

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	
1 level, 5 cards, 8-16 HCP, New suit, F1	
Cue bid responses, good raise or any 12+ HCP	
2 level, opening hand, 11-17HCP	
When passed hand, overcalls can be weak	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
(14)15-18 HCP, in direct seat	
11-14 HCP on 4 th seat over minor, 11-16 HCP over major (4 th seat)	
2 ♣ Stayman/range ask, 2x MIN, 2NT MAX (re Stayman applicable)	
JUMP OVERCALLS (Style: Responses; Unusual NT)	
1 st and 3 rd seat can be aggressive (vul dependent), 4-8 HCP,	
2 nd seat constructive, 4 th seat 12-14 HCP, 6+ cards , Micheals Cue	
New suit F1, cue bid shows good raise, 10+ HCP	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
(1 ♣ / ♦)-2 ♣ / ♦ showing 5+ card ♥ and 5+ card ♠, 9-11 or 16+ HCP	
(1 ♥ / 1 ♠)-2 ♥ / 2 ♠ showing OM and 5 card minor, 9-11 or 16+ HCP	
(1B) – 3B, stopper ask for NT	
(2M)-4m shows 5m + 5OM, 16+HCP	
VS. NT (vs. Strong/Weak; Reopening)	
VS Weak NT, X is 15+HCP, 2 ♣ is single suiter, 2 ♦ is both M, 2M is 5M+5m, VS Strong NT and passed hand – DONT, X is single suiter, subsequent= suit+ higher suit	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
X is takeout, 2NT is 15-18 HCP, 3NT to play	
(2M/3M)-5m shows a long seven+ suiter, to play	
(2M/3M)-4M (bid major)/4NT= both minors, 4M= slamish, 4NT= distri hand	
Cue bid asking for stopper	
Leaping Michaels, (2M/3M)-4m shows 5m + 5OM, 16+HCP, 2d-4d= H+S, (3 ♣)-4 ♦ = diamonds and a major, 4 ♣ = both majors	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣ or 2 ♣	
DBL on 1 ♣ = majors, INT showing minors against precision strong club	
OVER OPPONENTS' TAKEOUT DOUBLE	
Jump bids=competitive, 9+ HCP, R DBL=10+ HCP, no fit	
2M-1=good raise, 2M = weak raise, 2NT is 4c+ raise, 3M is pre-emptive,	

LEADS AND SIGNALS	
OPENING LEADS STYLE	
	Lead In Partner's Suit
Suit	3/5
NT	2/4
Subseq	Top/2 or 3/5 with interest
LEADS	
Lead	Vs. Suit Vs. NT
Ace	AKs/AKxx(x) AKs/AK+ FOR ATTITUDE,
King	Attitude, count high level/dbled, AKJTxx, KQJ, King asks for unblock
10	Dblton, s'ion, QT9, KT9, AT9 T Txx, KT9, AT9, QT9
9	Top of nothing Top of nothing
Hi-X	Dblton or top of nothing Dblton or top of nothing
Lo-X	Low from an honour Low from an honour
SIGNALS IN ORDER OF PRIORITY	
Partner's Lead	Declarer's Lead Discarding
Suit1	attitude count Standard, hi enc
2	count Smith echo
3	Suit preference
NT1	attitude count standard
2	count Smith echo
3	Suit preference
Signals (including Trumps): Smith-Echo signal Hi-low in trumps asking for a ruff otherwise suit preference	
TAKEOUT DOUBLES (Style; Responses; Reopening)	
Can be light with 10-11 with shape	
Cue bid is F1, Jumps are 8-10 with 4-5crds	
Reopening doubles can be lighter	
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS	
Support doubles, Game try doubles, maximal doubles, negative doubles Balancing doubles, lead directing doubles, Lightener doubles, snapdragon Responsive doubles	

