

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
1 Level 7-17 HCP 5+ cards(rarely 4)
New suit after 1 level overcall Constructive non-forcing.
2 Level Sound,12+ HCP good 5+ suit
New suit after 2 level overcalls One round forcing
Jump bids are fit showing.Cue = 9+,does not promise fit.
In balancing seat can be weaker than usual.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd live = 15-18 HCP,Usually have stopper in opponents suit.
Responses = Same as 1nt opening.
4 th live = On minor 11-14,On Major 11-16,May not have stopper.
Responses = 2C is range ask relay,rest same as 1nt opening.
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK except in sandwich position when VUL against NV.
In balancing position jump bids are Intermediate.
2NT = Two lower unbid suits.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid = Michaels.
Jump Cue (1x 3x) = Solid long minor, Invites 3nt.
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong NT 2 nd Seat = Modified Woolsey Dbl=Minor+Major 2C= Any Single Suit
2D= Both Major 2H= H+Minor 2S = S+Minor.
2NT = Both Minor
Weak NT 2 nd Seat = Cappiletti.
Balancing = Strong - DON'T
Weak Don't
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles = Takeout. Leaping Michaels(5-5 + Game Inv)
3M-4m = 5+ other major and 5+ bid minor,Game Inv.
Over 3c-p-4c and 4c opening 4d shows both majors 5-5 +
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C Dbl = Majors,1nt = Minors, rest all Transfer
OVER OPPONENTS TAKEOUT DOUBLE
Redouble = 10 + HCP, Usually no fit. After Rdbl all doubles are
Penalty and pass is forcing upto 2S.
Transfer Responses after 1 Major double.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner s Suit	
Suit	4th	4th,Top from doubleton	
NT	2 nd or 4 th	2 nd or 4th	
Subseq	Same or Attitude.	Same or Attitude.	
Other: Vs NT Ace lead asks for Count or Unblock, King lead asks for Attitude, Queen lead asks for Unblock or Attitude.			
LEADS			
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(+)	
10	HT9,T9(+),Tx	HT9,T9x	
9	98(+), 9x	98(+), 9x	
Hi-X	Xx, denies H	Xx, denies H	
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner s Lead	Declarer s Lead	Discarding
1	ATT(High = Enc)	COUNT(Hi = Even)	ATT(low = Enc)
Suit 2	COUNT(Hi = Even)	S/P (STD)	COUNT (Hi =Even)
3	S/P (STD)		S/P (STD)
1	ATT(High= Enc)	Nat Smith	Smith/Lavinthal
NT 2	COUNT(Hi = Even)	COUNT(Hi = Even)	S/P(STD)
3		S/P(STD)	COUNT(Hi = Even)
Signals (including Trumps):			
Low Smith Echo vs NT,			
Against NT Attitude if dummy wins with A or K, Count if Q or Lower.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
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+ or single suiter)			
Takeout dbl upto 4S			
Balancing: Same as above but can be weaker.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1)Negative double upto 3D after that values. 2)Responsive dbl, Extended			
Responsive dbl, Cards dbl, Competitive dbl, Snapdragon dbl.			
3) Support Dbl =3 cards support, does not promise any extras.			
4)Slam Double = Lightner for Unusual lead.			
5)Double of Stayman of Transfer shows suit.			
6)Rosencranz Dbl/Rdbl = Shows a Top Honor(A/K/Q)in partner s suit.			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS: SOUVIK KAR PRITAM DAS
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors(Semi-F 1NT),1C 2+,1D=4,Walsh responses over 1C. Most Jump shift responses ART. Many fit bids. Nat weak 2 Bids depending on Vul and pos(2 nd seat Sound).Wide range Overcalls. Frequent WJO. Frequent use of non-penalty dbls. Art 2NT in COMP, 1 st and 3 rd seat NV Preempts can be Destructive.
2/1 Game forcing. Inverted raises over Minor(Forcing upto 3m)
1nt Opening (14)15-17 HCP(Possible 5/6 Major or Singleton)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
-1C-2D = Mixed Raise (7-9 5+ Clubs). 1D-3C = Same
-Reverse Flannery responses: 1m-2H=5S and 4+H 5-9 HCP
1m-2S= 5S and 4+ H 10-11 HCP.
1 Major-3D = Limit Raise, 10-11 HCP 4+ Support.
1H-2S = Unspecified splinter (8-10 or 15+ HCP).
1H-3C = Mixed raise, 7-9 HCP, 4+ Support.
1S-3C = Unspecified splinter (8-10 or 15+ HCP).
Transfer after 1M- DBL.
1C-1D can be 3 cards. 1C-1NT = 8-10.
1m-1H/1S can be 3 cards rarely.
2 way drury by passed hand. (2C = 3 card sup, 2D = 4 card sup)
SPECIAL FORCING PASS SEQUENCES
1)When game force is established. 2)When responder shows an Inv+ hand without supporting partner s suit,5 level onwards pass
Is forcing.3) Forcing pass and pull shows further interest.
IMPORTANT NOTES
Sandwich overcalls Can be weaker.3 rd seat openings can be very Weak. 3 rd seat Major opening can be 4 cards.
