

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening) At 1 level 8-18 usually 5+ card. 1 cl overall with length in RHO's suit with good hand, new suit after 1 level or at 2 level sound, one response = 10+. A level cue spc. cue at 2 level → good hand.

INT OVERCALL (2nd/4th Live; Responses; Reopening) 15-18 response as after INT opening. Suit- 1m-P-P-NT (10-14) 1M-P-INT- (1-14) response - 2cl (stayman) - 2NT = Max 3cl (re stayman) other bids - Min hand.

JUMP OVERCALLS (Style; Responses; Unusual NT) Weak (except sandwich vul) 2NT = cuebid lower suit

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen) 1m-2m. (michel) 1D-2Dm. (11) 1Dm-2Dm (vnt) (Aca) 1X-3x (ask stopper) 1Dm-2Hst (michel)

VS. NT (vs. Strong/ Weak; Reopening; PH) Dont (modified) vs wk dble. > Bld strength (15H) response as INT opening, 2NT → single suit after INT (strong) opening hand after wk NT VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Dble (7/6) (Pass on Redble → Penalty) leaping michel (2H-4H) (3H-4H) → SP + 1 minor debonshot after wk 2.

2H/5 → 4C/D (leaping) 2/3 H/5 → 4H/5 → Any 2 suits (strong) 2/3 → 4NT → Any 2 suits @

VS. ARTIFICIAL STRONG OPENINGS Redble → usually deny fit 1X = 4+ suit (A) single raise may weak. Dble raise → mixed 1M → D → 2NT (preempt) 1M → D → 2NT (4cl supp L or beler)

OVER OPPONENTS' TAKEOUT DOUBLE Dble → Majors 1 NT → Single suit 2cl → 4+ higher 2D → Dm + higher 2H → H/5

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	Mud,	In Partner's suit
Suit	4th from 4/5 card with 10+.		Same
NT	4th.		Same.
Subseq	vs NT - A asks count or unblock		

K → Att d. vs suit → A, K for att d. 2nd best from 4 rags.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK+, AX	AKJ10+
King	AK, KX, KQX	AKX+, KQXX+
Queen	QJXX, QX, QJ.	KQ
Jack	KJ10X, J10X, J10, J	AJ10X, KJ10X, J10XX,
10	10X, 109X	109XX, 10X, JX
9	9X, 987XX.	9X, 98X+
Hi-x	2 card or top-2	Top
Lo-x	Do Aons usually	

SIGNALS IN ORDER OF PRIORITY vs NT 2 card

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 ATT-UDCA	COO-UDCA	ATT-UDCA
	2 COUNT-UDCA	SPS-STD	COUNT-UDCA
	3 SPS → STD	ATT-UDCA	SPS-STD
NT	1 ATT-UDCA	SMITH-?)	SMITH → UDCA
	2 COU → UDCA	Count → ?)	COUNT-UDCA
	3 SPS-STD	SPS-STD	SPS-STD

SMITH ECHO VS NT → UDCA from both side
Trump echo vs suit → Hi/Low suit preference

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening) Strength immediate at 1 level → 11+ in balancing - may 1d less. 2 level → 13+ Takeout upto 4Dm 4H/5 → Penalty oriented responsive dble (F upto 2S), card dble, 4th suit dble, lead directing dble, lightner dble, Co-operative dble.

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Convention Card



Category: _____
 NCBO: _____ EVENT: _____
 PLAYERS: SUKANTA DAS & BHASKAR SARKAR

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE 5 card Major (SPNT) 3 card minor, many fit bid wk-2/3 depends on vulnerability. freq. non penalty dble Good bid - 2NT. INT → 5 card major 6 card minor may have singleton 1b rebid prob. 2/1 is game force unless rebid. XYZ. 1C - 1SP INT 2H (NT)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE 1C - 2Dm 1Dm - 3cl (9-11, 5cl) 1m - 2m (Jm minor). 1H - 2SP (SP2 somewhere 8-11 or 15+) 1SP - 2NT (11 or 15+) 1SP/4 3cl (0-6 or 10-11) 1SP - 3DM - (7-9) (4cl) 1m - 2NT (11-12) 1H → 3SP/4/4D (SP2 (11-15) deb, 2 way deny, (cl - 3 Dm - 4cl) Tot after 1H - Dble 1SP - Dble 1X - 1SP - (Trf)

RKC - 1430 specific ask (5NT) 4NT direct → specific Ace ask. RKC, DOP, ROPI 1C - 4C is RKC in cl. if agreed before 3 level or responder already showed rier hand.

