


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
overcall: 8-20 HCP 4+card. Vul – Sound Resp: Cue F1; new suit: Forcing @ 1 level; NFC @ 2 level; take-out double: up to 4♥
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-18 4th: 10(11)-14(15) Resp: same as our INT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: Weak Michael/Leaping Michaels: Either weak(8-11) or strong(>16) Reopen: aggressive Unusual over Unusual (Lower for Lower)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
Weak/Strong: Woolsey; 2♣=MM; 2♦=M; 2♥=♥+min 2♠=♠+min DBL=min+ Major (Penalty if weak NT)
Balancing: Same PH = same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT: 15-18 nature, then Stayman & Transfer Michaels/Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=MM; NT=mm
OVER OPPONENTS' TAKEOUT DOUBLE
XX= 10+ , New suit = NF, NT=nat

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	2 nd /4 th	2 nd /4 th	
Other: A/Q asks for unblock; MUD			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	standard	standard	
King	standard	standard	
Queen	standard	standard	
Jack	standard	standard	
10	standard	standard	
9	standard	standard	
Hi-X	Even; encouraging	Even; encouraging	
Lo-X	odd length	Altitude (high encourage)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ASC	ASC	ASC
Suit 2	ASC	ASC	ASC
3	ASC	ASC	ASC
1	ASC	ASC	ASC
NT 2	ASC	ASC	ASC
3	ASC	ASC	ASC
Signals (including Trumps): Smith (Standard)			
DOUBLES			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
OPP Open: other 4+ M or 16+HCP any shape Resp: Best suit, cue=F1, 1N=7-10, 2N=11-12			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
slam: Lightner X, Cooperative X			
Negative X to 3♦			
3-card Support X/XX			
XX to show first control			

W B F CONVENTION CARD

CATEGORY:Green
Country: India/USA
PLAYERS: Joyjit Sensarma & Biswajit Poddar
Event: General
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF always, 2♦/2♥/2♠: weak Major: 5cM, J2N, 1N 1RF, Bergen raise(3♣ 9-11, 3♦ 6-9) Minor: inverted (force to 3NT/5min), 2 way CB INT Openings: 15-17 (Lebensohl after OPP overcall)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3-card supporting double/redouble for M, drury Over ART Openings, DBL=MM, NT=mm
1♣-2♦;1♦-3♣=9-11 4+ ♣/♦ DON'T Runout 1 minor – 2M = Strong Jump Shift
SPECIAL FORCING PASS SEQUENCES
Standard forcing pass sequence when know we are stronger than opponents
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	12-21 HCP, 3+card ♣	Inverted min GF (1♣-3♣=pre-emptive; 2♦=Limit) 2♥/2♠=SJS;2N=11-12, 3N=13-15; 1♣ - 2M=STRONG JUMP Shift	2 way check back Stayman only after 1NT rebid 1m-1♠-1N-2♥=nonforcing	new suit=forcing
1♦		3	4♥	12-21 HCP, 3+card ♦ minor 44 open 1D	similar to 1♣		
1♥		5	3♠	12-21 HCP, 5+card ♥	1NT forcing;2S=SJS;2N=12+, Jacoby;3♣/3♦=Rev Bergen(ON after 1♠ overcall), 3♥=PRE; Fit Jumps by PH	1♥-(x)-2♦ = 8-10 (3♥), 2♥=3-7	2♣: reverse Drury (On after x and 1♠); Bergan Raises ON after DBL and 1♠) Jordan
1♠		5	4♥	12-21 HCP, 5+card ♠	similar to 1♥; 3♠=PRE; 1♠-3♥=SJS; Bergan ON after DBL	1♠-(X)- 2♥ = good raise;2♠=3-7	Same
INT			No	15-17 balanced	2♣: Stayman, 2♦/2♥/4♦/♥: TR; 2♠=MSS/♦ bust; 3♣/♦=Slam in ♣/♦; 3♥/♠ = 3 card in other M; 2NT=♣ bust or 4441(you bid SING)	smolen	Neg DBL, LEB
2♣	Yes	0	4♥	22+ or strong 8.5 tricks	2♦: +ve; 2♥=bust 2N= 8+ 5+♥		
2♦		5		Weak	New Suit=Forcing; 2NT→ Feature		
2♥		5		Weak,	2♠, 3♣, 3♦=F1;2NT→OGUST	2♥-2♠;3♠=Hx or xxx, 3Y=feature.	
2♠		5		Weak,	3♣/♦/♥=F1;2NT→OGUST	As above	
2NT				20-21 balanced	Puppet Stayman, Transfer; 2N-3♠=MSS		
3♣		6		PRE	New suit: forcing		
3♦		6		PRE;			
3♥		6		PRE;			
3♠		6		PRE;			
3NT	Yes			Gambling			
4♣		7		PRE;		SJS: Strong Jump Shift	
4♦		7		PRE;			
4♥/♠		7			4nt= rkcb		
4NT				Blackwood			
5♣+				To play			
						HIGH LEVEL BIDDING	
						RKCB-1403; 4m= KB m;	