D shows C and S
Reopen: WEAK
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>DIRECT CUE</b> : MICHAELS CUE
<b>RESPONSES</b> : LOWEST AVBL NT : ENQUIRY
LOWEST AVBL ♥♠ : SIGNOFF. 3C IS P/C
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>VS STRONG NT</b> : -2C : Landy; -2D : Single Suiter Major; -2H/S : Bid Major and a 4-card minor; -DBL : Shows minor Maj or Strong Balanced
<b>VS WEAK NT</b> : -2C : Landy; -2D : Single Suiter Major for competition; -2H/S : Strong Single Suiters; DBL IS EQUIVALENT STRENGTH OR BETTER
- 2NT shows 4H♥ & 5 Card minor, 3 ♣ SHOWS 4♠ & 5♣; 3♦ shows 4♠ & 5♦
PASSED HAND DBL IS MAJORS, 2C/2D NATURAL + HIGHER
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DOUBLE : TAKEOUT, CUE BID : MICHAELS STYLE, JUMPS : GOOD HAND
AGNST 3H/3S BY OPP, 4C/D ARE THAT MINOR & OTHER MAJOR
NT : 2NT: 16/17 HCP; 3NT: FOR PLAY, STAYMAN & TRANSFERS
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1C : -DBL SHOWS BOTH MAJORS; - NT SHOWS BOTH MINORS
SAME AFTER RESPONDER TO 1C BIDS 1D
RESPONSES: JUMP : PREEMPT ; NEW SUIT: GAME INVITATION
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble : generally penalty oriented, 1H-x-2D & 1S-X-2H constructive raise in major, - simple raise of major: 5-7 hcp 3 card fit; jump raise: preempt, - simple raise of minor: 9/11 hcp 4 card fit; jump raise: preempt, -2nt: limit raise or better in major, pre-empt in minor, -1nt to 2h all bids are transfers

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Lead	In Partner's Suit		
Suit	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup> BEST	3 <sup>rd</sup> /5 <sup>th</sup> from known XXX may be TOP	
NT	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup> BEST	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq			
Other : AGAINST NT Q REQUESTS UNBLOCK OF J OR COUNT			
A REQUESTS UNBLOCK OF HONOUR OR COUNT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKJ109	
King	KQJ10 / KQJ9 / KQx / Kx	KQJ10 / KQJ9 / KQx / AKx / Kx	
Queen	QJ10 / QJ9 / Qx	QJ10 / QJ9 / Qx	
Jack	KJ10 / AJ10 / J109 / Jx	KJ10 / AJ10 / J109 / Jx	
10	K109x/K10x/Q10x	K109x/ K10x/ A109/ Q109/ K10x/ Q10x	
Hi-X	xXx	xXxx / xXx	
Lo-X	xxxX / xX / HxxX	HxxX / xX	
Lo-X	Can be also from K10X, Q10X, J9X in unbid suits		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (Lo-Hi Encouraging)	Count	Hi discouraging
Suit 2	Count (Lo-Hi Even)	Attitude	Hi ODD Cards
