

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			CATEGORY:	
OVERCALLS (Style; Responses; ½ Level; Reopening)	Lead		In partner's suit		NCBO: EVENT:	
At 1 level 8-18, usually 5+ cards, 4 cards overcall with length in RHO's	Suit	3 RD /5 TH	Same.		PLAYERS: Abhijit Chakraborty & Samir basak	
Suit with good hand, new suit NF after 1 level OC; at 2 level sound; CUE	NT	4 TH / 2 ND	Same.			
Response= 10+, doesn't show support, Jump bids shows FIT except(1♣)-	Subsequent	Same	Same.			
1♦-(P)-2♥/♠, (1♦)-1♥-(P)-2♠= 6+ suit INV., CUE at 3 level=Mixed	Vs-NT: A is asking Count or Unblock& K for Attitude					
Raise, 4 level CUE= Splinter	Vs-Suit:A is for Attitude & K for Count					
LEADS					SYSTEM SUMMERY	
	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE	
INT OVERCALL (2nd / 4th Live; Responses; Reopening)	Ace	AK+,AX	AKJ10+		5 card Major (Semi-F1NT); 3 cards minors (1♦ usually 4 cards); Most JS	
15-18 RESPONSES as after 1NT opening except TRF to opponent's 5card	King	AK, KX, KQ	AKX+, KQX+		responses are ART; many fit bids; WK-2 bids depends on VUL & POS	
suit, (1m)-P-P-1NT=11-14, (1M)-P-P-1NT= 11-16 response after 1NT op-	Queen	KQ+,KQJ+, QJ,QX	KQ109+,AQJ+		(2 ND seat sound); 3 level PREs same as WK 2; Wide range Overcall	
-ening 2♣= Stayman, Response with Max.bid 2NT when 3♣= Re-stayman	Jack	JX,QJ+,QJ10+,J10	J109+,J10X		(STR at 2 Level); Frequent non-penalty DBLE & ART 2NT in Comp.	
other bids i.e. 2♦/ 2♥/ 2♠ shows Minim hand	10	10X, 109,J10+	J109+,J10X+		1NT=(14)15-17 may have 5 cards Major or 6+ minors; 2/1 is GF unless	
	9	9X,109+	109X+		re-bid.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Hi - x	2Card orTop of Seq	Top(rare from 2-card)			
Weak (except at Sandwiched VUL position), 2NT= Un-bid Lower Suits	Lo - x	Does not prom. hon	1 or 2+ Card			
SIGNALS IN ORDER OF PRIORITY					SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)		Part's Lead	Dec's Lead	Discarding	1♣-2♦/1♦-3♣ = Invitation Raise(9-11, 5+ Support); 1m-2m=INVT, 11+ forcing to 3m	
(1X) – 2X= Michael's, (1X) - 3X= Asking for stopper, solid long minor	Suit	1	ATT= UDCA	COUNT=UDC A	ATT = UDCA	1m-2♥=5+♠ & 4+♥,6-8; 1m-2♠=5+♠ & 4+♥,9-11; 1m-2NT=11-12;
		2	COUNT=	SPS = STD	COUNT = UDCA	1♥-2♠=Spl. Somewhere 8-10 or 15+, 3♣= Limit
		3	UDCA	ATT = UDCA	SPS = STD	Raise,3♦= Mixed Raise; 3♣/4♣/4♦=11-15 & Spl. In bid suit; 1S-3D=Mixed /Limit Raise 1S-3C=Minor mini or maxy splinter 1S-2NT=jakoby
VS – NT (VS. Strong / Weak; Reopening; Passer hand)	NT	1	ATT = UDCA	SMITH= UDCA	SMITH=UDCA	Labensohl, 2-way Drury, Leaping Michaels, TRF after 1M-Dbl;
DON'T with modification Vs-STNT; Vs- WK Cappilaty		2	COUNT=	COUNT=	COUNT= UDCA	
		3	UDCA	UDCA	SPS = STD	
2NT= Any single Suitor (may be WK after STR. NT		SPS = STD	SPS = STD	SPS = STD		
& with opening hand after WK NT)	Smith echo –Vs- NT= UDCA from both side.					
	Trump echo -Vs- Suit= Hi-Low shows interest in ruff.					
