

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 Level – 7-17 (can be lower with shape) HCP 5+ cards (rarely 4), New suit by advancer at 1 level [7] b) 2 Level– Constructive non-forcing -10-14/15 HCP
Cue = 9+ with fit or any GF w/ or w/o fit. Jump cue shows 4+ cards, 6-9 HCP, jump raise is pre-emptive. If two cue bids are available, cheaper one is LROB w/3 card or any GF and the higher one is LROB w/ 4+ support,
2NT by passed hand after 1 level O/C is LROB with 4+ support
<b>1NT 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.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK except in sandwich Vul position – that will be constructive – shows 6+ 1 suit,13-16 HCP. Leaping Michaels (5-5 + Game Inv),
Over 2 level weak jump O/C, 2NT is enq same response as after opening weak 2
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue bid = Michaels.
Jump Cue (1x – 3x) = Solid long other minor, invites 3nt.
Against prec 1D, jump cue bid is constructive – shows 6+ suit 13-16
HCP. Against art C jump cue is pre-emptive
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs Strong NT = DONT, Extended DONT till 4 level
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 m, 3m - DONT, 3M - constructive preempt
Vs Strong 2NT: X shows both M, everything else is natural
<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
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1C Dbl = Majors, 1nt = Minors, same after 1C-P-1D
<b>Over strong 2C X = Majors, 2nt = Minors, same after 2C-P-2D</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble = 10 + HCP, Usually no fit. Jump raises show 6-9 with 5+ supp
<b>After m opening, NJ raise shows 4+ card 6-10 HCP, jump in Om shows LROB</b>
2M bids (after 1m opening) are same as it was w/o X,

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	
NT	2 <sup>nd</sup> or 4th	2 <sup>nd</sup> or 4th	
Subseq	Same or Attitude.	Same or Attitude.	
<b>Other:</b> Vs NT Ace lead asks for Count or UBLk, King lead asks for Attitude, Queen lead asks for Unblock or Attitude.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Asks UB/CT, AKJT(+)	
King	KQ(+), AK, Kx	Asks for attitude	
Queen	Qx, QJ(+)	Asks UB of J or Att, KQT9	
Jack	KJT, JT(+), Jx	AJT,KJT,JT(+), Jx	
10	HT9, T9(+), Tx	HT9,T9x, 10x	
9	9x	98(+), 9x(x)	
Hi-X	Xx, doubleton	Xx, denies H	
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
NT 2	COUNT(Hi = Odd)	COUNT(Hi = Odd)	S/P(STD)
3		S/P(STD)	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			
Against NT Attitude if dummy wins with A or K, Count if Q or Lower.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Strength of immediate hand at one level = (10)11+, 2 level 13+, 3 level 14+			
Tends to have 3+ cards in other suits unless very strong (18+), T/O X till 4S			
Balancing X: can be weaker but methods are same as above			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative double upto 3D, Cards dbl 3D onwards, Responsive dbl, Extended Responsive X			
Snapdragon dbl. Supp Dbl up to 2H, 2S onwards extras. Rosencranz Dbl/Rdbl;			
Spl X for lower suit lead – in case of 4 <sup>th</sup> suit spl, X asks to lead that Suit.			
(1NT) (3NT) X is for short M lead, after bid & supp, X on that suit asks not to lead			
If 1m bidder doubles a 3NT contract then he asks for that suit lead, if 1M opener doubles a 3NT contract then he asks for other lead.			

