


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Super light at 1 and 3 level. Reopening also at 1 level can be light
Intermediate 2M jump overcall (10-14)
1 level overcall can have 4 cards
VS PREEMPTS
Aggressive 2 nd seat bids and doubles. Leaping and Non-Leaping Michaels GF.
2/3M – 4M = both minors.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18, 4 th : 11-14
Resp: same as our 1NT opening
Range asking over balancing NT.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Intermediate 2 level jumps if unpassed
Passed hand jumps are weak
Modified Ghestem-1X-2X = lower two suits, 2N = intermediate and 3C = higher 2 suits (2D over 1C)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Modified Ghestem as above
X followed by cueing opponents suit shows near standard 2C hand
Cueing opponents suit in competitive auctions shows fit and LR+
Jump cue bid overcalls are stopper asking
VS. NT (vs. Strong/Weak; Reopening)
Weak/Strong: X = Equal strength +, 2C = both M, 2D = one M, 2M = M + m (9+ cards)
2N = 6C + 4M, 3C = 6D + 4H, 3D = 6D + 4S, 3H/3S = Natural, 3N = 4 level minor, 4C/4D = Super Landy
Balancing/Passed Hand: DONT from X to 2S, rest all as above
VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣
X = H may have D, 1D = S and may have H, 1H = C and may have S, 1S = D and may have C, 1N = S+D, 2C = H+C
Same for above 2C, though it tends to be two suited
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers till 2M. 2M+1 = 4c LR+, Rest are fit showing
XX = 10+
1H-(X)-1S = both minors (8+ HCP, at least 4-4)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5	3/5	
Subseq	3/5	3/5	
Other: Low = Honor if raised, SP lead if 5 cards is promised (low=high, high =low, mid = continue/no particular interest)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Unblock/Count	
King	Count	Attitude	
Queen	QJx or Qx or from AKQ for preference	Same and from KQT, asking for J/count	
Jack	standard	standard	
10	standard	standard	
9	Denies higher honor	Denies higher honor	
Hi-X	XX	XX/asking for switch	
Lo-X	3/5	3/5	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att	Att towards highest unled suit	Att towards highest unled suit
Suit 2	Count	Parity	Parity
3	SP		
NT 1	Att	Same as suit	Same as suit
2	Count	Same as suit	Same as suit
Signals (including Trumps): Parity (hi/low = asymmetric/symmetric wrt dummy, low/hi = no relation), Reverse SP, UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive against unpassed hand and constructive against passed partner			
Reopening double is aggressive			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Against slams, Lightner X asks for unusual lead			
Negative X till 3S, Response till 4D, Support X till 3H, Snapdragon Double till 2S, Rosenkartz XX till 2S showing Hx in partner's suit			
Various game try doubles and redoubles			
2 nd seat lighter doubles against preempt			

