

1♠		5	4H	12 to 21 HCP	1NT = Semi Forcing 2C/D/H = Game forcing 2S = 8-10 3 card supp 3D/C = Bergen raise 7-8 & 9-11 2NT = Jacoby 4 cards 3NT = Jacoby 3 cards		4Cards Limit Raise or better 3 cards Limit Raise or better with 4Cards
1NT				Good 14 to Bad 17 Balanced	Puppet Stayman, 2 & 4-level Transfers		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	6		6 - 10 HCP	Weak in either major Pass or correct, Invitational, 2NT=Enquiry	2NT-3C (Wk Heart) + 3D(Wk Spades)	Natural
2♥/2♠				10-13, 6 cards	Natural follow ups 2NT=Enquiry		
2NT				20 - 21 balanced	Jacoby & Texas Transfers; Puppet Stayman	2NT - 3C 3D(Either or both Major) 3NT(No Major)	
3♠/♥/♠		7		Pre-emptive	New Suit forcing		
3NT		7		Gambling	Natural		
4♠/♦							

W B F CONVENTION CARD

CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:

NCBO:

PLAYERS: Sagar Bhuiya (WB4650)

Tanmoy Majumdar (WB7822)

Shantanu Chakraborty (WB7589)

EVENT (All Tournaments)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural, 5-card Majors

Longer Minor – 1C if 3-3

INT opening = Good 14 to bad 17

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2C opening = 22+ Artificially strong hand any suit(s)

2D = weak in either Major

2H/S = 10-13, 6 cards

2NT = Good 19 to Bad 21

3C/D/H/S = Preemptive 7+ cards

3NT = Gambling

4C/D = namyats

Puppet Stayman, Lebensohl, Bergen Raises, Unusual 2NT, Michaels cue bid, Leaping Michaels, Splinter, RKC 1430, EKC, DKC

DOPI, ROPI

Reverse Drury

Good Bad 2NT

1-Way Check Back (2C)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In-Partner's Suit
Suit	4 th	4 th
NT	4 th	
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx; AKx(+); Axxx(+)	AKx; AKx(+)
King	KQ; AKJx(+); KQx(+)	KQ; AKJx(+); KQx(+)
Queen	QJ; QJ10; QJx(+); AQ109;	QJ; QJ10; QJx(+); AQ109;
Jack	Denies higher honour	Denies higher honour
10	r109x(+)	109x(+)
9	98x(+)	98x(+)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
	Lo encourage	Count Lo Hi Even	Small enc
NT	Lo encourage	Count Lo/Hi Even	Lavinthal

Signals (including Trumps):

Suit preference; smith echo (Hi) 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

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, Mixed Raise and Pre-emptive raises	4th suit forcing; 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	INT = Semi forcing 2C/D = Game forcing 2H = (8-10) 3 card Bergen raise 3C = 9-11, 3D = 7-8 2NT = Jacoby 4 cards 3NT = Jacoby 3 cards		
					3H = Pre-emptive 3S/4C/D = Splinter		Limit Raise or better 3 cards Limit Raise or better with 4Cards
1♠		5	4H	12 to 21 HCP	INT = Semi Forcing 2C/D = Game forcing		Limit Raise or better 3 cards

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses: 1/ 2 Level; Reopening)

General Style: 8 to 15

Responses: Jump raise is pre-emptive, Cue bid = Forcing

In-balance position: Same

INT Over calls (2nd/4th live; response; reopening)

2nd Position: Good 14 to bad 17

Responses: System ON

4th 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

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)

DON'T = all positions when NT is 15-17

CAPP = all positions when NT is 12-15

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Take out double through 4H

Leaping Michaels

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Double = Both Majors

NT = Both Minors

All other bids are transfers at any level

OVER OPPONENTS' TAKEOUT DOUBLE

Natural Responses, fit showing responses, mixed raises and

Limit raise or better responses