

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1   2 Level; Reopening)</b>
1 lvl O/C-- 7-17 HCP no requirement of good suit
2 lvl O/C= 12-17 HCP generally 6 cards( can be 5)
Resp: cue-- F1; new suit-- Nat F1; Jumps are fit showing;
Cue bidding opener's suit at 3 lvl= mixed raise
Reopen: Can be a king light
<b>INT OVERCALL (2<sup>nd</sup> 4<sup>th</sup> Live; Responses; Reopening)</b>
Live pos: 15-18 Balancing pos: 12-14(minor), 12-17(Major)
Resp: same as our 1NT opening for minor and 1NT O/C on M for balancing 1N over 1M we play 2♣ as Range Stayman:
Resp@ 2lvl shows 12-14; 2N= 15-16 any; 3m= Nat 17-18;
3OM= 4 card 17-18; 2M= 3 card OM max; 3N=to play
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 suit= Weak ( regardless of vulnerability);
WJO can be really weak when NV or opps have opened STR
Michael Leaping Michaels: Either <opening or strong(>16)
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1m(2m)= both majors <12 or >16[unless 1m promises STR hand]
1M(2M)= OM+ unknown minor <12 or >16; 1X(2n)= two lowest unbid
1X(3X)= asks pd to bid 3NT with stopper(mostly long minor)
<b>VS. NT (vs. Strong Weak; Reopening; PH)</b>
Weak Strong: Woolsey= 2♣= Majors ; 2♦= One Major
2♥=♥+m (54+); 2♠=♠+m(54+); 2N= minors 55+
DBL= 4M+longer minor (Penalty if weak NT)
Balancing: DONT (X= Single suit; 2X=X+Higher 54+;
Direct 2♠ weaker than X followed by 2♠.)
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2NT: 15-18 natural; leaping michaels; 2m(4♣)= om+♥
2m(4♦)= om+♠; 2m(3m)=MM; 2M(3M 4M)= mm Comp
2 3M(4m)= m+OM; T O till 4s; 5m(X)= values; 4N= two suiter hand
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>DBL=Majors; NT=minors; 1♣(1♦)=4M and longer minor</b>
Rest= NAT; Jump overcalls can be really weak. 2 lvl= 5+ cards
and 3 lvl= 6+ cards
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
<b>XX= 10+ , Transfers on 1M (x). Jumps are Fit showing.</b>
1M(X) 2N= 4 card Limit raise +
2NT generally limit+ for Major in COMP unless TRF

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup>  5 <sup>th</sup>	3 <sup>rd</sup>  5 <sup>th</sup>	
NT	3rd from 3 cards 4 <sup>th</sup>	3rd from 3 cards 4 <sup>th</sup>	
Subseq	3 <sup>rd</sup>  5 <sup>th</sup>	3 <sup>rd</sup>  5 <sup>th</sup>	
Other: 10 9= 0  2 Above; Jack denies; 5+ LVL= K from AK(Count), A denies K			
NT: A Q =Unblock or CNT, King asks for Attitude; Suit: everything asks att			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	AKJ+	
King	AK, KQ+	AKx+, KQx+, KQJ+	
Queen	QJ+, AKQ+,	KQT+, AKQ+	
Jack	denies anything above	denies anything above	
10	0 or 2 higher cards	0 or 2 higher cards	
9	0 or 2 higher cards	0 or 2 higher cards	
Hi-X	from Xx	from Xx	
Lo-X	3rd 5th	3rd from 3 cards 4th	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	<b>ATT</b>	<b>CNT</b>	<b>ATT</b>
Suit 2	<b>S P</b>	<b>SP</b>	<b>S P</b>
3	<b>CNT</b>		<b>CNT</b>
1	<b>ATT</b>	<b>CNT</b>	<b>ATT</b>
NT 2	<b>S P</b>	<b>SP</b>	<b>S P</b>
3	<b>CNT</b>		<b>CNT</b>
<b>Signals (including Trumps): CARDING -- UDCA</b>			
Reverse-smith( in suit contracts also), trump suit preference(when smith is already given); UDCA. Discards--1st discard= Lavinthal and sub. UDCA			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Ideally 12+ . Can be short in unbid minor. Can be 10+ if classic 4441			
OR can have any strong hand.			
