

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General Syle: Sound
Responses: Rubensohl advance
In balance position: Intermediate
INT Over calls (2 nd /4 th live; response; reopening)
2 nd Position: Good 14 to bad 17
Responses: System ON
4 th Position: 10 - 14
Responses: System ON
Take Out Double:
General style: Can be light/Shaped
Responses: Natural. Cue bid = forcing
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak , except when we are vul & they are not.
Unusual 2NT
Reopen: 2 suiter opening hand
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bids = Michaels & Leaping Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
DONT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out double through 4H
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double = Natural Club suit or lead values
1 level over calls = Natural suit or lead values obstructive
1NT= Obstructive Clubs & Hearts or Spades & Diamonds
2C = Obstructive 6+ Clubs or both Red suits
2D = Obstructive 6+ Diamonds or both major
2H= Obstructive 6+ Hearts or both black suits
2S= Obstructive 6+ Spades or both minors
OVER OPPONENTS' TAKEOUT DOUBLE
Re double = Misfit
Natural Responses, fit showing responses, mixed raises and
Limit raise or better responses

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from even & lowest from ODD	3 rd from even & lowest from ODD	
NT	4 th / Journalist		
Subseq			
Other:			
Opening lead from doubleton High			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; AKx(+), Axxx(+)	AKx; AKx(+)	
King	KQ, AKJx(+); KQx(+)	KQ, AKJx(+); KQx(+)	
Queen	QJ; QJ10; QJx(+);AQ109;KQ109	QJ; QJ10; QJx(+);AQ109;KQ109	
Jack	Denies higher honour	Denies higher honour	
10	Promises J & a higher honour or 109x(+)	Promises J & a higher honour or 109x(+)	
9	Promises 10 & a higher honour or 98x(+)	Promises 10 & a higher honour or 98x(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	Lo encourage	Count Lo/Hi Even	o/e O= enc
	NT Lo encourage	Count Lo/Hi Even	Lavinthal
Signals (including Trumps):			
Suit preference, smith echo (Lo) Encourage and Trump echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Cue = Forcing until a suit is bid twice;			
New suit = F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Doubles & Re doubles			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:
PLAYERS: Partha Banerjee (WB702585) Biswadip Roy(702548) Anirban Sarkar (701379) Sujan Choudhury (702619)
EVENT (All Tournaments)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card Majors
Longer Minor – 1C if 3-3
1NT response = Semi Forcing
1NT opening = Good 14 to bad 17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C opening = 22+ Artificially strong hand any suit(s)
2D opening = Flannery (5/4, 6/4 or 6/5 Hearts & Spades 11-15)
2H/2S = weak 6+ Cards (6-10)
2NT = Good 19 to Bad 21
3C/D/H/S = Preemitive 7+ cards
3NT = Gambling
Jacoby 2NT, Muppet Stayman, 4 suits transfers, Smolen, Rubensohl, Lebensohl, Bergen Raises, Unusual 2NT, Michaels cue bid, Leaping Michaels, Splinter, RKC 1430
DOPI,ROPI
Drury(only 2D)
After 3 rd /4 th seat 1M – 2C (Any 6 + cards suits Inv)
Good Bad 2NT
2 Way Check Back
Serious 3NT

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/1♦		3	4H	12 to 21 HCP	Walsh. Inverted Minors, Limit Raise, Reverse Flannery, Mixed Raise and Pre-emptive raises	XYZ, 4th suit game forcing; Reverses by opener forcing; by responder = Game forcing; Third suit = 1 Round Force	Jump Cue-bid over overcall = Splinter Cue bid for overcall = asks for a stopper Jump shift pre-emptive over overcalls
1♥		5	3S	12 to 21 HCP	1S = 4+ F1 1NT = semi forcing 2C = 2+ club GF 2D = Game forcing 2H = 7-9 3 cards supp 2S = Bergen raise 2NT = Jacoby		
1♠					3C/D = Invitational 3H = Pre-emptive 3S/4C/D = Splinter 3NT = Exactly 4333 13-14 3 cards H	After 1H – 2S(Bergen) 2NT (Relay) – 3C (9-11) 3D (6-8)	Limit Raise or better 3 cards Limit Raise or better with 4Cards Fit showing Jump
		5	4H	12 to 21 HCP	1NT = Semi Forcing 2C = 2+ club GF 2D/H = Game forcing 2S = 7-9 3 card supp 3C = Bergen raise 2NT = Jacoby	After 1H – 3C(Bergen) 3D (Relay) – 3H (9-11) 3S (6-8)	Limit Raise or better 3 cards Limit Raise or better with 4Cards Fit showing Jump
INT				Good 14 to Bad 17 Balanced	Stayman Including Garbage, 4 suit Transfers, 4C/4D= Transfer to H/S	Smolen. Distribution Ask, Splinters, Quantitative, Gerber	Dble at 3-level shows values. Dbl at 2-level is T/O
2♣	Yes			Artificial, strong - near Game Force, any suit,(s) any shape	Natural; positive requires good suit; 2D = neutral	Kokish Responses follow ups	Dble at 3-level shows values. Dbl at 2-level is T/O
2♦	Yes	5H & 4S 6H & 4S 6H & 5S		11 – 15 HCP	2NT = Relay 3H/S = Invitational 3C/D = natural forcing 4C/D = H/S invites cue	After 2D – 2NT(Relay) 3C = Any Min except 4522 3D Exactly 4522 3H Maximum 4S & 6H 3S = Max short clubs 4S & 5H 3NT = Max short diamond 4S & 5H 4C= 5S & ^H void Club Max hand 4D = 5S & 6H Void Diamond Max Hand 4H= 5611 Max Hand	
2♥/2♠		6	3S	6 - 10 HCP	New suit forcing 2NT asks for feature if maximum	3NT = AKQxxx	Natural
2NT				20 - 21 balanced	Jacoby Transfers; Muppet Stayman	2NT – 3S (Puppet to 3NT)	
3♣/♦/♥♠		7		Pre-emptive	New Suit forcing		
3NT		7		Gambling	Natural		
4♣/♦/♥♠		7/8		Pre-emptive			