

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 Level - 7-15 HCP Good 5+ Suit, Rarely 4 Card
AT TWO LEVEL SOUND.RESPONSE:NEW SUIT NF
CUE=10+ Doesn't PROM Supp
Jump Bid SHOWS FIT Showing
In Balance Seat Can be weaker than usual
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th Live : 15-18 HCP Balanced, likely stopper in opponent's suit
Responses same as after 1NT opening except TRF to OPPT's suit 5 cards
In Balancing Position : 11-16 HCP, doesn't promise stopper in opponent's
suit (1m)-P-(P)-1NT=11-14, (1M)-P-(P)-1NT=11-16,
2A=Stayman, Response with Max bid 2NT when
3A=ReSTAYMAN
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK except at VUL and Sandwiched Position=STR
In Balancing - Jumps are strong
Unusual NT : 2NT shows two lower unbid suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue (1x-2x) = MICHAELS
Jump Cue (1x-3x) = Solid minor suit, invites 3NT with a stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong: DBL - 4M + 5+m; 2♣ - Both M; 2♦ -Long M
2♥ /2♠ - ♥ /♠ 5+/4 any M 2N- Either ♣ weak or
Other suit Strng
3♣ - ♣ Strong;3♦ / 3♥ /3♠ - Weak Suit
Weak: Dbl Penalty , Rest is Same as Strong NT
Balancing positon: X= Single suiter, 2♣ = C+high, 2♦ = D+high,2H=MAJORS(4-4 atleast), 2S= ONLY SP, 2NT= Both Minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O (Pass on RDBLE=Penalty), Leaping Michaels (5-5+ Game INV)
3M-4m= 5+OM & 5+m (Game INV), Lebenshol on many sequences.
Over 3c or 4c preemt 4D is Both MAJORS. Like 3c 4D/3c-p-4c-4D= Both Majors on both sides

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3rd or 5th	3rd or 5th, top from doubleton
NT	Generally 4th best, 3rd from 3	4th (3rd from 3), top from doubleton
Subseq	same	same
Other: Vs. NT, K asks for ATT and A or Q asks UB or CT		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK(+), Ax	Asks UB or CT, AKJ10(+)
King	KQ(+), AK	Asks for ATT, AKx, KQx
Queen	Qx, QJ, QJx, QJ10x	Asks UB of J or CT, KQ109
Jack	KJ10, Jx, J10, J10x	AJ10, KJ10, Jx, J10x
10	H109x, 109x, 10x	H109x, 109x, 10x
9	98x,9x	98x,9x
Hi-X	Xx, denies H	Xx, denies H
Lo-X		
SIGNALS IN ORDER OF PRIORITY		
1 Partner's Lead	Declarer's Lead	Discarding
Suit 2 ATT (Lo = ENCRG)	Count (Hi = Odd)	ATT (Lo = ENCRG)
3 Count (Hi = Odd)	S/P (STD)	Count (Hi = Odd)
1 S/P (STD)	ATT (Lo = ENCRG)	S/P (STD)
NT 2 ATT (Lo = ENCRG)	Reverse Smith	Rev
3 Count (Hi = Odd)	Count (Hi = Odd)	Smith/Lavinthal
S/P (STD)	S/P (STD)	Count (Hi = Odd)
		S/P (STD)
Signals (including Trumps):		
1) Reverse Smith echo vs. NT, Low-Hi shows interest from both sides		
2) Against NT - Attitude if dummy wins trick with A or K, Count if with Q or lower		
3) Low-Hi in Trumps shows 3 and interest in ruff 4) UPSIDE DOWN Signals		

W B F CONVENTION CARD
CATEGORY: Green
NCBO: India
PLAYERS: Sayantan Kushari-Sagnik Roy
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors (Semi-F 1NT), Walsh Responses over 1♣
Most jump shift responses ART; many FIT bids; NAT weak 2-bids
Depending on VUL & Pos (2nd seat sound); wide range overcalls.
(strongish at 2-level) Frequent WJO; frequent use of non-penalty DBL
ART 2NT in COMP. 1st & 3rd seat NV preempts can be destructive;
2nd & 4th preempts CONST, 2/1 Game Force except rebids, Inverted raises over minors.
1NT Opening: (14+) 15-17 HCP (singleton possible)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
- 1♣-2♦ =Mixed Raise (7-9 HCP, 5+A),1♦-3♣ =Mixed raise(same)
- Reverse Flannery Response: 1m-2♥ = 5♠/4♥ 6-8 HCP, 1m-2♠ = 5♠/4♥9-11 HCP, and therefore 1m-1♠-1NT-2♥=GF
- Inverted Raise over minors: 1m-2m=INV 10+ HCP, F to 3m.
- 1m-2NT=11-12 HCP BAL, 1M-2NT=12+ HCP BAL, 1M-3♦=Limit Raise
- 1♥-2♠=Any splinter (8-10/15+), 1♥-3♣=Mixed Raise
- 1♠-3♣= Any minor splinter (8-10/15+), 1♠-3♥= ♥ Splinter (8-10/15+),
- TRF after 1M-Dbl,
- Direct 2-Suiter Bids, Michaels in Protective Seat, Leaping Michaels
- 1♠-1♦=May be 3-cards, 1m-1♥/♠=Can be 3-cards rarely.
- 2-Way DRURY (1M-2♠= 3-card SUPP; -2♦= 4-card SUPP) by passed Hand.
Playing tricks.