responses-- cue= GF or both majors INV+ if 1m is opened. 1NT= 7-10			
2N= 11-12; Reopening doubles= 8+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS RDLS</b>			
NEGATIVE Dbls; RESPONSIVE DBLS;			
SUPP Dbl&RDb &1NT: X XX= Supp w o Check; 1nt= w  chk supp			
RESP DBLS;			
LEAD-DIRECTING Dbls of ART bids;			
ROSENKRANZ RDBL			
SNAPDRAGON DOUBLE			

W B F CONVENTION CARD
<b>CATEGORY:</b> GREEN
<b>COUNTRY :</b> INDIA
<b>PLAYERS :</b> Prajjwal and Tilakraj Chowdhury
<b>EVENT :</b> ALL
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF always, 5 card majors, 3 card minors;
1nt= 15-17 can be offshape
2♣= Strong Almost FG
2♥ 2♠: 5♥ ♠+ 4+m(5+5+ when Vul) less than opening hand
2♦ = weak in either major (4-10)
1M-1nt= Semi-F; 4m= Namyats 1-2-4 pos; 3rd seat= preemptive
Very light and Aggressive preemptive style when NV
Judgement allowed in any situation.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♥ 2♠: 5♥ ♠+ 4+m(5+5+ when Vul) less than opening hand
2♦ = weak in either major (4-10)
1♣-2♦; 1♦-3♣= mixed raise; 1♣(x)2♦; 1♦(x)3♣= Limit Raise+
1m-2♥= 5+♠, 4+♥ 5-8 [Same after a T O double also]
1m-2♠=(10)11-12 balanced [Same after a T O double  1♥ O C ]
1m-2nt= 13-15 Balanced any; 1m-3nt= 16-18 balanced any
1♥-2♠= 12-14, 3 cards H; 1♠-3♣ = 12-14, 3 cards S
1M-2♣= 2+♣GF; (Relay Structure)
(1x) p (1y) 1N= 55+ other two suits generally less than opening
1N-2♣-2M= denies 4OM and 1nt-2♣-2N 3♣= both M 44
<b>over REV: lower of 4thsuit  2N= LEB</b>
1♣-1nt-2nt= 4-4-1-4 15-17(Short ♦)
1m(1♥)X= 4+♠; 1m(1♥)1♠= denies 4♠
Woolsey against INT 2NT; 4th seat 2X opening = 10-13 6 cards
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>When we are in GF auction or our side has bulk of points</b>
<b>After 1X(X)XX. After penalty X of any 2 suiter bid.</b>
Pass and Pull is Slam try; X=min hand
<b>IMPORTANT NOTES:</b>
Light openings and Very Aggressive preempts when NV.
Sometimes Erratic Leads and signals against slams
<b>PSYCHICS:</b> Very Rare

OPENING	ART	MIN. NO. OF CARD	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	12-21 HCP 3+ cards	2m=4+GF; 2♦=Mixed Raise; 2♥= 5+♠, 4+♥ 5-8	1X-1Y-1Z: we play 2-way Checkback	new suit=forcing
					2♠=11-12 ART INV; 2N=13-15 Bal; 3N=16-18;	over REV: lower of 4thsuit   2N= LEB	1m(X) jump in om: Limit raise+
1♦		3	4♥	12-21 HCP, 3+; can hv 5♣/4♦	similar to 1♣: 1♦-3♣=Mixed Raise	1m-1M-2M-2M+1 is a relay.;	Transfers after 2 LVL O/C
1♥		5(4)	4♦	12-21 HCP, 5+	1N= SF; 3♣♦=Mixed/Limit; 2♥=8-10; 2N=GF 4+♥	1M-1nt-2♣= Gazzili; 1♥-1♠-2R-2♠= ART GF	Reverse drury (2♣=3; 2♦=4)
				5332 14 HCP we open 1nt	2♠= 12-14 3♥; 3♠=Any mini SPL; 3N 4m= ♠ m SPL	1♥-1n-2n ♠= 6H+ 4m ♠ 15-16	2♠ NT=Mixed Raise over 1♥ ♠
1♠		5(4)	4♥	12-21 HCP, 5+	Similar to 1♥; 3♣= 12-14 3♠; 3♦ ♥=Mixed/Limit	Short suit and help suit G/T after 1M-2M	3 lvl bids are fit showing
				5332 14 HCP we open 1nt	2N=GF 4+♠; 3N= Some Mini Spl.; 4m ♥= SPL	Relay Structure after 1M-2♣	transfers over 1H(1S) and 1M(x)
