


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style : Sound Can be lead-directing sometimes
Reponses:
Jump Raise = Preemptive
Cue-Bid = 14+ any hand or LROB
New Suit = Semi-forcing ; Jump shift = fit
In Balancing Position: Can be light
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd Position = 15 - 18
Responses:
Bid as 1NT opening
4th Position = 11 - 14
Responses same as above
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump Overcalls are weak, preemptive
Responses : New suit is 1 round forcing
Unusual 2NT
Reopen: 1X - P - P - 2NT = 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels Cuebid
(1X)-3X = Asking for X stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
HELLO
DBL=Minor+Major;2C=Either Diamond or Major-Minor;2D=Hearts;
2H= Both Majors;2S= Spades; 2NT= Clubs; 3C=Both Minors;
3D= Both Majors very strong; 3H/3S= Preemptive
Vs weak 1NT= Same as above ; only exception is DBL = 15+ HCP
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout Doubles thru 4H
(2X)-2NT = 16-18
Leaping Michaels against 2X and 3X
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1C)-X= Both Majors, (1C)-1NT= Both Minors, Rest are natural
Against 2C , all are natural
OVER OPPONENTS' TAKEOUT DOUBLE
After 1M-(X)- All transfer
1C/1D-X-2H/2S= Reverse Flannery, Rest jump shifts are fit showing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th Best	3 rd /5 th Best	
NT	4 th Best	4 th Best	
Subseq			
Other: 2 nd from xxxx in NT , MUD			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+),AKQx(+),Axxx(+), Ax	AKx(+),AKQx(+)	
King	KQ,AK,KQx(+),Kx	KQx(+)	
Queen	QJx(+),Qx	QJx(+),AQJ(+)	
Jack	J10x(+),Jx,KJ10(+)	J10x(+),AJ10(+),KJ10(+)	
10	109x(+),10x	109x(+)	
9	98x(+),9x	98x(+)	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Upside-Down
Suit 2	Count	Suit Preference	
3	Suit Preference		
1	Attitude	Smith Low	Upside-Down
NT 2	Count	Count	
3	Suit Preference	Suit preference	
Signals (including Trumps):			
Showing suit preference			
Smith Low			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Cue = Forcing until a suit is bid twice			
New suit = 1 round forcing			
Reopen= same			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbls, Reopening Dbls, Lightner Dbls, Lead directing DBLS			

W B F CONVENTION CARD

CATEGORY: GREEN
NCBO: INDIA
PLAYERS: SOHAM SARKAR
SUBHASHREE BASU
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard 2/1, 5533, Upside-Down carding
1NT= 15-17
1C-1NT= 8-10,2NT=11-12,3NT=13-15
1D-1NT= 6-9,2NT=10-11,3NT=12-15
1H/1S-1NT=6-11,1 round forcing;2NT= Jacoby
RKC 1430
Two way Checkback , Two way Drury
HELLO in both seats against Opps NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C=22+ or any singlesuiter 16+
2D/2H/2S= Weak
Gambling 3NT
Lebensohl
Reverse Flannery
Michaels Cuebid
Unusual 2NT
Negative Dbl thru 4H
Inverted Minor
Leaping Michaels over opponent's weak 2's and 3's
3 card Raises
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11-21 HCP	Inverted Minor, Jump raises are weak, Reverse flannery, 1C-2D= Limit raise	4 th suit forcing, Reverses, Jump shifts, 1C-1X-3C= 15-17, 3 card Raises	
1♦		3	4H	11-21 HCP	Inverted Minor, Jump raises are weak, Reverse flannery, 1D-3C= Limit raise	4 th suit forcing, Reverses, Jump shifts, 1D-1X-3D= 15-17, 3 card Raises	
1♥		5	4D	11-21 HCP	1NT= 1 round force,2H=6-9, Jump raises are weak 2NT= Jacoby	4 th suit forcing, Reverses, Jump shifts 1H-1X-3H= 15-17, 3 card Raises	Drury, Jumps are Fit showing
1♠		5	4D	11-21 HCP	1NT= 1 round force,2S=6-9, Jump raises are weak 2NT= Jacoby	4 th suit forcing, Jump shifts 1S-1X-3S= 15-17	Drury, Jumps are Fit showing
INT				15-17 HCP	Stayman, Jacoby transfer	Super acceptances , 1NT-2C-2NT = Any 5M	
2♣	✓			22+ or 16+ & 9+ winners	Kokish Relay,2D = Waiting	2C-2D-3H = Any 4441	
2♦		5		3-10 HCP	2NT = Enquiry	2D-2NT-3C/3D/3H/3S/3NT = Good Preempt/ Bad Preempt/4S/4H/Solid suit	
2♥		5		3-10 HCP	2NT = Enquiry ; PQ		
2♠		5		3-10 HCP	2NT = Enquiry ; PQ		
2NT				20-21 HCP	Puppet Stayman, Jacoby Transfer		
3♣		6		5-11 HCP	Any new suit is 1 round forcing		
3♦		6		5-11 HCP	Any new suit is 1 round forcing		
3♥		6		5-11 HCP	Any new suit is 1 round forcing		
3♠		6		5-11 HCP	Any new suit is 1 round forcing		
3NT		7		8-10 HCP, AKQxxxx(+) or AKJxxxxx(+) in any minor	4C/5C= Pass or correct		
4♣		7		5-11 HCP			
4♦		7		5-11 HCP			
4♥		7		5-18 HCP			
4♠		7		5-18 HCP			
4NT				Ace Asking			
5♣		8		5-18 HCP		HIGH LEVEL BIDDING	
5♦		8		5-18 HCP			
5♥				Asking to pass/bid 6H/bid 6S if	You have no Heart A&K/One of A&K/Both A&K		
5♠				Asking to pass/bid 6H/bid 6S if	You have no Spade A&K/One of A&K/Both A&K		