3	Suit Preference	Suit Preference	Suit Preference
1	Attitude (Lo-Hi Encouraging)	Count	Hi discouraging
NT 2	Count (Lo-Hi Even)	Attitude	Hi ODD Cards
3	Suit Preference	Suit Preference	Suit Preference
Signals (including Trumps):			
SUIT SIGNALS WHERE POSSIBLE + TRUMP: TRUMP ECHO FOR RUFF			
SMITH ECHO IS NORMAL			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
STYLE: CAN BE LIGHT WITH GOOD SHAPE			
RESPONSES : 0/8 HCP: BEST SUIT ; 9/11: JUMP; 12+: CUE, 8-11 NT			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support Dbl = shows 3-card support though not mandatory, Redbl = strength			
Negative double through 4♥, Responsive Dbl thru 4♥,			
Game try Dbl and stopper asking double when we don't have space			
Lightner Dbl for unusual lead, Rdbl doubled cue bid - Ace or void			
Stayman or transfer bid dbl - Shows suit or strength in case of weak NT			
(1NT) - P - (3NT) - DBL asks for Spade lead			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. <b>Green/Blue/Red/HUM/Brown Sticker</b>
<b>NCBO: Bridge Federation of India</b>
<b>PLAYERS: Himani Khandelwal - Rajeev Khandelwal</b>
<b>EVENT ALL EVENTS</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 system (except in first 2 seat NV vs V) with variable 1C/D/1NT/2C/H/S opening bids, light openings, Aggressive Bidding in competition, Aggressive pre-empts, especially nv/vul or 3rd seat. Most doubles for takeout - may convert to penalty
Bergen raises on 1♠, Splinters, Fit jumps in competition
<b>RESPONSES</b> : May be very light. Transfer responses to 1C, 1NT- SF on 1M; - NF on 1D; - GF on 1C with 5+ D
2 over 1 – GF except on 1M opening (weak jump responses used)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ (1 <sup>ST</sup> /2 <sup>ND</sup> seat NV/V) = 16+ Bal Hand or 16+ club suit or Artificial GF, [1.2]
1 LEVEL RESPONSES TO 1♣ ARE TRANSFERS
1♦ = 12-21 MIN 3 cards, MAYBE 1 CARD when NT IS NOT 15-17 [2.0]
1NT Variable = 1 <sup>ST</sup> /2 <sup>ND</sup> Seat NV/V 10-12; 3 <sup>RD</sup> Seat NV/V 9-14, others 15-17
2♣ 1 <sup>ST</sup> /2 <sup>ND</sup> Seat NV/V = Nat 5-cards 10-15; other seats : 22+ HCP GAME In Hand
2♦ : WEAK 2 IN HEARTS or 3 SUITER 19+ or STRONG 2 SUITER [8.0]
2♥ : 3-8 HCP – ATLEAST 4-4 MAJORS IN SAME VUL EXCEPT 2 <sup>ND</sup> SEAT and NV VS V [8.2]; 10-13 6+H V vs NV AND 2 <sup>ND</sup> SEAT SAME VUL. [8.3]
3NT: 1 <sup>ST</sup> & 2 <sup>ND</sup> Seat 4 LEVEL PREEMPT IN A MINOR,