INT			4♥	15-17 5M 6m 7m stiff possible	2♣: Stay, 4 suit TRF; 3♠=Puppet; 3♦=5-5 m's GF	Delayed Texas, Smolen , Distribution ask	Runout: XX= forces 2♣(own suit)
				Can have 14 sometimes	3M= 54m 3M; 4♣♠ NT=Quantitative; 4♦ ♥= Texas	1N-2♣-2d M-2 3n= May not have 4 card M	2X( X+higher); Rubensohl
2♣	Yes	0	NO	Strong Almost FG	2♦=GF; 2♥=DBL NEG; 2n=♥+ve; 2♠ 3m=+ve NAT	kokish after 2♣-2♦; 3M= Self sufficient suit	2♣(bid) X= 4-7 and Pass=0-3
					3♥= both majors; 3♠= Both minors; 3nt= Solid suit	2♣-2♦-2N=22-23; through 2♥ 2nt=24-25	2♣(bid) Pass can be penalty also
2♦	Yes	6M		Weak in either Major	2 3 4M=p c; 2N=relay; 3♣♦= ♥ ♠; 3N= to play	2nt: 3♣=bad hand; 3♦ 3♥=good hand with♥ ♠	2♦(X) XX= KILL. rest= Sys on
				3rd seat-- 5+D weak		3♠ nt= 6♠+4♥ 6♥+4♠ good hand	2♦(2M) X=p c; 3 4 5 lvl O/C X= PEN
2♥		5	NO	5♥+4m(55+ when vul)[4-10]	2♠= F1 5+S ; 2N= relay; 3♣=p c; 3♦=Inv 3+support	2M-3♦-3M= decline game	doubles are Penalty
				3rd seat-- 5+♥ weak	3♠ 4m= SPL; 4♣=RKC; 4♦= Power Raise;		XX= Kill
2♠		5	NO	5♠+4m(55+ when vul)[4-10 ]	2n= Ask ; 3♣=p c; 3♥= NAT F1; 3♦=Inv 3+support	2M-2nt-3any-3OM= Major agreed S/T	4OM M to play after intervention
				3rd seat--5+♠ weak	3♠ 4m= SPL; 4♣=RKC; 4♦= Power Raise	2M-2nt-3♥ ♠= Good hand ♣♦ Second suit	
2NT				20-21 can be unbalanced	3♣= Stay; 3♦ ♥♠ NT 4♣♦ ♥= TRF	2N-3♣-3N=both M 44+; 2N-3♣-3M= Smolen	
					4♠ 4NT= Quantitative	2N-3♣-3M-OM at cheapest lvl= M agreed	
3♣		6	NO	Weak	3♦=Majors; 3M= nat F1; 4♦=RKC; 3n 4M= To play		Doubles are PENALTY;
3♦		6	NO	Weak	4♣=Majors; 3M= nat F1; 4♥= RKC; 3n 4♠= To play		4M= To play
3♥		6	NO	Weak	3♠= NAT F1; 4♣= KC; 4♦=Power Raise		Doubles are PENALTY;
3♠		6	NO	Weak	4♣= KC; 4♦=Power Raise; 4♥= Splinter		4M OM= To play
					Double jumps in new suit over 3M= EKC		3X(X)XX= TO play
3NT	Yes			Gambling solid minor	any ♣=p c; 4♦=ask shortness; 4M= to play		
				3rd 4th seat= TO PLAY	4N= bid 5 with 7 cards and 6 with 8 cards		
4♣		7		Namyats(1-2-4 seat only)	4♦= Slam try; 4♥= Signoff		DBL= PENALTY
4♦		7		Namyats	4♥= Slam try; 4♠= Signoff		DBL= PENALTY
4♥				Preempt	4♠=RKC; 4N 5m= Cue		DBL= PENALTY
4♠				Preempt	4n= RKC; 5m ♥= Cue		DBL= PENALTY
4NT				Ace asking	5♣=No ace; 5♦ ♥♠ 6♠= Ace; 5N= 2 aces		
5♣				Preempt		<b>HIGH LEVEL BIDDING</b>	
5♦				Preempt		Kickback-1430(step above trump suit at 4 lvl). 4m RKC for agreed m when minor	
5♥				bid 6 7 with 1 2 A K in trumps	6H= A K; 7H= both AK	is agreed below 3nt else kickback. after KB-- 5th step even KC +void,	
5♠				bid 6 7 with 1 2 A K in trumps	6S= A K; 7S= both AK	bid void=odd KC. EKC--1430; 5nt=often pick a slam; Splinters, Italianate cues	
					<b>NOTE:</b>	Lightner X's; when cue/SPI is X'ed= xx 1st rnd control, pass no control,	
					Sometimes Corresponding Wood is RKC.	New suit cue= 2nd rnd in both suits; 4M= 2nd rnd control no 2nd rnd in upper suit	
					4M= RKC for Corresponding minor sometimes	when RKC is interfered pass= 1st step, X XX= 2nd step..bid 3rd Step and so on	