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣= X= Clubs, 1D/H/S= Nat(4+),1NT= Both Minors (4-4 atleast),2C= Both Majors, 1C-1D-X= D, 1C-1D-(2D by us Both Maj). After strong 2C opening x=Majors 2NT= both minors rest nat.
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL - 10+
1♥ /♠ -(DBL) Transfer Response applicable

DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
Strength of immediate hand at 1 level=(10)11+ HCP, 2 level 13+, 3 level 14+
Tends to have 3+ cards in all 3 suits unless very strong (good one suited hand)
Takeout Dbl upto 4♠,
Reopening: same as above, may be 1 Q less.
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
1) Negative double upto 3♠ & after that values 2) Responsive dbl,
Extended responsive dbl, Snapdragon dbl, Cards dbl, Competitive dbl and Co-
operative dbl 3) Support Dbl/RDbl - 3 card support (doesn't show extra values)
4) Slam Dbl - Lightner for unusual lead 5) Rdbl doubled cue bid - A or void
6) Stayman or transfer bid dbl - Shows suit
7) Rosencranz double shows a top honour in partner's overcalled suit

SPECIAL FORCING PASS SEQUENCES
PASS & PULL shows Slammish hand,
1X-(1N)-DBL=Business, then Pass is Forcing upto 2♥.
Some known situation when opponent is sacrificing then If 2X dbl 4X then pass is forcing. Some more same kind of situations are there.
IMPORTANT NOTES
Sandwich overcall may be very weak, Third seat opening may be weak,
PSYCHICS: Rare

OPENING	TICK/LF	MIN NO OF	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4s	(10)11-21,4432,4333	1♦=3+cards,1N/2N/3N=8-10/11-12/12-15, 2♦=Mixed Raise	1♣-1♦-1N=Bal, can have majors.1♣-1X-1NT-2♣=CB,1♣-1♠-1NT-2♥=GF	1♣-2/3♣=Limit/Mixed,1♣-2♦=FIT
				Or better ♣	2♣=F1, 2♥/♠=5♠&4+♥, 3♣=PRE, 3♦/♥/♠=SPL, 4♣=RKCB	1♣-1M-3♦=18-19 BAL 4-card M, 1♣-1X-2NT= Transfer response	1♣-2♥/♠=5♠&4+♥same as UPH
1♦		4	4s	(10)11-21,always		1♦-1M-1NT-2♣=CB-2♦=to play, 1♦-1♠-1NT-2♥=GF, 1♦-1♠-3♥=18-19BAL 4♠	
				4+ cards		1♦-1M-2NT- TRF responses	
1♥		5	4s	(10)11-21,can be 4 in 3 rd seat	1♠=4+cards, 1NT=Semi-F, 2♣/♦=GF 2♥=Good Raise, 2♠=SPL any (8-10/15+), 2NT=12+ BAL,3NT= D spl (10-14)	1♥-2♥=? Help suit game try/Short Suit Game or Slam try/6♥ BAL try/Void SPL	
1♠		5	4h	(10)11-21, can be 4 in 3 rd seat	3♣=Mixed, 3♦=Limit (10-12), 3♥=PRE, 3♠/4♣/♦=SPL 11-14 3♣=SPL in m (8-10/15+), 3♦=limit raise(10-12), 3♥=♥ SPL	1♥-2♠-2NT=Relay 1♥-3♣-3♦=Last train, 1M-1NT-2NT (18-19 BAL) Similar approach as 1♥, 1♠-2♠-? 1♠-3♣-3♦-? 1♠-1N-3♣-3♦-?	