3 <sup>RD</sup> & 4 <sup>TH</sup> Seat TO PLAY can be any type of Hand. NOT TO BE DISTURBED
4♣/♦ : 1 <sup>ST</sup> & 2 <sup>ND</sup> Seat 8½+ playing tricks in ♥♠ - NAMYATS, other seats PRE
2NT : NV/V IN 1 <sup>st</sup> / 2 <sup>nd</sup> SEAT PREEMPT WITH BOTH MINORS
1♦-1♥-1♠-2♣/♦ = XYZ, 1♦-1M-2♣ = Gazilli, 1♥-1♠-2♣ = Gazilli
1M-2♣=2+ Clubs, GF except when opener is sub-minimum
1M-2♦=Nat GF, 1♠-2♥=Nat GF, 4 <sup>TH</sup> SUIT FG;
<b>SPECIAL FORCING PAS,S SEQUENCES</b>
AFTER GF ESTABLISHED, PASS IS FORCING
<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	4♥	12-21 HCP – Atleast 3+ Clubs, Can be 2+ WHEN NT IS NOT 15-17	1♦/♥=4+ HCP 4+♥/♠, 1♠=3+ hcp PUP to 1NT, 2♣=GF, 1NT=12+ HCP ♦'s GF, 2♦=Multi 0-11, 2♥=6-9 5♥+5♠, 2♠=4-11 both minor, 3X=trf pre or Solid suit [Note 1.0]	1♣-1♦/♥-1M can be 3 card fit upto 14HCP or 4 card fit 11-12; -2M 4-card 13-14; -3♦= 4-cardM fit15+ or 18-19; -4♣=Good 6♣+4M; [Note 1.0]	Transfers in competition, sup X but not mandatory [Note 1.1]
1♣	yes	0	4♥	16+ Bal. or 16+ 5+ club or Art GF in 1 <sup>ST</sup> /2 <sup>ND</sup> seat NV vs V	1♦=Relay 0-11, 1♥/1♠=8+ hcp 5+♠/♥, 1NT=55MM 3-7 hcp, 2♥= 12-13 bal, 2N= 14+ BAL, 2♠=55mm GF [1.2]	1♣-1♦-any GF except 1♥/NT/2♣; -1NT= 16-17 -2♣=5+♣; 1♣-1♥/♠-1NT=ctrl asking [Note 1.2]	Many transfers in competition, [Note 1.3]
1♦		3+ / 1+	4♥	12-21 HCP – Atleast 3+ Diamond, CAN BE 1+ WHEN NT IS NOT 15-17	1♥/♠=4+ HCP 4+♥/♠, 1NT= 6-10, 2♣/♦=GF, 2♥=6-9 5♥+5♠, 2♠=8-11 ♣s, 3♣=MR 5+♦, 2NT=11-12 [2.0]	1♦-1♥/♠-2♣=Gazilli; 1♦-1♥-1♠-2♣= Pup to 2♦; -2♦=Art GF; 1♦-1♥/♠-1NT-2♣= GF; [2.0]	1♦-X-2NT=Weak; -3♦=Good R; Sup Dbl below 2M not mandatory; [2.1]
1♥		5 (4)	4♦	11-21 HCP 5+♥	1♠=4+ HCP 4+♠, 1NT=SF, 2♣=2+ ♣s Gen GF, 2♦=Nat GF, 2♥=5-10 3-card, 2♠=6-13 4♥/11-12 3♥, 2NT=Jacoby, 3♣/♦=9-11 Nat, 3♥=4♥ PRE, 3NT=13-15 Bal 2♥, [3.0]	1♥-1♠-2♣ Art str or nat, 1♥-2♣-2♦=Min;- 2♥=6H 14+ -2♠=Nat; -2NT=♣; - 3♣/♦=14+4♦/5♦; -3H= sub-Min passable; - 3NT=15-17 5332 [3.0]	Many transfers in competition, 2♣/♦=Drury; 2NT=9-12 mm[3.1]
1♠		5 (4)	4♥	11-21 HCP 5+♠	2♦/♥=GF, 3♣=6-9 4♠/11-12 3♠, 3♦=10-13 4♠, [4.0]	1♠-2♣= as 1♥; 1♠-2N-3♣/♦/♥=Short [4.0]	Same as above [Note 4.1]
INT		Variable		5332/5422/5431/6m322 All OK 1 <sup>ST</sup> /2 <sup>ND</sup> Seat NV/V 10-12; 3 <sup>RD</sup> Seat NV/V 9-14, Others 15-17	2♣=STAY, 2♦/♥=TRF, 2♠=PUP to 2NT, 2NT=PUP to 3♣, 3♣/♦=Nat INV, 3M=SPL M FG, 4♦/♥=TRF ♥/♠ [5.0]	1N-2♠-2N-3♣=5♣+4any;-3♦/M=5♦+4♣/M; 1N-2N -3♣-P/3♦=Play;-3♥/♠=6+♣/♦ slam[5.0]	Rubensohl, Trf bid X – accepting trf 3-card; XX play there, Others [5.1]