W B F CONVENTION CARD
<b>CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:</b>
<b>NCBO:</b>
<b>PLAYERS: SAGNIK ROY – SAYANTAN KUSHARI</b>
<b>EVENT (Open/Women/Senior/Transnational)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card Majors (Semi-F 1NT), m opening 3+, 1D shows generally 4 unless 4432 Walsh responses over 1C. Most Jump shift responses are ART.
Many fit bids. Nat weak 2 Bids depending on Vul and pos (2 <sup>nd</sup> seat Sound).
Wide Range Overcalls. Frequent WJO. Frequent use of non-penalty dbls.
<b>1nt Opening (14)15-17 HCP (Possible 5/6 Major or Singleton)</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1C-2D = MR (7-9 5+ Clubs). 1D-3C = Same; 1m-2H=5S and 4+H 5-9 HCP;
1m-2S= 5S and 4+ H 10-11 HCP. 1M-3D = LR, 10-11 HCP 4+ Supp.1H-3C =
<b>6-9 HCP, 4+ Supp. 1H-2S = Any spl (7-10 or 14+HCP). 1m 2H bid can</b>
be very weak (2+ HCP at fav) if 5-5 or more dist. 1S-3C = 1 m short (7-10 or 14+ HCP). Trf: after 1M- DBL, 1/2/3S O/C, after 1S – (2H), after 2 level jump
O/C. G/B 2NT almost in all competitive auctions
<b>SPECIAL FORCING PASS SEQUENCES</b>
1)When game force is established.
2)When responder showed an Inv+ hand w/o supp partner's suit, 4 level onwards passes are F
3) When responder showed an Inv+ hand w/ supp in partner's suit, 5 level Declarer's Lead
4) Passes are forcing from 2C
5) Passes are F up to 2S once we have made a strengths showing XX or a penalty X, ex – 1D (X) XX (2H) P, 1C (1NT) X (2S) P etc.
6) After we T/O X a weak M opening & LHO Jumps to 5M, advancers P is F
7) We T/O X a weak m opening & passed LHO Jumps to 5m, advancers P is F
<b>IMPORTANT NOTES</b>
Pre-empts and O/C pre-empts can be destructive in NV 1 <sup>st</sup> and 3 <sup>rd</sup> seat
<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	4S	(10)11-21,4423	1C-1D = 3+ Cards 0+ HCP, 1H-1S 4+ card 0+ HCP, 1NT/2NT= 8-10/11-12, 2C = Inverted (10+), 2D =	Walsh approach. Two way CB [5]. Cheapest reverses are ART [2].	1C-(1X)-3C/1C-(X)-3C = Mixed Raise. Trf on 1S/2M/3S O/C [4], 2C=M's 1NT
1♦		3	4S	(10)11-21,4423	Mixed.2M =Rev Flannery[1], 3D/S/4C = Spl,4C = RKC, 4M= To play, 4NT = Quan	C. 1C 2C 2D ART [3], 1C 2NT 3X = short. 3 card raise [10]	O/C, 1C(2C) X or 1C(2NT) X = 10+ HCP, BAL hand, Subseq Xs are penalty
1♥		4	4S	(10)11-21, can be 4 in 3 <sup>rd</sup> seat	1H/1S =Nat 4+ card 0+ HCP, 1NT/2NT = 6-10/11-12. 2M - Reverse Flannery.3C = Mixed. 3D - Wk, 3H/S/4C = Spl,	Long/short suit tries. See [11]	Passed hand : Two way Drury After cut also. Trf on 1/2/3S O/C. After
1♠		4	4H			Long/short suit tries. See [11]	1H (2H) - X Bal 10+, 2S LR, 2NT/3C/D
INT				(14)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 4 card OM. 4C/D - H/S, Smolen	1NT-2D-2H-2S= 5-4 Minors GF+ or 5-5 Majors INV. 1NT 2C 2H 2S or 1NT 2C 2S 3C - Dist. ENQ.	
2♣				22+ Or Game in hand.	2C-2D= Waiting.2C-2H/2S/3C/D = NAT 3H/3S = long C/D Suit.	Kokish Relays. 2C 2D 2M 2NT can be with 3 supp	
2♦		5		At Vul/2 <sup>nd</sup> seat Sound 1st/3 <sup>rd</sup> NV=destructive	2D-2H/2S/3C = One round forcing.4H/S - To Play 2D-2NT = Asking., jump new suit bids are asking in that		
2♥		5		At Vul/2 <sup>nd</sup> seat Sound 1st/3 <sup>rd</sup> NV=destructive	2S/3C/3D = One round forcing. 2NT relay, 3H = courtesy Raise. Jump bids are asking in that suit [8]		
2♠		5		At Vul/2 <sup>nd</sup> seat Sound 1st/3 <sup>rd</sup> NV=destructive	3C/3D/3H = One round forcing. 2NT relay, 3S = courtesy Raise. Jump bids are asking in that suit [8]		
2NT				(19)20-21 Bal/Semi Bal, shortness possible.	3C= Stayman,3D/3H= H/S Trf. 3S=Puppet to 3NT 3NT/4C/4D/4H= C/D/H/S Trf, 4S = Both m non slam inv		
3♣		6		pre-emptive, 6+Cards	3D/3H/3S= Natural Forcing. 4D/4M are asking bids		
3♦		6		pre-emptive, 6+Cards	3H/3S= Natural Forcing. 4C/4M are asking bids		
3♥		6		pre-emptive, 6+Cards	3S=Nat Forcing,4C/4D/4S=Ask for control in that suit	3H 5NT (trump ask)	
3♠		6		pre-emptive, 6+Cards	4C/4D=Asks for control in that suit. 5NT= trump ask	3S 5NT (trump ask)	
3NT	ART			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	ART			Specific Ace Asking	5C=No Aces,5D/5H/5S=That Ace,5NT=C Aces		
5♣		7		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
5♦		7		pre-emptive		RKCB = 1430,2/2 With Trump Q, 5NT=Even with Void, 6X= Odd with Void	
5♥		7		pre-emptive		DOPI after they cut below our suit, DEPO after they cut	
5♠		7		pre-emptive		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.	
						Direct ask after RKC response - asks for Q of that suit	
						See Note [6]	

