

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			CONVENTION CARD	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEAD STYLE			STICKER : RED EVENT : ALL EVENTS NCBO : INDIA PLAYERS : RAJEEV KHANDELWAL HIMANI KHANDELWAL	
STYLE : 8+ HCP - GENERALLY GOOD SUIT		Lead	In Partner's Suit			
RESPONSES : 2 LEVEL MINOR BIDS AFTER 1 LEVEL OVERCALL ARE HIGHLY INV NF. JUMP SHIFT IN MINOR AFTER MAJ OVERCALL F. INV BUT NF. JUMP SHIFTS AFTER PASS ARE FIT SHOWING	SUIT	2 ND /4 TH /6 TH BEST	3 RD /5 TH FROM KNOWN XXX MAYBE TOP			
REOPENING : -VE DBL IF SHORT IN OPPONENT'S SUIT	NT	2 ND /4 TH /6 TH BEST	3 RD /5 TH			
: BALANCING OVERCALL MAYBE LIGHT	OTHER : AGAINST NT Q REQUESTS UNBLOCK OF J OR COUNT					
RESPONSES : CUE FORCING; RAISE INVITATIONAL, JUMP PREEMPT	A REQUESTS UNBLOCK OF HONOUR OR COUNT					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS:				
PASSED HAND OVERCALL SHOWS 4 OF OTHER M & 5+ OF ANY m	LEAD	VS SUIT	VS NOTRUMP		SYSTEM SUMMARY	
REOPENING : ON MAJOR 11-14, ON MINOR 15-17 BAL GENERALLY	ACE	AKx	AKJ109		GENERAL APPROACH AND STYLE:	
RESPONSES : STAYMAN, TRANSFERS	KING	KQJ10 / KQJ9 / KQx	KQJ10 / KQJ9 / KQx, AKx		1♣ : 12-21 MIN 3 CARDS, 16+ IN 1 ST /2 ND SEAT NV/V MAYBE 0 CARDS	
	QUEEN	QJ10 / QJ9	QJ10 / QJ9		1♦ : 12-21 MIN 3 CARDS, MAYBE 1 CARD WHEN NT IS NOT 15-17	
JUMP OVERCALLS (Style; Responses; Unusual NT)	JACK	KJ10/AJ10/J109	KJ10/AJ10/J109		1♥/♠ : 11-21 MIN 5 CARDS -, 3 RD /4 TH SEAT CAN BE 4 CARDS	
PREEMPTIVE	10	K109x/K10x/Q10x	K109x/K10x/A109/Q109/K10x, Q10x		1NT : VARIABLE	
REOPEN : INTERMEDIATE STRONG	2 ND /4 TH /6 TH	xxx / xxx / xx	xxx / xxx / xx		2♣ : 22+ HCP GAME IN HAND, NAT 5 CARDS 10-16 NV/V 1 ST /2 ND SEAT	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		10xxx	xxx		2♦ : MULTI, WEAK 2 IN HEARTS, 3 SUITER 19+, STRONG 2 SUITER	
DIRECT CUE : MICHAELS CUE	Q10x, J9x,	K10, X WE MAY	LEAD SMALL		2♥ : 2-10 HCP - ATLEAST 4-4 MAJORS OR 10-13 6+ CARD HEARTS	
RESPONSES : LOWEST AVBL NT : ENQUIRY	SIGNALS IN ORDER OF PRIORITY					
LOWEST AVBL ♥/♠ : SIGNOFF. 3C IS P/C		PARTNER'S	DECLARERS LEAD	DISCARDING	2♠ : 2-10 HCP - ATLEAST 5 ♠ OR 10-13 6+ CARD SPADE	
VS STRONG NT	SUIT 1	LO HI ENCOURG	COUNT	HI DISCOURGES	2NT : 21/22 HCP, NV/V 1 ST AND 2 ND SEAT BOTH MINORS WEAK	
2C : LANDY 2D : SINGLE SUITER MAJOR	2	LO HI EVEN CARDS	ATTITUDE	HI ODD CARDS	4♣/♦ : 8½ PLAYING TRICKS IN ♥♠ - NAMAYATS IN 1 ST & 2 ND SEAT	
2H/2S : BID MAJOR AND A 4 CARD MINOR	3	SUIT PREF	SUIT PREF	SUIT PREF	3NT 1 ST /2 ND SEAT, PREEMPT IN A MINOR. 3 RD /4 TH SEAT CAN BE ANY HAND. TO PLAY	