2♣	Yes	0	4♥	STRONG ART, GF UNLESS REBID OF 2NT (except NV v V 1 <sup>st</sup> /2 <sup>nd</sup> Seat – Nat)	2♦=5+GF, 2♥=0-4, 2♠=Nat GF, 2NT=♥s 8+, 3♣=♦s 6+, 3♦/♥=TRF <4 hcp, 3♠= 55 mm <3, 3N/4m/♥=TRF [6.0]	2♣-2♦-2♥-3♣=Clubs 8+, 2♣-2♥-2NT=Bal, NF [Note 6.0]	Interf below 3♠, X by resp show 6+; above 3NT, X no working card [6.1]
2♣	No	5	4♥	Nat 5+ 10-15 in NV v V 1 <sup>st</sup> -2 <sup>nd</sup> Seat	2♦=Relay, 2M=Nat ORF, 2NT= PUP to 3C var hands; 3♣/♦/♥=TRF ♦/♥/♠ weak/GF, 3♠=6♠+4♥ INV [6.2]	2♣-2NT-3♣-Pass=to play; -3♦=55 MM Inv+; -3♥/3♠=cue-bid in supp of clubs	
2♦	Yes			WK WITH ♥ or 3 SUIT 19+ or STR 2 SUITER	2♥=P/C (no game opp weak 2♥), 2♠/3♣/♦=Nat F, 2NT=Relay Game suggest	2♦-2♥-2♠=Some str; -2N/3♣/♦/♥=4441 19+, 2♦-2NT-3♣=Str 2-suiter; -3♦/♥=weak2 [8.0]	
2♥	NO	4		3-8 4-4+MM, Eq Vul (ex 2 <sup>nd</sup> ) & NV v V	2N=R (-3♣=3 way; -3♦=2 way;-3♥=Good 55+); 3m= NF	2♥-2NT-3♣= bad 4-4 or 5H4S [Note 8.2]	
2♠		5		2-10 HCP ATLEAST 5 CARDS	2N= Relay; 3m= NAT F1	2♠-2NT-3♣=weak; -3♦/♥/♠= SPL [Note 8.1]	
2♥/♠		6		V v/s NV 1-2-3 POS, 2nd POS Equal Vul, 4th Pos (only 2S), 10-13 6-cards	2N= Relay, 3m= NAT F1, 3♥(on 2♥)=PRE, 3♠(on 2♠)=INV	2♥/♠-2NT-3M=weakest bid; -3m=FRAG non min [Note 8.3]	Transfers after Dbl 2♥-X-2♠=Nat to play
2NT				20-22 HCP may be unbalanced with singleton	3♣=STAY, 3♦/♥=TRF, 3♠=PUP to 3NT, 3NT=55 mm 7-9, 4♣/♦=Att RKCB-m, 4♥/♠=slammish passable	2N-3♣-3♦-3♥/♠=Smolen, 2N-3♦-3♥-3♠=5-5 slammish, 2NT-3♠-3N-4♣=5♣+4M S/T [7.0]	
2NT	Yes			NV/V IN 1-2 POS: 55 mm PRE	3m= S/O, 4m= PRE, 3M= NAT F1, 3N/4M/5m= S/O		
3♣/♦/ 3♥/♠	NO	5		PREEMPT	Standard, New suit=ORF		
3NT	Yes	7		4-level PRE in minor in 1 <sup>st</sup> /2 <sup>nd</sup> seat	4♣= P/C; 4♦= SLAMMISH ASKS CUE Singleton/Void		
3NT				To play in 3 <sup>rd</sup> or 4 <sup>th</sup> seat			
4♣/♦	YES			NAMYATS in 1 <sup>st</sup> /2 <sup>nd</sup> seat	4♦/♥= ASKS CUE, 4♥/♠= SIGNOFF		
4♣/♦	NO	7		PREEMPT in 3 <sup>rd</sup> or 4 <sup>th</sup> seat		<b>HIGH LEVEL BIDDING</b>	
4♥/♠	NO	6		PREEMPT, To Play	STANDARD	CUE BID - 1 <sup>ST</sup> or 2 <sup>ND</sup> ROUND CONTROL	
4NT	Yes			Blackwood Ace Asking		RKC, DOPI & ROPI ON INTERFERENCE, RKC RESPONSES ARE 03/14, DKC : 035/146	
5♣/♦				Natural		4H IS RKC IN MINOR SUITS or DKC IF BOTH MINORS AGREED	
5♥/♠				Natural			