

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd Seat - 15 - 18(-) - Response s usual
Balance Seat - 11-15 (1m)-p-(p)-1N - 11-14;
(1M)-p-(p)-1N -11-16(-),2♣ -Stayman
Rest is natural
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1st Suit: 2NT Both Unbid lower Suit ( )
2nd Suit: WEAK, SANDWICHED POSITION=STRENGTH;
IN BALANCING JUMPS ARE STRONG
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT CUE BID FORCING. SEE SPECIAL BID
JUMP CUE LIMIT RAISE
(1X)-3X Ask for stop for 3NT
<b>VS. NT (vs. Strong/Weak; Reopening)</b>
Strong: Dbl - Single suiter, 2♣ - C + High, 2♦ - D + Higher
2♥ - H+S, 2♠ - Bad ♠, 2N - Minors, 3x - Extended DONT
Weak: Dbl, Rest is Same as Strong NT
4 <sup>th</sup> Seat: Dbl- Single Suit, 2♣/♦/♥ - ♣/♦/♥+ Higher, 2♠ - ♠ Suit
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL: T/O, Any Suit - 5+ Good Suit 14-19 HCP
2NT - 16-18 HCP Direct Seat, Balance Seat-13-16
Lebensohl in Response;
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣ (16+) : DBL : Majors min 9 card, 1N - Minors
1♦/♥ - Xfer to ♥/♠ 5+ Suit, 1♠ - Longer Minor,
2♦/♥- ♥/♠ 6+ Suit
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL - 10+
Pass and DBL is compete

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4 <sup>th</sup>	Any	
Subseq	Count/Att	Count/Att	
Other: Smith Low in NT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKJx/AKQx+	AKQJx/AKQx+/AKJT+	
King	KQTx/KQJx+/AK	KQJx/AKxxx+	
Queen	QJTx/QJ9x+/QJ	QJTx+/QJ9x+/Qx/KQTx+	
Jack	JT9x/JT8x	JT9x/JT8x/Jx/AJTx+	
10	Tx/T98x	T98x/Tx/AT98x+/ AT97+	
9	98xx/9x	98xx/9x	
Hi-X	xx	xx	
Lo-X	xxx/xxxxx	xxx/xxxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Att. hih - Enc.	low	Low -Enc
Suit 2	Count/SPS	Suit Pref	
3			
1	Low - Enc	Low- Even	Low -Enc
NT 2	Count	Suit Pref	
3			
Signals (including Trumps):			
Rev Smith in No Trump Contracts			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11+ HCP short in the Opp suit or Very strong hand			
Single suiter hand			
Min 3 Card in another suit			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support DBL/RDBLS (Does not promise Extra value)			
Lead Directing DBLS			
Lead Directing DBLS			
CUE Bid dbl			
RESPONSIVE DBL			

W B F CONVENTION CARD
<b>PLAYERS: debashis bose and moloy mandol</b>
<b>EVENT: HCL</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣ - 2+ ♣ and 12-21 HCP, 1♦ - 4+ ♦ 12-21 HCP
1♥/1♠ - 5+ ♥/♠ 12-21 HCP, 1NT - 14(+)- 17 HCP
Balance or Semi Balance (Can have singleton)
2NT -19(+)-21 Same App
(3rd Seat can be weaker also)
2♣ - Art. Strong hand, 2♦/2♥/2♠ - Weak non vul can be 4 to 9
2 OVER 1 Responses: 5+ suit, GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ - 2♥/2♠ - 5+♠ 4+♥ 6-8/9-11 HCP - 2NT - Asking (1)
1M 3♣ 9 to 11 4plus suport
1M - 3♦- gf 4+ suport
1m - 2m - Inverted Raise 11+ HCP - 2M -Control
1m - 3m - Bad Raise - Non pass hand, Pass hand - Mixed raise
1m - 3/4Om/3♥/3♠ - Spl 11-14(-), 1m-2m-2X-3/4Om/3♥/3♠ - Spl. Better Hand 14+ HCP
1N - 2♦ - ♥ Transfer
<b>SPECIAL FORCING PASS SEQUENCES</b>
1. After GF Auction PASS is forcing
2. After 2♣ Opening Intervention PASS is forcing
<b>IMPORTANT NOTES</b>
4 WAY Transfer is available
<b>PSYCHICS: Rarely</b>

