DEFENSIVE AND COMPETITIVE BIDDING			LEADS AN	D SIGNALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LE	EADS STYL					
General Syle: 8 to 15	Lead				In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:	
Responses: Jump raise is pre-emptive, Cue bid = Forcing	Suit				3 <sup>rd</sup> / 5 <sup>th</sup>	NCBO:	
In balance position: Same	NT		4 <sup>th</sup> / Journalist		3 / 3	PLAYERS: Sagar Bhuiya (WB4650)	
			,			Tanmoy Majumdar (WB7822)	
						Shantanu Chakraborty(WB7589)	
1NT Over calls (2 <sup>nd</sup> /4 <sup>th</sup> live; response; reopening)						EVENT (All Tournamentsl)	
2 <sup>nd</sup> Position: Good 14 to bad 17							
Responses: System ON	Other:					<u> </u>	
4 <sup>th</sup> Position: 10 - 14							
Responses: System ON							
Take Out Double:	_					<u> </u>	
General style: Can be light/Shaped						<u>  </u>	
Responses: Natural. Cue bid = forcing	* T + D G				CYCOTE A CATE OF A PAY		
WIND OVER CALL C (CL. L. R	LEADS	1			SYSTEM SUMMARY		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Lead		Vs. Suit		Vs. NT		
Weak	Ace		AKx; AKx(+), Axxx(+)		AKx; AKx(+)	GENERAL APPROACH AND STYLE	
Unusual 2NT	King		(Q, AKJx(+); KO)	Qx(+)	KQ, AKJx(+); KQx(		
	Queen		J; QJ10;	70100	QJ; QJ10; QJx(+);AQ109;KQ1	Natural, 5-card Majors	
Reopen: 2 suiter opening hand	Look		QJx(+);AQ109;KQ109 Denies higher honour		Denies higher honou		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Jack 10				Promises J & a higher		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	10		r 109x(+)	igner nonour	honour or 109x(+)		
Direct cue bids = Michaels & Leaping Michaels			Promises 10 & a higher honour			er 1NT opening = Good 14 to bad 17	
Direct cue bius – Wichaels & Leaping Wichaels	9					in 1 opening = Good 14 to bad 17	
VS. NT (vs. Strong/Weak; Reopening;PH)		01	1 ) 0 1 (1)		honour or 98x(+)		
DON'T = Passed hand or 4 <sup>th</sup> Seat	SIGNALS IN	ORDER O	F PRIORITY				
CAPP = 2 <sup>nd</sup> Seat	SIGIVILS IIV	Partner's L				SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
HI - Z Scat		Lo encourage		ount Lo Hi Eve		2C opening = 22+ Artifically strong hand any suit(s)	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		Lo cheoura	age C	ount Eo In Eve	ii Sinaii che	2D = weak in either Major	
Take out double through 4H	_					2H/S = Tartarn	
Leaping Michaels						2NT = Good 19 to Bad 21	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*	NT	Lo encoura	age C	ount Lo/Hi Eve	n Lavinthal	3C/D/H/S = Preemtive 7+ cards	
Double = Both Majors	- 111	LO CIICOUI a	Count Lo/Th Ever		ii Laviiiuiai	3NT = Gambling	
*	C:1 - (:11	 : T	-)-				
NT = Both Minors	Signals (includ			1 T	4C/D = namyats		
All other bids are transfers at any level	Suit preference	, smith echo	o (Hi) Encourag	ge and 1 rump ed	Puppet Stayman, Lebensohl, Bergen Raises, Unusual 2NT, Michaels cue bid, Leaping Michaels, Splinter, RKC 1430, EKC, DKC		
					DOPI,ROPI		
						Reverse Drury	
						Good Bad 2NT	
OVER OPPONENTS' TAKEOUT DOUBLE						1 Way Check Back(2C)	
OVER OPPONENTS TAKEOUT DOUBLE	_		DOW	IDI EC		<u> </u>	
N. I.B. Ci. I.			DOU	BLES			
Natural Responses, fit showing responses, mixed raises and	TO A VIVE OVER TO	OTIDI EG "	C. I. P.				
Limit raise or better responses	Limit raise or better responses TAKEOUT DOUBLES (Style; Responses; Reopening)						
	May be light w				—-		
	Cue = Forcing	until a suit i	is bid twice;		—-		
	New suit = $F1$						
			L & COMPETI	ITIVE DBLS/I	<u> </u>		
	Support Double	es & Re dou					

<b>U</b>	IF IAL	. OF	ŗ				
OPENING	TICK IF ARTIFICIAI	MIN. NO. 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	1NT = Semi forcing 2C/D = Game forcing 2H = 7-9 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	1NT = Semi Forcing 2C/D/H = Game forcing 2S = 7-9 3 card supp 3D/C = Bergen raise 7-8 & 9-11 2NT = Jacoby 4 cards 3NT = Jacoby 3 cards		Limit Raise or better 3 cards Limit Raise or better with 4Cards
INT				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 Respones 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♠				Tartarn Major-Minor (12+)	Natural follow ups 2NT= Enquiry for the minor		
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♣/♦		7/8		Namyats			