INT		4s	(14+)15-17, Balanced or semi BAL	2♣=STAY, Four suit TRF 2♦/♥/♠/2N=TRF to 2♥/♠/♣/♦;3♣/♦=INV/FG Both minors, 3♥/♠=Short,	1N-2♣-2♦-2♥=P/C; -2♠=relay; -2N=Inv; -3♣/♦=5+m & 4 card M GF; -3♥/♠=Smolen; -4♣/♦=6-4 Ms Slam INV; 4N=QUANT,	Against 2h cut 2nt is either club forcing or any sign off. 3c=d, 3d=4SGF,3h=5+s,3S=both minors5+4+,3nt=to play,4c,4d are trf to h,s. Against 2s cut 3h=both minors and 3S=4h GF rest are same.
			Can have any 6 card suit	4♣/♦=TRF to ♥/♠, 4♥/♠/♣/♦=to play, 4NT=Quantitative, 5NT=Pick a slam	1N-2♣-2NT=5 card H max; -3♣=5 card Sp max, 1NT-3♦-3♥/♠=further enquiries	
2♣		04s	22+ HCP or Game in hand	2♦ = Neg or Waiting Bid, Rest all suit Bids = Nat and 8+, 2NT = Single suiter weak hand	After 2♣-2♦ Kokish Development	
2♦		5	(3-9)hcp, unless 3 rd seat(can be very weak)	2h/2s= Nat 5+ fc for a round. 2nt=enq. 3c=nat. 3h/s=spl.	Enq replies- 3c-cl short/bal good, 3d-min, 3h-4s,3s-4h 3D=min	
2♥		5	(3-9)hcp, unless 3 rd seat(can be very weak)	2s=Nat fc for a round, 2nt=enq, 3c/d= nat, 3s/4c/4d=spl '4s/5c/5d=ekc	2h-2nt-3c=any short .. 3d=6H4m. 3s=6h4s 3nt=balanced good 3d=enq then 3h/s/nt are club/d/sp short. 3H=Min	
2♠		5	(3-9)hcp, unless 3 rd seat(can be very weak)	3c/d/h=nat fc. 2nt=enq	2s-2nt-3c=any short..3d= 6s4m,3h=6s4h, 3NT=balanced good. 3S=min	
2NT		4	20-21 bal/semi bal(can be 19)	3c=muppet stayman,3d/h=trf to h/s,3s=pupp to 3nt,3nt=trf to c,4c=trf to d,4d=trf to h,4h=trf to s,4s=both minors ,4nt=quant,5c/d=nat to play	2nt-3c-3d=one or both 4card M, 3h/3s-4s/4h.4c=both M slam/4d=both M game 2nt-3c-3h=no maj,3s=pupp to 3nt,3nt=5s4h. 2nt-3d-3h-3s(puppet to 3nt)/3nt(5h4s)	
3♣		6	(3-9)hcp, unless 3 rd seat(can be very weak)	3d/h/s=nat fc for a round. 3nt=to play. 4d=spl. 4h/s=to paly. 4nt=rkc		
3♦		6	(3-9)hcp, unless 3 rd seat(can be very weak)	3h/s=nat forc for a round. 3nt=to play. 4c=nat. 4h/s=to play. 4nt=rkc. 5c=to play		
3♥		6	(3-9)hcp, unless 3 rd seat(can be very weak)	3s=nat forc for a round. 3nt=to play. 4c/d=epsilon. 4h=to play. 4s=ekc. 4nt=rkc. 5c/d=to play.		
3♠		6	(3-9)hcp, unless 3 rd seat(can be very weak)	3nt=to play. 4c/d=epsilon. 4h=to play. 4s=top play. 4nt=rkc. 5c/d=to play. 5h=ekc	HIGH LEVEL BIDDING	
3NT			Gambling unless 3 rd /4 th seat(to play)	NF,4♣/5♠/6♣=p/c	RKCB=1430, RKCB Response : 5NT=Void with ODD number Key Cards; 6 Level EKCB= same as after RKCB by steps, DKCB=Lower-upper-both, Cue Bids, Splinter	bid=Even number Key cards, 5NT=Specific or others King ask.
4♣		6	Preemptive			
4♦		6	Preemptive			
4♥		6	Normal preempt	4NT=RKCB, New Suit=Control Asking		
4♠		6	Normal preempt	4NT=RKCB, New Suit=Control Asking		
4NT			Specific Ace Asking	5♣=No Ace, 5♦=♦A, 5♥=♥A, 5♠=♠A, 5NT=♣A, 6♣=2 Aces		