# Supplementary Notes – Sayantan Kushari + Sagnik Roy

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## 1. Reverse Flannery:

1m – 2H = 5S, 4+H, 6-9\*

1m – 2S = 5S, 4+ H, 10-11

This applies over 1m – (DBL) and over 1C – (1D) overcall.

Opener's 2NT is ART enquiry.

\*At non-vul vs vul, the range for 2H is 3-9.

## 2. Artificial Reverses:

The cheapest reverse may be artificial.

- 1C – 1D – 2H
- 1C – 1S – 2D
- 1D – 1H – 2S
- 1D – 1S – 2H
- 1H – 1N – 2S

This shows one of two hand types –

- a. Length in opened suit and could be void in reversed suit or
- b. 5+ and 4+ in the two bid suits.

If responder goes back to the opener's long suit, that is a signoff. Any other bid by responder is FG.

On responder's 2N relay, opener bids as follows:

- Opened suit = Length there, reverse was artificial
- New suit = fragment, showing a natural reverse and shortness in the 4<sup>th</sup> suit.
- Reversed suit = 6+ - 4 in the two suits
- 3N = Natural reverse, 5422

1H -1S -3C is also ART.

1H – 1S

3C – 3D = relay, but responder must have some tolerance for either hearts or clubs.

1H – 1S

3C – 3D

3H = only hearts

3S = 5+ hearts, 4+ clubs, 3 spades

3N = hearts + clubs, not a hand to cross 3NT

4C = 5+ hearts, 5+ clubs

4H = 6+ hearts, 4 clubs

1H – 1S

3C – 3H = GF

1H – 1S

3C – 3N = To Play

## 3. 1m – 2m – 2m+1

## Supplementary Notes – Sayantan Kushari + Sagnik Roy

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1C – 2C – 2D and 1D – 2D – 2H are ART, primarily used by the opener to show some shortness below the 3m level.

Responder bids 2m + 2 and now opener uses one of the next three bids to show his shortness. The ordering of these bids is “natural for natural, else low for low”.

This sequence is forcing only to 3m.

#### 4. Transfers in competition

These apply in the following situations:

- 1m – (1S)
- 1m – (2H)
- 1m – (2S)
- 1H – (2S)
- 1x – (3S)
- 1N – (3S)
- 2N – (3S)

After a 1S overcall, 2H is NAT NF and 2S is inv+ with 5/5+ in the unbid suits.

After a 2M overcall, transfers apply only till opener’s suit, i.e.,

1D – (2M) – 3C is inv+ D, but

1D – (2M) – 3D is a mixed raise,

and 1D – (2S) – 3H is NAT FG

1D – (2H) – 2S is NAT, FG unless rebid.

After 1x – (3S), 3N is NAT, 4C/D are transfers, 4H is NAT (but 4D shows a better hand with hearts), 4S is trf to clubs.

#### 5. Two – way checkback

After 1x – 1y – 1N, we play two way checkback.

- 2C puppets 2D, to play there or to show INV hands.
- 2D is ART FG
- 2N puppets 3C to play there
- Jumps show 4-6 INV

After 2D (FG), opener bids the other major to show shortness in responder’s major, e.g.

1D – 1S

1N – 2D

2H = ART, shows singleton spade

1H – 1S

1N – 2D

2H = ART, shows singleton spade

#### 6. RKC/EKC

Responses are 1403 for any ace asking query.

