



# WBF Convention Card

**Category i.e.** **Green**

**Country:** **INDIA**

**Event:**

**Players:** **SOMNATH MITRA-701727** **A.R.DAS-701700**

**DEFENSIVE AND COMETITIVE BIDDING**

**OVERCALLS** (General Style: SOUND 5+CARDS ( 4+AT 1-LEVEL )

Responses : CUE=F1, NEW SUIT / JUMP SUIT/NT/JUMP NT=NF, CUE=LIMIT+EL

STRONGER JUMP CUE=+4 CARDS, LIMITRAISE=CONSTRUCTIVE

JUMP RAISE( EXCEPT IN ONE CASE) = CONSTRUCTIVE

In bal position: 4 CARDS, 8 -16 HCP

Responses: NAT: ABOUT A KING STRONGER WITH SAME DEV, CUE= F1

**LEADS AND SIGNALS**

	<b>Lead</b>	<b>in Partner's Suit</b>
Suit	4 TH & LOWEST , MUD	4 TH & LOWEST , MUD
NT	4 TH & LOWEST	4 TH & LOWEST
Subsequent:	CURRENT COUNT	CURRENT COUNT
Other:	EXCEPT PARTNER'S SUIT: A= AK xx, K= STRONG HOLDING ASK UB/CT.	
Q FROM AKQ OR Q J 10 OPTIONAL, INTERIOR SEQUENCES.		

**TAKE OUT DOUBLE** - General style: OPENING HND/ MAY BE LIGHT WITH CLASSIC SHAPE

Responses: NAT;CUE=F TO S/O; RESPX THRU 3♥

LEBENSORHL AFTER T/O X WEAK 2 BIDS

In bal position: 8+ HCP

Responses: SIMILAR, ABOUT A KING STRONGER, CUE = F1

**LEADS**

<b>Lead</b>	<b>Vs.Suit</b>	<b>Vs. NT</b>
<b>Ace</b>	A K x (-); A Q x; A x (-)	AK; Akx(+); Ax(+); CT
<b>King</b>	K Q x (+); AK; STRONG HOLDING; UB / CT	STRONG HOLDING; UB / CT
<b>Queen</b>	Qx ; QJ; QJx ; AKQ	QJx(+); KQ10(+); AQJ(+); QJ9x(+)
<b>Jack</b>	Jx ; J 10 ; J 10x ; KJ10(+).	Jx; J10x(+); A / KJ10(+)
<b>10</b>	10x; 10 9 (+); 10 9/8(+);	10x; 109(+); .
<b>9</b>	9x; 98x;	9x; 98x;
<b>Hi-x</b>	Sx; xSx; xSxx.	Sx; Sxx; xSxx.
<b>Lo-x</b>	HSx; HxSx; HxxxSx.	

**SUMMARY- General Approach and Style: STANDARD WITH VAR**

5 CARD M, 1ST 2ND SEAT SOUND OPENING. 3 CARDm (1♥= USUALLY 4 + CARD)

RESPONSES: LIGHT WITH FIT / M LENGTH NAT. WEAK-2 M(SOUND IN 1ST.2ND). 3 LEVE

E NAT. MAY BE BAD IN 3 RD. IF NV VS V. MODIFIED BERGEN RAISES; INVERTED m RAIS

1 NT=15-17, MAY BE WITH 5 Ms / 6 ms.

**1 NT. OVERCALL-**

	<b>Responses:</b>	<b>Other Meaning</b>
2nd. Position 15+ - 18 HCP	2♣=STAYMAN TRANSFER, TRANSFER TO	1NT/2NT AFTER BOTH
	OPPONENT'S SUIT=RAISE WITHOUT GUARD	OPPONENTS HAVE BID
4th. Position 11-14+HCP	CUE=SATYAMAN,11+, OTHERS=NAT	DIFF. SUIT=OTHER SUITS