VS –PREEMPTIVES (Doubles; Cue-bids; Jumps; NT Bids)	ATT/ SMITH/COUNT = UDCA; SPS = STD				SPECIAL FORCING PASS SEQUENCES	
DBL= T/O (Pass on RDBL= Penalty), Leaping Michael (3M-4m= 5+ OM	DOUBLES					
& 5+ Bm G Inv), Lebensohl after T/O of NAT 2X, CUE= BM/Bm	TAKE OUT DOUBLES (Style; Response; Reopening)				All passes are forcing when we at least promise an INV for Game; all	
(2♦) - 4♠ = ♠ & ♥ and 4♦ = ♠ & ♠	Strength of immediate hand at 1 Level= 11+, In balancing				passes are forcing from both sides up to 2♠ after a Re-dble made by	
	may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4♠.				Responder; Pass-n-Pull shows Slam mish;1X-(1NT)-Dbl = Business,	
VS –ARTIFICIAL STRONG OPENINGS	Tends to have 3+ cards in all suits unless very strong-GOSH				then Pass is F up to 2♥.	
Vs- STR 1♣ - DBL= BM, NT= Bm, 2♠ = ♠+ Major 2♦ = ♦+ Major	SPECIAL,ARTIFICIAL & COMPETITIVE (RE) -DBLE					
Vs STR 2♠ -DBL= BM, NT= Bm, 3♠ = ♠+ Major 3♦ =♦ + Major	(-)vie DBLE up to 4H, Support Dbl (doe's not show extra),					
	Responsive Dbl (F up to 2♥), Extended responsive Dbl,				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	

OVER OPPONENT'S TAKE OUT DOUBLE	Snapdragon dble, Cards Dbl, Rosencranz dble & Re-dbl,	Sandwich overcall may be weak; 3 RD seat opening may be weak; 2/3 X-
Rdbl usually deny fit, 1X=4+ suit & F; single raise may be very weak,	Competitive dble & re-dble, Co-operative dble, Lead	(DBL)-Re-Dbl= TRF to next Bid & new suit is Lead directing with Fit;
Dble raise= Mixed; After 1M dble TRF at 1 or 2 level; 1X-(Dble)- 2Y(J)	directing dble,Over Multi 2♦-Dbl= Single suit WK or Bm	
Fit; 1X-(Dble)- 3Y(Double Jump)= Preemptive , 1M-X-3M= Mixed	(Better or Int.)4♣/♦=L.M.,2NT=Nat,3♥/♠=Inv,rest=Nat	PSYCHICS: RARE.

OPENING	TICKET	*ART	MINNO	CARDS	NEGBL	THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING				
1♣			3		3♠		11-21 HCP	1NT=8-10, 2NT=11-12 ,INVtraise,2♦= Inv raise, 2♥/♠= 5+♠ & 4+♥, 3♦/♥/♠= Spl., 3NT=12-15, 3♣ = Preempt, 4♣=Preempt.	1♣ -1X > 1NT- 2♣ = Check-Back, 2♦ = NF, 1♣ - 1♠ > 1NT-2♥ = GF, 1♣ -1M>3♦= 18-19 bal 4 cards support, 1♣ - 1X> 2NT- 3♣= Wolf Sign-off, X=F, 3 RD Suit G.F.	1♣- 3♣= Mixed raise, 1♣ - 2 X= FIT				
1♦			3		3♠		11-21 HCP	1NT=8-10, 2NT=11-12 ,INVtraise,3♣= Inv raise,2♥/♠= 5+♠ & 4+♥, 3♥/♠/4♣ = Spl., 3NT=12-15, 3♦ = Preempt, 4♦ = Preempt	1♦ -1M> 1NT- 2♣ = Check Back, 1♦- 1♠>1NT-2♥= GF, 1♦-1♠>3♥=18-19 Bal 4 cards ♠,1♦-1X>2NT-3♣= W.S.O Any bid = F, 3 RD suit = GF	1♦ - 3♦ = Mixed raise, 1♦ - 2 X= FIT				
1♥			5		3♠		11-21 HCP	2♥=Better raise, 3♣= Limit raise,3♦= Mixed raise,2♠= Spl. Somewhere 8-10 or 15+, 3♣/4♣/4♦ = Spl, 11-14,	1♥-1♠>2 NT-3♣=W.S.O.1♥-2♠>/2NT=Relay, 1♥-3♣> 3♦= Last Train, (BERGEN RAISE 3♣=10-12, 3♦=7-9).	1♥-3♥=Mixed raise, 1♥-2♠=Spl. Anywhere 8-11, 2NT= ♠ Fit, 2♣/2♦= Drury				