VS WEAK NT	NT 1	LO HI ENCOURG	HI DISCOURGES	HI DISCOURGES	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2C : LANDY, 2D : SINGLE SUITOR MAJOR FOR COMPETITION	2	LO HI EVEN CARDS	HI ODD CARDS	HI ODD CARDS	1C 16+HCP 1 ST /2 ND SEAT NV/V, NT 10-12, 1D MAYBE 1 CARD	
2H/2S : STRONG SINGLE SUITERS	3	SUIT PREF	SUIT PREF	SUIT PREF	1 LEVEL RESPONSES TO 1C ARE TRANSFERS	
VS STRNG NT: DBL SHOWS MINOR MAJ OR STRONG BAL	Signals (including Trumps):					
VS WEAK NT : DBL IS EQUIVALENT STRENGTH OR BETTER	SUIT SIGNALS WHERE POSSIBLE + TRUMP: TRUMP ECHO FOR RUFF					
2NT SHOWS 4♥ & 5 CARD MINOR, 3♣ SHOWS 4♠ & 5♣	SMITH ECHO IS NORMAL					
3♦ SHOWS 4♠ & 5♦						
PASSED HAND DBL IS MAJORS, 2C/2D NATURAL + HIGHER	DOUBLES					
vs PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)					
DOUBLE : TAKEOUT, CUE BID : MICHAELS STYLE, JUMPS : GOOD HAND	STYLE:			1 ST & 2 ND SEAT 4♣/♦ : 8½ + PLAYING TRICKS IN ♥♠ - NAMAYATS		
AGNST 3H/3S BY OPP, 4C/D ARE THAT MINOR & OTHER MAJOR	CAN BE LIGHT WITH GOOD SHAPE			OTHERWISE 4C/4D ARE PREEMPTS		
NT : 2NT: 16/17 HCP BAL; 3NT: FOR PLAY, STAYMAN & TRANSFERS	RESPONSES : 0/8 HCP: BEST SUIT ; 9/11: JUMP; 12+: CUE, 8-11 NT			4 TH SEAT NT IS 12-14		
vs ARTIFICIAL STRONG OPENINGS				4 TH SUIT FG		
1♣ : DBL SHOWS BOTH MAJORS	HIGH LEVEL BIDDING			2C IS NATURAL 5 CARDS 10-16 WHEN NV/V 1 ST /2 ND SEAT		
NT SHOWS BOTH MINORS	CUE BID 1 ST 2 ND ROUND CONTROL			SPECIAL FORCING PASS SEQUENCES		
SAME AFTER RESPONDER TO 1C BIDS 1D	RKC DOPI & ROPI ON INTERFERENCE			AFTER GF ESTABLISHED, PASS IS FORCING		
RESPONSES: JUMP : PREEMPT ; NEW SUIT: GAME INVITATION	4H IS RKC IN MINOR SUITS					
OVER OPPONENT'S TAKEOUT DOUBLE	RKC RESPONSES ARE 03/14			IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE		
REDOUBLE : GENERALLY PENALTY ORIENTED				2H AND 2S ALSO VARIABLE. 3 RD SEAT PREEMPTS WIDE RANGING . NT VARIABLE., 1♣/♦ MAYBE 2 CARDS WHEN NT NOT 15-17		
1H-X-2D & 1S-D-2H CONSTRUCTIVE RAISE IN MAJOR						
SIMPLE RAISE OF MAJOR: 5-7 HCP 3 CARD FIT; JUMP RAISE: PREEMPT				PSYCHICS		
SIMPLE RAISE OF MINOR: 9/11 HCP 4 CARD FIT; JUMP RAISE: PREEMPT						
2NT : LIMIT RAISE OR BETTER IN MAJOR, PREEMPT IN MINOR				RARE		
1NT TO 2H ALL BIDS ARE TRANSFERS						

OPENG	✓ Artif	MnCDS	NEG DBI	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	P/H BIDDING
1♣		3	3♠	12-21 HCP – ATLEAST 3 CARD CLUBS	1♦/♥ 4+ HCP MIN 4+ HEARTS/SPADES	ACC OF TRF IS 3+ CARDS, 2 LEVEL ACC IS 4 CARD FIT	