**2nd. Position 15+ - 18 HCP**

**4th. Position 11-14+HCP**

Responses: 1NT-F / SEMI F. OVER 1 M. 2 OVER 1 : FG UNLESS RESPONDER REBIDS HI

**SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DE**

**JUMP OVERCALL-**

	<b>Weak</b>	<b>WEAK</b>	<b>WEAK</b>	<b>2-Suiter</b>
In Direct Position	NV : V	EQ. V	V:NV	GHESTEM
In balanced position	6+SUIT, OP. HAND, NF			

Responses: CUE=F1, JUMP RAISE = PRE EPTIVE

Unusual NT TWO LOWER RANKING SUITS

Responses: CUE=F1, JUMP RAISE=INVITATIONAL

**SIGNALS IN ORDER OF PRIORITY**

<b>VS</b>	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
Suit: 1st	HI=ENCOURAGING (HELD)	HI / LO=E; LO / HI= O.	U / D
2nd	HI / LO=E; LO / HI= O.	S / P	S / P
3rd	S / P		

**Openings**

<b>OP. 1</b>	2♦	6-11 HCP USUALLY 6 CARDS SUIT. ART, HF.
<b>OP. 2</b>	3 NT	GAMBLING, SOLID7+ CARDS m, HARDLY Qx OUTSIDE ART, NF
<b>OP. 3</b>	4 NT	SPECIFIC ASKING ASKING F1.
<b>OP. 4</b>	MODIFIED BERGEN	1M: 3M=0-6 HCP, DEPENDING ON SHAPE AND VULNERABILITY.
	RAISES	1♥♠:3♣/3NT=BAL 4+SUP G.F.
<b>OP. 5</b>	1♠ : 3♥	10-12 DV. WITH AT LEAST 6 + TRUMPS,0-1 ♠s.

**DIRECT CUE BID-** Style: EXTREME TWO SUITER (EXCEPT 1♣ : 2♣) IN DIRECT

CUE OF RESPONDER'S M=NAT. DIRECT CUE IN BAL POSITION=MICHAELS

Responses: RAISES = CONSTRUCTIVE CUE= F1, 3 NT=NF

**VS NT- AGAINST 13-15 NT OR LESS, 2♣=LANDY**

Responses: RAISES=INVITATIONAL

2♦ & ABOVE SUIT BID=TRANSFER, 2 NT=ms

2 NT OVER LANDY = F

3 NT= Ms X BY PASSED HAND = ms or Ms

AFTER (1 NT):P(P)2♣(=LANDY):(P):

AGAINST 14+ NT, WE PLAY DON'T IN BOTH POSITION 2♥= PREF, IN ♥ : 2♥ = PREF, IN ♠

### SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

**VS PRE EMPTS-** (3♣): X= T/O IN DIRECT SEAT

(4♦): X = T/O IN BALANCEING SEAT.

LEAPING MICHAEL'S VS WEAK-2 BID AND LIMITED 2♣ OPENINGS

**Signals (including Trumps):** NORMAL, COUNT ON REMAINDER; TRUMPS HI-LO SHOWS

(A) ODD No. OF TRUMPS; (B) S / P ; (C) INTEREST IN RUFFING.

- CB. 1** GHESTEM (BLUE CLUB) 2 - SUITER OVERALL.
- CB. 2** TRANSFER (TEXAS) BIDS OVER WEAK 1 NT (13-15 OR LESS), FROM 2♦ TO 7♥
- CB. 3** OVER WEAK 1 NT (13-15 OR LESS) 2♣ = LANDY ON BOTH POSITIONS.
- CB. 4** OVER 1 NT (14+) DON'T IN BOTH POSITION
- CB. 5** Vs2 -SUITER O/C; CHEAPEST CUE= LIMIT+;HIGHRR CUE=OPNG HAND IN UNBID SUIT =
- CB. 6** Vsm-MICHAEL'S: UNBID m=NF ; M SUIT =STOPPER, LIMIT+; AFTER P: THEN UN
- CB. 7** Vs M-MICHAEL'S:CUE OF M=LIMIT +; NEW SUIT= F 1.
- CB. 8** LEBENSORHL AFTER, (i) 1 NT & O /C BY RHO, (ii) NT O/C & O/C RHO;
- (iii) T / O X OF WK - 2 BIDS; (IV) OPENER'S REVERSE
- CB. 9** WJSC AT THE LEVEL OF 2 / 3 AFTER O / C AT RIGHT