OPENING BID DESCRIPTIONS					Responses	Subsequent Auction	Competitive and
Opening	Artificial	Min.	Neg DBL	Description			Passed Hand Bidding
1♣		2+♣	4♣	2+♣ and 11(+)-21 HCP	1♦-6-10, 3+♦; 1♥/1♠-4+ suit 6+ HCP	1♣-1♦-1N - Can have M; 1♣-2♥/2♠-2N	1♣-2♣=10+ ; 3♣ - Mixed; Rest is Nat
					1N-8-10; 2♣ - 10+ hcp (Inverted); 2♦-Mixed Raise	1♣-2♣-2M-2N-12-14/18+ / 3N - 15-17	HCP upto 11 to Bad 12
					2♥/2♠ - Rev Flannery (6-9/10-11); 2N-Inv	1♣-3N-4N - Quant; 1♣-1M-2M : 3+ Support;	XYZ
					3♣-Weak; 3♦/3♥/3♠-Spl; 3N-To Play	XYZ	
1♦		4+♦	4♣	4+♦ and 11(+)-21 HCP	1M-6+ HCP 4+ suit; 1N-6-10; 2♣-Nat GF;	1♦-2M-2N - Enc; 1♦-2♦-2M-Control-2N	1♦-2d=10+; 3♦-Mixed; Fit Showing
					2♦ - Inverted 10+; 2M-Rev Flannery	1♦-1M-2M : 3+ Supp-2N- Enc	GF Forcing Auction HCP 10-12(-)
					2N-Invite; 3♣- Mixed; 3♦ - Weak 3♥/3♠-Spl	2 way	2way
					3N- 12-14 HCP to play		
1♥		5+♥	4♣	5+♥ and 11(+)-21 HCP	1♠ - 4+♠ 6+ HCP; 1N-6-11 HCP	2 way ; 1♥-2♥-2♠ - SSGT in Any	1♥-2♣-Drury 3 Card Supp/2♦-4 Card
					2♣/2♦-5+ Suit GF	1♥-2♥-2N-LSGT in S; 1 -2♥-3♣/3♦ - LSGT	1♥-2♠ - Mini Spl; 1♥-3/c3/d- Fit Showing
					2♥ - 6-10 3+ Support;	1♥-2♠-2N-Enc - 3♣/3♦/3♥-Mini Spl; 3♠/4♣/4♦-Maxi	1♥-3♥ - Mixed; 1♥-3N - ToPlay
					2N-Balance GF; 3♣-Mixed Raise;		
					3♦-Limit Raise; 3♥-Weak ; 3♠/4♣/4♦-Spl 11-14 HCP;		
					4♥-ToPlay Weak;		
					4♠/5♣/5♦-EKC		
1♠		5+♠	4♥	5+♠ and 11(+)-21 HCP	1N-6-11 HCP; 2♣/2♦/2♥-5+ Suit GF	1♠-2♠-2N-SSGT in Any; 1♠-2♠-3♣/3♦/3♥ -LSGT	2 Way Drury(2♣/2♦)
					2♠ - 7-10 3+ Supp	1♠-3♣-3♦-3♥/3♠-♣/♦ Mini-4♣/4♦/4♥-MAXI	Fit Show; 1♠-3♠ - Mixed
					2N-Balance GF;	1♠-3♥-3♠-P - Mini, 4♣/4♦-Maxi with Q, 4♥-Void	Splinter Show
					4♣/4♦/4♥-SPL		
					4♥/4♠ - To Play; 5♣/5♦/5♥-EKC		
1N		*	4♣	14(+)-17 Balance or Semi	2♣-Stayman; 2♦-Transfe	1N-2♣-2♦-2♠-Enc; 2♠s Enc after stayman response	Same Except 2♦ Mild Slam
				May have Singleton	2♥-♠ Xfer; 2♠-♣ xfer; 2N-♦ Xfer or Both m	1N-2♦-2♥-2♠-Puppet 2N-3♣-5♣4♦( )	
					3♣ - Both m GF; 3♦-Both m Mild Slam		
					3♥/3♠-Single 4441; 4♣/4♦-Xfer to♠		
2♣	√	*	4♣	22+ HCP or 8(+)-9+ Win	2♦ - Waiting; 2♥/2♠-Suit Forcing 7+ HCP	2♣-2♦-2 - Either ♥ or Balance, 2♠-Suit, 2N-♣	NA
					2N-♣; 3♣-♦; Kokish Relay; 3♥ - 4441	3♣-♦, 3♦-5+/4+♣, 3♥-4441-3♠-Strong ♠ 3N-28-30	
2♦		5		6♦ 6-10(-) HCP	2N-Art. Forcing; 2♥/2♠/3♣-Forcing 5+ Suit	2♦-2N-3♣-6-7 hcp bad suit (PQ Response) ( )	2N-Mixed(+), Suit Bid NF
					3♦ - Law of 9 triumph	3♦-6-7 Good Suit, 3♥-Good Hcp bad suit, 3N-Solid	
					3♥/3♠-Spl		
2♥		5		6♥ 6-10(-) HCP	2N-Art. Forcing	2♥-2N-3♣-6-7 hcp bad suit (PQ Response) ( )	2N-Mixed(+), Suit Bid NF
					3♥ - Law of 9 triumph; 3♠/4♣/4♦-Spl	3♦-6-7 Good Suit, 3♥-Good Hcp bad suit, 3N-Solid	
2♠		5		6♠ 6-10(-) HCP	2N-Art. Forcing; 3♣/3♦/3♥-Forcing 5+ Suit	2♠-2N-3♣-6-7 hcp bad suit (PQ Response) ( )	2N-Mixed(+), Suit Bid NF
					3♠ - Law of 9 triumph; 4♣/4♦/4♥-Spl	3♦-6-7 Good Suit, 3♥-Good Hcp bad suit, 3N-Solid	
2N		*		20-21 HCP Bal / Semi	3♣-Modified Puppet Stayman; 3♦/3♥-Xfer	2N-3♣-3♦ - One or Both M 4 Card, 3♥-No M,	Nat
					3♠-Puppet to 3N ; 3N-ToPlay	3♠/3N - 5 Card ♠/ ; 2N-3 -3♥-3♠-Pupp 3N, 3N-♠( )	
3♣		6		Weak 6-7 Suit	Nat Response, New Suit F, 3N ToPlay		
3♦		6		Weak 6-7 Suit	Nat Response, New Suit F, 3N ToPlay	<b>HIGH LEVEL BIDDING</b>	
3♥		6		Weak 6-7 Suit	Nat Response, New Suit F, 3N ToPlay	RKCB .. CAB ... CUE BIDS.... EKCB .. 5NT PICK UP A SLAM.... DKCB .. DEPO, REPO	
3♠		6		Weak 6-7 Suit	Nat Response, New Suit F, 3N ToPlay	(1♣)-2N-♦+Any M; (1 )-2N-♣+Any M 5-5	
3N	√	*		Gambling/3 <sup>rd</sup> /4 <sup>th</sup> may strng	4♣ - P/C - 4♦ - Forcing		
4♣							
4♥/4♠				To Play			