				CAN BE 0 CARDS WHEN 1C IS 16+	1♠ 3+ HCP PUPPET TO 1NT		
				CAN BE 2 CARDS WHEN NT IS NOT 15-17	1NT 12+ HCP DIA SUIT FORCING GAME		
					2♥ 6-9 HCP 5 HEARTS & 5 SPADES	NATURAL	
1♣		0		WHEN NV/V IN 1 ST /2 ND SEAT. 16+	2♦ 0-12 HCP MULTI	NATURAL	
					2♠ 4-11 HCP BOTH MINORS	NATURAL	
					2NT 17-19 HCP BALANCED	NATURAL	
					3C/D/H TRANSFER PREEMPT OR RUNNING SUIT TRF		
					3♠ LONG 7 CARD CLUB PREEMPT NO AK OUTSIDE		
					3NT 14-16 HCP		
1♦		3	3♠	12-21 HCP – ATLEAST 3 CARD DIA	1♥/♠ 4+ HCP 4+♥♠	{TRF AFTER OPENERS REBID OF NT}	
				CAN BE 1 CARD WHEN NT IS NOT 15-17	1NT 6/10+ HCP	{2C FORCING RELAY }	
					2♣♦ 12+ HCP GAME FORCE		
					2♥ 6-9 HCP 5 HEARTS & 5 SPADES		
					2♠ 8-11 HCP INV IN CLUBS		
					2NT 11/12 HCP BALANCED – GEN DENIES 4♥♠		
					3♣ 7-10 HCP 5+ DIA (MIXED RAISE)		
1♥/♠		5(4)	3♠	11-21 HCP 5+♥/♠	RAISE 5/10 HCP 3♥/♠	HELP SUIT GAME TRY, SLAMMISH IF STILL RAISED TO	2C/D DRURY
					1NT 5-12 HCP SEMIFORCE CAN BE A WK SOFF	3♥♠: 9/10 HCP - 3♥♠	PASSABLE
					2♣ 12+ HCP F TO G	NATURAL	2NT : 9-12 HCP m+m
					2♠ on 1H 6-13 HCP HEART FIT	NATURAL. 2NT RELAY	
					2NT 14+ HCP 4+ FIT JACOBY		
					3♣ ON 1S 6-9 HCP 4+ FIT/11-12 BAL 3+FIT	3D- RELAY	
					3♦ ON 1S 10-13 HCP 4 CARD FIT	OTHER M RELAY, 3NT NO SHORTAGE, 4H SPADE SHORT	
					3C/D ON 1H 9-11 HCP WITH SUIT		
					3♥/♠ 4-7 HCP 4+♥♠ PREEMPTIVE	NATURAL	
					3NT 13-15 HCP BAL WITH 2 CARD FIT		
1NT				VARIABLE MAY BE UNBAL. CAN HAVE X			
2♣	✓	0	4♠	STRONG ART, GF UNLESS REBID OF 2NT	2♦ RELAY		
				NAT 5 CARDS 10-16 IN 1 ST /2 ND SEAT NV/V	2♥/2♠ NATURAL	NATURAL	
					2NT 5-9 BOTH MAJORS	NATURAL	
					3♣ 6+ HCP DIAMONDS		
					3♦♥ 2-4 HCP TRANSFERS		
					3♠ 0-3 HCP MIN 5-5 MINORS		
2♦	✓	0		WK WITH ♥ OR 3 SUIT 19+ OR STR 2 SUITER	2♥ FORCED BID NOT SEEING GAME OPP WK 2H		
					2NT RELAY - GAME SUGGEST		
					2♠ 3♣♦ NAT FORCING	NATURAL	
2♥		4		2-10 MIN 4-4 IN MAJORS NV VS V OR SAME VUL EXCEPT 2 ND SEAT OR 10-13 6+H	2NT RELAY		
				VUL VS NV AND 2 ND SEAT SAME VUL	3♣♦ NON F WHEN BOTH MAJS WEAK. ELSE F		
2♠		5		2-10 HCP ATLEAST 5 CARDS OR 10-13			
				6+ CARD SUIT IN MOST 2 ND SEAT & V/INV			
2NT				21-22 HCP MAY BE UNBAL. WITH SINGLETON			
3♣♦♥♠		5		PREEMPT	STANDARD – NEW SUIT ONE ROUND FORCE		
3NT	✓			TO PLAY IN 3 RD /4 TH SEAT 4 LEVEL PREEMPT IN MINOR IN 1 ST /2 ND SEAT	4♣: PASS OR CORRECT; 4♦: SLAMMISH ASKS CUE S/VOID		
4♣♦	✓	0		NAMYATS 1 ST /2 ND SEAT PREEMPT 3 RD /4 TH	4♦/♥: ASKS CUE; 4♥/♠: SIGNOFF		
4♥♠		6		TO PLAY	STANDARD		