**VS. ARTIFICIAL STRONG-** 1♣ OR 2♣

(1♣ =16) : X =Ms RAISE / JUMP RAISE = PREEMPT

(1♣ =16) : 1 NT= ms, RAISE / JUMP RAISE= PREEMPT, OTHER TRF AT ANY LE

(1♣ =16) : P (1♦ = NEG) X = Ms, 1 NT=ms

(2♣ =22) : 0 /C AND X ARE SUITS= NAT PRE 2 NT= Ms, 3 NT=ms.

**SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES**

NEG X THRU 3♥ AND AT 3 LEVEL AFTER I NT OPENING

CO-OPERATIVE X THRU 3♥. RESPONSIVE X THRU 3♥. REPEAT NEG X T / O CARDS

HIGHER UP. MAX O/C X IF NO SPACE AVAILABLE SUPPORT X ON O/C AND 1 NT - O/C AS

PER SPACE. SUPPORT XX ON O/C AS PER SPACE. O BAR X AND O/C.

### IMPORTANT NOTES THAT DO NOT FIT IN ELSEWHERE

**OVER OPPONENTS' TAKE- OUT DOUBLE**

X =10+HCP, NOT MORE THAN 3 CARDS IN OPENER'S SUIT, ELSE OP-HAND, PASS FOLLOWED

ANY BID =BETTER HAND (8-11) PASS FOLLOWED X IN BAL POSITION=CO-OP X 1 LEV SUIT

2 LEV BIDS = NF , 2 NT = JORDON (4+TRUMPS) VS 1M; VS 1m NAT WITH m-SUPPORT.

**SPECIAL FORCING PASS SEQUENCE:**

AFTER X AND OVERCALL. AFTER BERGEN CONSTRUCTIVE RAISES, PASS BY

OPENER IS FORCING. AFTER X OF OPPONENT'S 2 SUITER. PASS BY OPENER IS F.

NEW MINOR FORCING: GOOD BAD 2-NT, SCRAMBLING 2-NT. SUPP X & SUPP XX UP T

2 LEVEL. DRURY. PRINCIPLE OF FAST ARRIVAL IN FORCING AUCTIONS

SHOWS BETTER HAND). PASSED HAND X AFTER PARTNER'S PRE-EMP SUGGESTS SA

=ALERTABLE,CO-OP= CO-OPERATIVE, CTRL=CONTROL,DBL=DOUBLE, DV=DUMMY VALUATION

DP=DUMMY POINT, F=FORCING, F1=ONE ROUND FORCING, FG=FORCING TO GAM. G/T= GAM

RY, HCP= HIGH CARD POINT, HV=HAND VALUATIONM INV=INVITATIONAL, INVTD= INVERTED

J= JUMP SHIFT, L/D= LEAD DIRECTION, M=MAJORSUIT, m=MINOR SUIT, MAX= MAXIMUM

N=MINIMUM, NEG=NEGATIVE, NF=NONFORCING, NS= NEW SUIT, O / C=OVER CALL, P=PAS

RE=PRE-EMPTIVE, QUANT=QUANTITATIVE, RESP=RESPONDER OR RESPONSIVE, RV= REBID VALUATION

**Psychics opening** - RARE, AT ANY POSITION:

**Others-** T/O x OF 1m IN 2ND POSITION & AND MOSTLY FALSE G / T, S / T.

INGLETON, SPLTR=SPLINTER,ST=STRONG,S/T=SLAM TRY,SUPP=SUPPORT,S/O= SIG

SHORT SUIT, TRF=TRANSFER, R=RELAY, R-ASK=ROMAN ASKING, W.S.O= WOLF SIG

TH, W.O=WITHOUT, WK=WEAK, X-DOUBLE, XX=REDOUBLE, X= ANY SUIT, <=LESS