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: Bridge Federation of India	
PLAYERS: Jashith Narang and Ananya Mehta	
EVENT: All events	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Standard American, 5 card Majors, 2/1 GF, Strong INT, Good-bad NT (good=2nt, bad=3 of your suit), 1M opening w 5+ cards, 11-21 HCP	
1M-2NT always 4 cards raise after intervention, Opener reverse 16+	
Multi 2 ♦ (weak in a major), Retransfers over 2NT opening,	
INT-4 ♣ / 4 ♦ = trf to major, XYZ, breaking XYZ is showing strong hand	
RRCB 1430, EKC,	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2 ♦ multi, weak major, 6 cards, Lebensohl	
Gambling 3NT shows solid 7 minor and no other values	
2 ♣ strong opening, 22+ HCP	
SPECIAL FORCING PASS SEQUENCES	
After RDBL, pass from either side is forcing	
IMPORTANT NOTES	
ROPL, DOPL, EKC, RRCB, 2-way Drury	
PSYCHICS: Rare but can happen	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	DESCRIPTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3		11-21 HCP, natural, no sanctity of better minor, 3+ cards	Up the line F1, Inverted minor, Mini maxi, game contract sign offs,	After 1 ♣-2 ♣ raise, 2NT rebid denies 4 card XYZ, Fourth suit forcing, 1 ♣-2 ♣-3NT=min.	Negative dbl/supp dbl/redbl.after opp intervention, inv minor is off
1 ♦		3		11-21 HCP, natural, no sanctity of better minor, 3+ cards, /	Up the line F1, Inverted minor, Mini maxi, game contract, sign offs.	After 1 ♦-2 ♦ raise, 2NT rebid denies 4 card M and 3 ♦ is weakest. XYZ, FSF	Negative dbl/support dbl/redbl, after intervention inv minor is off
1 ♥		5		11-21 HCP, natural, 5+ cards	1 ♠/NT= NAT 6+ NF, 1NT= 6-10 hcp, F, GF, Limit raise, Mini Maxi, Jacoby, Bergen	After 1 ♥-2 ♥-4 ♥ = 18-19, 3 ♥ = 15-17, 4x= splinter, Resp to jacy= 3x= SPL, 4x= suit	Negative dbls, after opp dbl, INT= 8-10 HCP,
1 ♠		5		11-21 HCP, natural, 5+ cards, can have 5 card ♥	1NT= 6-10 hcp, F, GF, Limit raise, Mini Maxi, Jacoby, Bergen	After 1 ♠-2 ♠-4 ♠ = 18-19 HCP, 3 ♠ = 15-17 HCP, 4x= SPL Resp to jacy= 3x= SPL, 4x= suit	Negative dbl, after opp dbl, INT= 8-10 HCP,
INT				15-17 HCP, can have honour singleton	Stayman, TRF, South African Texas transfer, 3M= both minors GF, 3NT to play	INT-2 ♣-2M-4NT=RKCB in bid major Aft TRF new suit=SPL, Smolen, Extended Stayman	Aft 2 ♣, dbl= stay-man, rest all bids are the same, Lebensohl
2 ♣	ART	0		Forcing STR, 22+ if BAL, or 8+ tricks or 4 loser hand	2 ♦ waiting, semi-positive GF, 2M/3m= positive	2 ♣-2 ♦-2NT= 22-24 HCP, 27+ HCP	On intervention, rdbl= negative; cheapest minor, pass= positive,
2 ♦	ART	0		Multi, weak in a major	2 ♥/3 ♥ = pass or correct, 4M, 5m, 3nt= to play 2NT= playable in a game, 14-15 HCP, asking bid major 2 ♦-4 ♣ = trf, /4 ♦ = bid your major	2 ♦-2nt-3 ♣. strong in either major, puppet to 3 ♦, 2 ♦-2nt-3 ♦/♥ : weak in hearts/ spades, trf 2 ♦-4 ♣-4 ♥ = trf to ♥/♠	On intervention, 3h= pass or correct
2 ♥		5		Weak, 5 card hearts and 4 card ♣ ♦	2nt= inquiry for second suit, 3nt/4 ♥ = to play	After 2NT, 3x= second suit	
2 ♠		5		Weak, 5 card spade and 4card ♣ ♦	2nt= inquiry for second suit, 2nt/4 ♠ =to play	After 2NT, 3x= second suit	
2NT				20-21 HCP, balanced, can have 5 card major and singleton A with 20 HCP	puppet stayman, TRF, 3NT to play 5NT= pick a slam, bid 4cm up the line, 6c-slam choice	2nt-3 ♣-3 ♦ = 1 or both 4cM, 2nt-3 ♣-3nt=no 4cM 2nt-3 ♣-3 ♥/3 ♠ = 5 card 2nt-3 ♣-4nt- shows pref	
3 ♣		6		Weak, 5-9 HCP	4 ♣ = rkc, 3nt= to play, 3x= 14+ HCP, F1, 5+ cards	3 ♣-4 ♣-minorwood, responses follow 1430	
3 ♦		6		Weak, 5-9 HCP	4 ♦ = auto rkc, 5 ♦ =to play, 3nt= to play, new suit=F1	3 ♦-4 ♦-minorwood, responses follow 1430	
3 ♥		7		Weak, 5-9 HCP	3nt/4 ♥ =to play, 4nt= rkc, 3 ♣/4 ♣/♦ = F1, 5/6+	3 ♥-4nt- rkc 1430	
3 ♠		7		Weak, 5-9 HCP	3nt/4 ♠ = to play, 4nt= rkc, 4 ♣/♦/♥ = F1	3 ♣ =4nt- rkc 1430	
3NT		7 minor		Gambling, 7+ card solid minor	4nt= asking how long minor is, 4 ♣ = pass/correct	3nt-4nt- 5 ♣ = 7 card, 5 ♦ = 8 card,, 5 ♥ = 9 carder	
4 ♣		8		Preemptive, 8+ cards	4 ♣/♦/♥/♠/5 ♣ = to play		
4 ♦		8		Preemptive, 8+ cards	4 ♣/♦/♥/♠/5 ♦ = to play		
4 ♥		8		Preemptive, 8+ cards in hearts,	4NT= rkc 1430, New suit= cue		
4 ♠		8		Preemptive, 8+ cards in spades	4NT= rkc 1430, New suit= cue		
4NT	ART			Ace asking for slam	5x=Ace in suit x		
5 ♣		9		preempt		HIGH LEVEL BIDDING	
5 ♦		9		preempt			
5 ♥		9		preempt			Minorwood (4c/4d) 1430 specifically when suit agreed on bef 4c/d bid, 4NT RKCB 1430, EKC, DOPL, ROPL, 5NT pick a slam, 4NT-5x-5NT king ask, 4NT-5x-5x+1= queen ask.
5 ♠		9		preempt			