SPECIAL FORCING PASS SEQUENCES 1X - 1NT Dble (Penalty) 1NT Dble Redble (SOS) 2X = Dont overhand → Pass in 5th level (immediate) 0-1-2

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE Sandwich overall may wk. 3rd opening → may wk.

PSYCHICS: Rare.

GR-ZIMPO	TICKET	ARTICLE	MINOR CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			3	3SP	11-21	1NT-7-10 2NT-11/12 3D/4/5 → SPL 3C-Pre 3NT-12-15 1DM → 3H (rare)	1C-1X > 1NT-2C (8Y2) 2D=GF (Any) 1C-1SP > 1NT-2H (NT) 1C-1M 3D (GF 18-19)	
1♣			3	3P	11-21	1NT-7-10 2NT 11/12 3C-LR 3D/4 → Preempt 3H/4S/4C → SPL 3NT-12-15	Balanced with fit) 1DM-1SP 3H (GF Balanced 18-19) 1C-1M > 2NT = 3C (weak sign off stands), 3rd suit GF, 3M GF	
1♥			5	3P	11-21	2H bid or raise, 3D-mixed 2SP-SPL (Any) 3C → 0-6 or 10-11 (4C) 3H → GF (12+ 4C) 2C → 3GF 2D → 5+ (GF)		
1♣			5	3H	11-21	2C → GF 2D → 5+ GF 2NT → GF (Any)		
1NT				3SP	11-21 (14+) (15-17)	3C → 0-6/10-11 (4C) 3H → 12+ (4C) 2C - (Major ask) find suit fit, 3C-BM (Jov) 2NT (1+ only bid on DM or both minor nt) 3H/S → short other minor 9 C. 4H/S → do play	4C/D → 4H/4S 4N → Q 5SP → Ask	1NT 2C 2NT (5 Major any 15-16) 3H/S (5 major, 17 HCP) 3C/3D (6 cards)
2♣				3S	Str-22+ or game in hand (9+ winner in major 10+ winner in minors)	2D - bidish relay 2H/S 3C/S → Nat (4C) 2H → bid - 2NT → 4 suit (4C)	2DM - 2NT > 3C (good), 3DM (bad), 3H/S good other major 4 C.	
2♣			5	2SP	6-11 rare 5 C.	2D → not Newsuit → F1 2NT → relay	2H - 2S/3C/DM = with rebel over, NT=2 joining bid suit with 3 / or other suit is pic with 3 C.	
2♥			5	2SP	6-11 rare 5 C.	Newsuit F1 2NT → relay.		
2♣			5		6-11 rare 5 C.	Newsuit F1 2NT → relay		
2NT					19+ (20-21) balanced/S-bal.	Pupp stopper 2D/H → 1/2 f. 3SP-5SP+4H 3NT → Pupp (4C) 4NT-Q 4H/S → short (5-5) m		
3 bids			6		Nat preempt	1C → ask suit 4DM → ask signon		
3NT					Gamble in 1/2 to play 3/4			
4♣			7		Nat preempt	Ask 3C 4DM → both major 3D - 4C both major		
4♣			7		"	Newsuit F1 Rmt, 4H/S to play.		
4♥/♠			7		"			
4NT					specific ask Ask to play.	5C=0 5D=1 5H=1 5SP=1 5N=2 6C=1	HIGH LEVEL BIDDING RUECB - 1430 5NT → even key card with a working void. 6C/D/H → odd key with bid suit void.	
5♣/♦								