

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Sound at 2 level; up to ~17 hcp, new suit NF, jump new suit - INV Jump raise PRE, 1NT=8-11; RESP DB – values or TO, not PEN CUE- strong raise or F with new suit; Jump CUE- 11+ with 4+ trumps See Notes [Sections 4, 6, 7]
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct 15-18 system on Balancing: 10-14 system on See Notes [Sections 6.5, 6.9]
JUMP OVERCALLS (Style; Responses; Unusual NT)
Direct: Weak; Balancing: Good [section 6.3, 6.4] 2N – lower 2 suits – weak or strong [section 6.5, 6.6]
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue Bid: Michael's – weak or strong [section 6.7] Jump cue: stopper ask [section 6.8]
VS. NT (vs. Strong/Weak; Reopening; PH) [section 7]
Overall – 2C – both M, 2D, 2H, 2S, 3C – transfers in direct, natural in balancing position, 2N – both m 3D, 3H, 3S pre-emptive Dbl – 17+ or 14-16 with good lead Balancing DBL – 14+
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)[section 7.7, 7.8]
D BL – takeout upto 4H, Cue- Michaels, Jump shift – leaping Michaels, 2M-3M – both minors 2NT – 15-18, 3N – to play, 4N over 4H/S - takeout
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C – dbl both majors, 1N – both minors [section 7.9]
OVER OPPONENTS' TAKEOUT DOUBLE [section 4.1]
Standard responses as without double RDBL – 10+, 1N – 6-9 NF

LEADS AND SIGNALS
OPENING LEADS STYLE [section 8.17, 8.18]
Lead In Partner's Suit
Suit 3/5 th best Same
NT 4 th best Same
Subseq Other:
LEADS [section 8.17, 8.18]
Lead Vs. Suit Vs. NT
Ace AX... Asks for unblock
King KQ or AK bare KQ, AK
Queen QJ.. or KQ bare Asks for unblock
Jack Denies Q Denies Q
10 Denies J Denies J, 109
9 Top of nothing or H98 Top of nothing or H98
Hi-X 2 or 2 nd best from 4 or more rags 2 or 2 nd best from 4 or more rags
Lo-X 3 or more 3 or more
SIGNALS IN ORDER OF PRIORITY [section 8.19, 8.20]
Partner's Lead Declarer's Lead Discarding
1 Attitude Count Low encourage
Suit 2 Count Suit pref High discourage
3 Suit pref Suit pref
1 NT 2 As in suit As in suit
3
Signals (including Trumps): UDCA Present count Section [8.19,8.20]
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)[section 6.1]
Unpassed hand – opening hand – maybe light if good distribution
Simple – 0-9, 10-12 – jump, 1NT – 6-10, cue – 10+ forcing until suit agree or game Jump cue – 13+ splinter 3 suits Double jump – 6+ cards weak if below game
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS [sec 4]
-ve doubles through 4D 1m-(1H)-X – 4 spades, 1m-(1S)-X – suggests 4 hearts Support doubles and redoubles upto 2 level

W B F CONVENTION CARD
CATEGORY: i.e. Green: NCBO: India PLAYERS: R Venkatesh - Arun Bahulkar EVENT: HCL Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE 5 card majors Forcing NT over majors (non passed hand) Weak 2D/2H/2S 1NT 15-17, Puppet stayman over NT openings, may have 5 card major 2 over 1 responses - GF unless rebid of suit by responder 1C - min 3 Cards 1D- 4 cards except when 4-4-3-2
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES 2C –(overcall)-pass
IMPORTANT NOTES
PSYCHICS: Extremely rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES 2	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	13-22,	1X- 6+ F, 1N-6-10, 2c-11+ 4+clubs, JS- weak, 3C 5-9 5+clubs, 4C-INV freak	Reverse – 17+, jump 2N 18-19, 1N – 12-14, 2C- 6+clubs 13-15, jump rebid 16-18	Responses not forcing over opening bid, 2C competitive raise 6-9
					See Notes [section 3]	See Notes [Section 3]	[See Section 4]
1♦		3	4H	13-22,	1X- 6+ F, 1N-6-10, 2c-11+ 4+clubs,2D- 11+ D 4+ JS- weak, 3C 5-9 5+clubs, 4C-INV freak	Reverse – 17+, jump 2N 18-19, 1N – 12-14, 2D- 6+ D 13-15, jump rebid 16-18	Passed hand: Responses not forcing over opening bid, 2D competitive raise 6-9
					See Notes [section 3]	See Notes [Section 3]	[See Section 4]
1♥		5	4D	13-22,	1S- 6+ 4+cards, 1N – forcing , 2H- 6-9, 3H-10-12, 2N- 15+, 2m – 5+cards GF unless rebid of 3C, 3S- D artificial see notes	Rebid 13-15, jump rebid 16-18, rev 17+, 1N- 12-14, see notesfor others	PH – 1N NF Rev drury see notes
		5	4D	13-22,	Similar to 1H opening, 2H-5+ GF unless rebid 3H	Similar to 1H opening	Similar to 1H opening
1♠					See Notes [section 3]	See Notes [Section 3]	[See Section 4]
INT			3 level only	15-17 balanced may have 5 card major	Puppet stayman, 2D, 2H, , 2N, 3C – xfers, 3D – 5-5 in M, 2S minor suit stayman	See notes	Lebensohl, 2 level doubles penalties, See notes
				See [Section 2]	See [Section 2]	See [Section 2]	See [Section 2]
2♣	√		none	23+ near game in hand	2D-<5 or 8+, 2H-5-8, 2S thru 4NT artificial - notes	2N 23-24. 3N-25-26, suit bid natural	
				[Section 5.1]	[Section 5.1]	[Section 5.1]	[Section 5.1]
2♦		6		Preemptive, descriptive	New suit – forcing, 2N – Ogust – see notes		
				See [Section 5.2]	See [Section 5.2]	See [Section 5.2]	See [Section 5.2]
2♥		6		Preemptive, descriptive	New suit – forcing, 2N – Ogust – see notes		
				See [Section 5.2]	See [Section 5.2]	See [Section 5.2]	See [Section 5.2]
2♠		6		Preemptive, descriptive	New suit – forcing, 2N – Ogust – see notes		
				See [Section 5.2]	See [Section 5.2]	See [Section 5.2]	See [Section 5.2]
2NT			3 level	20-22 balanced may have 5 cards in major	Similar to 1N opening see notes	See notes	
				See Section 2	See Section 2	See Section 2	See Section 2
3♣ thru 3♠		7		Pre emptive, descriptive, maybe light in first position	New suit forcing. See Section [5.3]	See Section [5.3]	See Section [5.3]
4♣ thru 4♠		7		Pre emptive,	See Section [5.3]	See Section [5.3]	See Section [5.3]
3NT			NO	We don't open 3N			
4NT	√	7		Blackwood	See Section [8]	See Section [8]	See Section [8]
5♣, 5♦		7		Pre emptive	See Section [5.3]	See Section [5.3]	See Section [5.3]
5♥, 5♠		7	NO				