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3D	(10)11-21,4432,4333 or Better clubs.	1C-1D = 3+ Cards, 1C-1NT/2NT= 8-10/11-12. 1H-1S = Nat, 2C = Inverted (10+). 2D = Mixed.	1C-1D-1NT can have one or both 4 card M. Two way Checkback.1C-1S-1NT-2H= GF.	1C-(1X)-3C = Mixed Raise. Trf on 1S/2H/2S/3S Overcall
1♦		4		(10)11-21,(23)44,4+Diamonds	1H/1S =Nat, 1NT/2NT = 6-10/11-12. 3C = Mixed.	Two way Checkback.	Trf on 1S/2H/2S/3S
				(10)11-21,can be 4 in 3 rd seat	1NT= Semi-F,2H = good raise ,.2S = Any splinter	1H-2H-2S=Short suit Game/Slam trial.	Trf on 1S/2S/3S overcall
1♥		5		(10)11-21,can be 4 in 3 rd seat	2NT = Bal GF (2+ Hearts), 3NT= D Splinter.	1H-2H-3S/4C/4D= Void Spl.	Passed hand : Two way Drury.
1♠		5			1NT= Semi-F, 2S=good raise,,3C= Any Spl. 2NT= Bal GF, 3D= Limit. 3NT=H Spl.4C/4d=Spl.	1S-2S-2NT/3X= Short suit Trial/Help Suit. 1S-2S-4C/4D/4H= Void Spl.	Trf on 2H Overcall. Passed hand : Two way Drury.
INT		-----		(14)15-17, Singleton possible. Can have 5/6 Card M/m suit.	2C Stayman , 4 Way Transfers. Texas Trf at 4 level 3C/3D = Inv/GF with 5-5+ Minors. 3H/3S= Short.	1NT-2D-2H-2S= 5-4 Minors GF+ or 5-5 Majors INV. INT-2C-2D/2H-2S= Query.	Rubensohl after intervention, (2NT Forces 3C).
2♣		-----		22+ Or Game in hand.	2C-2D= Waiting,2C-2H/2S = 6+ cards with 2 of AKQ` 3H/3S = long C/D Suit.	Kokish Relays.	After 2 Level Intervention Pass = 0-4,3 Level Pass = 5+
2♦		5		3-9 HCP usually 6 cards. 2 nd seat Sound,1 st /3 rd NV=dest.	2D-2H/2S/3C = One round forcing. 2D-2NT = Asking.	After 2D-2NT, 3C=Any Short,3D = Min, 3H/3S = Other Major 4 card, 3NT = Bal good	
2♥		5		3-9 HCP usually 6 cards. 2 nd seat Sound,1 st /3 rd NV=dest.	2S/3C/3D = One round forcing. 2H-2NT = Asking.	After 2H-2NT,3C= Any short,3D=Any minor 4 card,3H=Min,3S=4 Spade,3NT= Bal good.	
2♠		5		3-9 HCP usually 6 cards. 2 nd seat Sound,1 st /3 rd NV=dest.	3C/3D/3H = Nat, One round forcing 2S-2NT = Asking.	After 2S-2NT,3C= Any short,3D=Any minor 4card,3H= 4 Hearts,3S=Min,3NT=Bal good.	
2NT		-----		(19)20-21 Balanced/semi bal. Singleton possible.	3C= Puppet,3D/3H= H/S Trf. 3S=5spd & 4Ht 3NT=Trf to Club,4C/4D/4H= D/H/S Transfer.	2NT-3C-3NT= No Major, 2NT-3C-3D=One or both 4 card M.	Passed hand : Same
3♣		6		pre-emptive, Usually 7 Cards	3D/3H/3S= Natural Forcing.		
3♦		6		pre-emptive, Usually 7 Cards	3H/3S= Natural Forcing.		
3♥		6		pre-emptive, Usually 7 Cards	3S=Nat Forcing,4C/4D=Ask for control in that suit		
3♠		6		pre-emptive, Usually 7 Cards	4C/4D/4H=Asks for control in that suit.		
3NT		7		Solid 7-8 Card Minor.	4C= Pass/Correct,4D=Ask for Shortness. 4H/4S=To play,4NT= Quanti (Ask 7 or 8 card)		
4♣		7		pre-emptive, Usually 8 Cards	4D/4H/4S Natural.		
4♦		7		pre-emptive, Usually 8 Cards	4H/4S=Natural		
4♥		7		Pre-emptive, Usually 8 Cards			
4♠		7		Pre-emptive, Usually 8 Cards			
4NT		-----		Specific Ace Asking	5C=No Aces,5D/5H/5S/6C=That Ace,5NT=2 Aces		
5♣		8		Pre-emptive		HIGH LEVEL BIDDING	
5♦		8		pre-emptive		RKCB = 1430,2/2 With Trump Q, 5NT=Even with Void, 6X= Odd with Void	
5♥		8		pre-emptive		EKCB = Same as RKCB by steps.	
5♠		8		pre-emptive		DOPI,ROPI	
						King Ask responses = Specific or other two.	