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A response of 5N shows an even number of keycards with some void. A response at the 6 level shows an odd number of keycards with the bid suit void (unless that void is impossible)

After a void showing response, if there are two bids available below the agreed suit, then

- a. The cheapest bid asks for extras
- b. The next bid asks for the trump queen.

If there is only one bid available below the agreed suit, then that bid asks for extras.

If, on RKC, there is intervention below our 5 level, we play DOPI, where

- DBL = 0 or 3
- Pass = 1 or 4
- Next bid = 2 without queen, and so on

If there is intervention at or above our 5 level, we play DEPO, where

- DBL = even number of keycards and
- Pass = odd number of keycards.

After the response to RKC, 5N confirms all keycards and asks partner to bid 7 with extras or show specific kings up the line.

After the response to RKC, a 6 level bid in a side suit asks for 3<sup>rd</sup> round control in that suit.

If we cross 4N after agreeing a suit, then 5N is RKC.

### 7. 4-card advances (1x) – 1y – (P) – 1z

A new suit at the one level by advancer after an overcall is 4+ cards, 8+ HCP, NF.

Over this, overcaller's

- Cue = INV+ without 4 card fit
- Raise = minimum with 4 card fit
- Jump raise = INV with 4 card fit
- Jump cue = strongest raise with 4 card fit

If opener doubles the 4-card advance, overcaller's DBL is a support double.

### 8. 2D/M – (DBL)

Responder's 2N continues to be an enquiry with the same responses as if there was no intervention.

New suit by responder shows fit for opener's suit with lead indication in the bid suit. Responder does not promise length in the bid suit.

A REDBL by responder asks opener to bid the next suit, which responder will pass or correct to his own suit as a signoff.

### 9. 1N – (P) – 2x – (DBL)

When opps DBL our Stayman 2C,

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- Pass = No major or no stopper
- 2D = 5+ D, may or may not have stopper
- 2M = 4 or 5, shows club stopper.
- REDBL = To play

If opener passes, responder's REDBL is repeat enquiry, on which opener transfers to his major.

The full structure is put up at [http://prba.in/sys/stay\\_int.htm](http://prba.in/sys/stay_int.htm)

When opponents DBL our transfer (after 1N or 2N opening),

- Pass = Less than 3 card fit
- Accept TRF = 3+ card fit, stopper
- REDBL = 3+ card fit, no stopper

### 10. 3-card raises

1m – 1M – 2M may be a 3-card raise.

1H – 1S – 2S may be a 3-card raise.

A 3-card raise is only made with a side singleton, either with a 5431 or 6331 shape.

Responder bids 2M + 1 with an INV+ hand to enquire about opener's shape and strength.

### 11. 1S – 1N – 3C ART

1S – 1N

3C = ART, strong, either S + H or S + C or only S

1S – 1N

3C – 3S = weak, passable

1S – 1N

3C – 3D (relay)

3H = 5+ spades, 4+ hearts

3S = 6+ spades, 4+ clubs

3N = 5 spades, 4+ clubs

4C = 5+ spades, 5+ clubs

4D = Auto splinter in hearts

4H = 5 spades, 6+ hearts

4S = Only spades, no splinter (or don't want to show a splinter)

### 12. 2-way 2D over 1N

1N – 2D = TRF to hearts or both minors FG or both majors INV

1N – 2D

2H – 2S = cancels the TRF

2N – 3C = 5+ clubs, 4 diamonds, GF

3D = 5+ diamonds, 4 clubs, GF

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3H = both majors INV  
3S = 6 hearts, 5 spades, GF  
3N = 5 diamonds, 4 clubs, 2-2 majors, only game  
4N = 5 diamonds, 4 clubs, 2-2 majors, slam inv  
5N = 5 diamonds, 4 clubs, 2-2 majors, slam force

1N – 2D

2H – any bid other than 2S = NAT with 5+ hearts

As a corollary, we can only super-accept over 2D by bidding 2S. After this 2S, 2N/3C cancel the TRF and show both minors GF, 3D is a ReTRF.

13. After opponents overcall 1NT

1C/D – (1NT) – 2C = both majors

1H/S – (1NT) – 2C = good raise in opener's major

1C/D – (1NT) – P – (P)

DBL = takeout double of the other minor

1H/S – (1NT) – P – (P)

DBL = 4 cards in the other major