1♠			5		3♥		11-21 HCP	2♠=Better raise,3♦=Mixed raise / Limit Raise, 3♣ = Mini / Maxy Splinter 3♥ = splinter mini /maxy	1♠-3♣>3♦=Relay, 1♠-3♦>3♥=Last train, 1♠-3♥>3♠= Non-forcing opposite 8-10,	1♠-3♠=Mixed raise, 1♠-2 NT=Spl. Anywhere 8-11, 2♣/♦=Drury, Jump Suit= Fit				
1NT					3♠		(14+)15-17, can have single stiff	2♠=Stayman, Four suit TRF, 3♣=Bm INV, 3♦= Bm GF, 3♥/♠= short in bid suit, 4♥/♠=To play,4NT=QR, 5NT= Pick up the slam,	1NT- 2♣>2NT= 5 card M 15-16 HCP, 3H/3S=17 HCP 5 Cards, 3C/3D=6Cards					
2♣	(*)				2♠		STR 22+ or Game in Hand, Winner > Losers.	2♦ = neg./wait. bid, 2♠= Nat (+)vie, 3♣/♦= Nat (+)vie, 3♥= Any 4-4-4-1(+vie), 2H =Weak Hand 2NT= + with H Suit	After 2♣-2♦Kokish development, 2♣-2NT>3♣=Relay After that below the name suit weak, after intervention 2 level dble show 6+, pass show weak or that suit; 3 level onward dble show less than 2 effective Q					
2♦			6		2♠		6-11, Rare 5 cards & may have Major.	New suit is F 1, 2NT= RELAY,	2♦-2M> Any bid- 3♦/3M=NF, 2♦-2NT>3♣=good hand, 3♦= bad Hand, 3M=good hand & other M	New suit= Fit				
2♥			6		2♠		6-11,Rare 5 card	New suit is F 1,2NT= relay, Jump bid is Fit showing	2♥-2♠>Any Bid -3♥or3♠=NF, After 2♥-2NT> Rebid 3H= balance hand Any other bid Show shortness of that Suit	New suit = Fit, 2NT= ♠ Fit,2♠= Spl any where				
2♠			6				6-11,Rare 5 card	New suit is F 1,2NT= relay, Jump bid is Fit showing	After 2♠- 2NT, 3S= Balance hand, any suit bid show Short of that suit	2NT= Spl. Any where, New suit=Fit				
2NT					3♠		(19+)20-21 can Have single stiff	3♣=Muppet Stay Man, 3D/3H=xfer, 3S=xfer to 3NT 3NT= To play with Minors, 4♥/♠= To play, 5♠/♦= To play.	2NT - 3♣> 3NT= BM, 2NT-3♣>3♦- 3♥ or 3♠=Smolen					
3Bids			6				Nat preempt	New suit F, except 4♣,4♦=Epsilon	<p align="center">HIGH LEVEL BIDDING</p> <table border="1"> <tr> <td>RKCB = 1430, 5NT = VOID WITH EVEN No KEY CARD, 6 LEVEL BID = ODD No KEY CARD, EKC= SAME AS AFTER RKCB BY STEPS, DKCB = LOWER-UPPER-BOTH, 5 NT= SPECIFIC "K" ASKING, CUE BIDS, SPLINTERS</td> </tr> <tr> <td> </td> </tr> <tr> <td> </td> </tr> <tr> <td> </td> </tr> </table>		RKCB = 1430, 5NT = VOID WITH EVEN No KEY CARD, 6 LEVEL BID = ODD No KEY CARD, EKC= SAME AS AFTER RKCB BY STEPS, DKCB = LOWER-UPPER-BOTH, 5 NT= SPECIFIC "K" ASKING, CUE BIDS, SPLINTERS			
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3NT							Gamb. in 1 ST & 2 ND seat	4♣=P/C,4♦=Ask for Short suit,4NT=Length asking						
4♣			7				Nat preempt							
4♦			7				Nat preempt							
4♥/♠			7				Nat preempt	New suit epsilon, except 4♠=To play, 4NT= RKCB						

4NT				Specific "A" asking	5♣=0A,5♦=♦A,5♥=♥A,5♠=♠A,5NT=2 A,6 ♣=♣A		