W B F CONVENTION CARD

CATEGORY: Blue – With One Brown Convention
Country: India
PLAYERS: Shubham Acharya & Anirudh Prakash
Event: World Youth Championship 2023
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF always; Precision (1♣=16+ unbal or 17+ balanced); 1♦=2+♦(11-15/16)/rarely (1+♦)
1M=5M+, 1N = 10-12 (White)/14-16 (Red & 4th Seat)
2C = 6+C or 5+C, 4+ any 11-15/16
2D = Weak 2M (2-10) at 1 st /2 nd and D-shortness 11-15 at 3 rd /4 th
2H = D short 11-15 at 1 st /2 nd and weak 5H+ 2-10 at 3 rd
2S = C 3 level pre-empt (2-10), 3C = D-preempt (2-10) at 1 st /2 nd and natural in 3 rd /4 th
3D to 3H are transfer Preempts at 1 st /2 nd and natural at 3 rd /4 th
3S = Minor Namyats, 3N = 4 level pre-empt, 4m = Major Namyats ^h
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = Weak 2 in either major in 1 st /2 nd seat
1N = 10-12 in NV
2H = D Short 11-15, 1 st /2 nd
2S = Bad C preempt or D preempt (2-10) in 1 st /2 nd
1C = 16+ unbalanced/17+ balanced
3S = Minor Namyats in 1 st /2 nd
4C/4D = Major Namyats in all seats
SPECIAL FORCING PASS SEQUENCES
Standard forcing pass sequence when know we are stronger
And power of balance is established
IMPORTANT NOTES
Frequently Upgrade, Rarely Downgrade. NTs can be off shape. 1 level OC can be very light
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4♥	16+Unbal/17+bal	1♦ = 0 to 7; 1M = 5+OM & 8+; 1N/2♣ = Trf to ♣/♦ & 8+; 2♦-♠ bal w 8-11(may have 4441), 12-14, 15+ resp; 2N=12-14 any 4441	Opener relays to ask range, distribution, RKC, EPS. Over balanced, 2N = stayman.	On Interference upto 1♠, System ON; Beyond 1S, Natural with Dbl=8+, landy at 4 level
1♦		1	3♠	11-15 HCP, 1+card ♦	1♥/♠ Nat; 2♣/2♦ 4+m, 12+; 2♥-5♥+4♠ & 9-11 2♠ Various Raises in D, 2N = balanced invite	XYZ over 1D-1X-1Y. 2N is one round force over 1D-1X-2m. 1D-1X-1Y, 2N to 3H is trf	On interference, neg Dbl upto 3S, freebids show 8+
1♥		5	3♠	11-15 HCP, 5+card ♥	1NT semi forcing; 2♣/2♦ 2/1; 2♠=Limit Raise+ With H Support. 3y=invite with 6+ cards, 2NT=6+S, invite, 3H=Mixed raise, no shortness	XYZ, 3 level jumps by opener show 14-15 and 5-5. 2N over 1M-1X-2Y is One round force	Transfer over doubles, and 2 level interferences
1♠		5	3♠	11-15 HCP, 5+card ♠	1NT semi forcing; 2♣/2♦/2♥ 2/1; 2N=Limit Raise+ With S Support. 3y=invite with 6+ cards, 3S=Mixed raise, no shortness	XYZ, 3 level jumps by opener show 14-15 and 5-5. 2N over 1M-1X-2Y is One round force	Transfer over Double and 2 level interferences
INT			No	10-12 NV, 14-16 V/4th	2♣: Stayman, 4 suit transfers, 4C/4D transfer to M, 3m = both minors, 3M = shortness	Smolen, When two suits shown by responder, cheapest=nearest, Super accept via 3X or 2N	Neg DBL, LEB, system on over 2C, DONT Runouts
2♣		5	4♥	5♣+4any or 6+♣	2D = Inv+ relay, 2M = ORF, 2N = relay to 3C, 3C = relay to 3D	Opener shows shape and values after 2D, fit and values over 2M	
2♦	X	5		5+ either M (2-10) in 1 st /2 nd , D short 11-15 in 3 rd /4 th	2N = forcing relay for either case.	Opener shows exact shape over 2N if D short or shows hand strength if preempt	Over pre-empt, 3 level dbls by responder are penalty
2♥	X	5		D-short 11-15 in 1 st /2 nd , Weak in 3 rd , intermediate in 4 th	Over D-short, 2N = Forcing relay		
2♠	X	5		6+C (2-6) in 1 st /2 nd , 6+S (2-10) in 3 rd	New suit = ORF, 2N = Forcing	3C by opener shows bad C pre-empt, other bids for shape and suit quality	Over X, XX is relay, other bids are nat
2NT				23-24 balanced	Puppet, transfer, 3S relay to 3N, 3N = 4441 unknown short	Smolen over 3C-3D	System on over 3C, otherwise natural and t/o
3♣	X	6		6+D (2-10) 1 st /2 nd , 6+C (2-10) 3 rd	New suit = ORF, 3N/4M/5m: to play, 4m = Att RKC		New suit after X is lead directing with support
3♦	X	6		6+H 1 st /2 nd or 6+D 3 rd /4 th	New suit = ORF, 3N/4M/5m: to play, 4m = Att RKC		
3♥	X	6		6+S, 1 st /2 nd or 6+H 3 rd /4 th	4S = RKC, 4C = Suit Quality, 3N/4H = To play, 3S = Forcing		
3♠	X	6		7+ minor, <5 Loser Hand 1 st /2 nd 6+S, 3 rd /4 th	3N to play, 4C/5C = pass/correct. Others cues and RKC	Cues and RKC	On Interference, 5C is pass/correct
3NT	X			7+ any m weak	4♣ = pass/correct, 4D = relay on which 4H/4S are good hands with C/D, 4N/5C = are bad hands C/D	Over good hands, RKC applies. Over bad hands, bidding suit above 5 level is RKC	
4♣	X	7		NAMYATS, 7+♥, <5 loser hand		SJS: Strong Jump Shift	
4♦	X	7		NAMYATS, 7+♠, <5 loser hand			
4♥/♠		7			4S = RKC for Heart, 4N for Spade		
4NT				Blackwood			
5♣+				To play		HIGH LEVEL BIDDING	
						RKC-1403, Attitude RKC, EKC, EPS	