

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1   2 Level, Reopening)</b>
1 lvl O/C = 7-16 HCP no requirement of good suit
2 lvl O/C = 10-16 HCP generally 6 cards( can be 5)
Responses: cue = F1, new suit = Nat F1, Jumps are fit showing
Reopen: Very aggressive and light reopening Usually a king light
<b>1NT OVERCALL (2<sup>nd</sup> 4<sup>th</sup> Live, Responses, Reopening)</b>
Live pos: 15-17 Balancing pos: 12-14
Resp: same as our 1NT opening
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
1 suit = Weak ( regardless of vulnerability),
WJO can be really weak when NV or opps have opened STR
NT = 5+/5+ lowest unbid suits
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style, Response, Reopen)</b>
1m(2m)= both majors <12 or >16 (unless 1m promises STR hand)
1M(2M)= OM+ unknown minor <12 or >16, 1X(2n)= two lowest unbid
1X(3X)= asks pd to bid 3NT with stopper(mostly long minor)
<b>VS. NT (vs. Strong Weak, Reopening,PH)</b>
Weak Strong: 2♣= Majors (4+/4+), 2♦= One Major (6+)
2♥=♥+m (54+), 2♠=♠+m(54+), 2N= minors 55+
DBL= (Vs Strong NT) 5+m/4M (Penalty if weak NT)
Balancing: System on
<b>VS.PREEMPTS (Doubles, Cue-bids, Jumps, NT Bids)</b>
2NT: 15-18 natural, Leaping Michaels, 2m(4♣)= om+♥
2m(4♦)= om+♠, 2m(3m)=Majors, 2M(3M 4M 4NT)= minors
2 3M(4m)= m+OM, T O till 4s, 5m(X)= values, 4N= two suiter hand
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL = Majors, NT = minors, 1♣ - (1♦) = 4M and longer minor
Rest = NAT, Jump overcalls can be really weak. 2 lvl= 5+ cards
and 3 lvl= 6+ cards
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX= 10+ , Transfers over 1M-(x), Fit Jumps
1X - (X) - 2NT = Limit raise or better

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 4 <sup>th</sup>	2 4 <sup>th</sup>	
NT	2 4 <sup>th</sup>	2 4 <sup>th</sup>	
Subseq	2 4 <sup>th</sup>	2 4 <sup>th</sup>	
Other: 5+ LVL(= K from AK(Count), A denies K)			
NT: A Q =Unblock or ATT, King asks for Count, Suit: everything asks att			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), Ax	AK(x), Ax	
King	AK, KQ(x), Kx	AK, KQ(x), Kx	
Queen	Qx, QJ(x)	Qx, QJ(x)	
Jack	Jx, JT(x), AJT(x), KJT(x)	Jx, JT(x), AJT(x), KJT(x)	
10	HTx, Tx, T9(x)	HTx, Tx, T9(x)	
9	H9x	H9x	
Hi-X	HXX, xXx	HXX, xXx	
Lo-X	from xx, 2 4 <sup>th</sup>	from xx, 2 4 <sup>th</sup>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = Enc	Reverse Smith	Suit Preference
Suit 2	Suit Preference	Lo = Even	Lo = Enc
3	Lo = Even (To K)	Suit Preference	Lo = Even
1	Lo = Enc	Reverse Smith	Suit Preference
NT 2	Suit Preference	Suit Preference	Lo = Enc
3	Lo = Even (To K)	Lo = Even	Lo = Even
<b>Signals (including Trumps): CARDING -- UDCA</b>			
Reverse Smith (vs Suit and NT): low=enc by both players			
trump S/P (when smith has been given), UDCA			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>			
Ideally 12+ . Can be short in unbid minor. Can be 10+ if classic 4441			
OR any 17+			
responses-- cue= GF 1NT= 7-10			
2N= 11-12, Reopening doubles= 8+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS RDLS</b>			
NEGATIVE Dbls, RESPONSIVE DBLS,			
SUPP Dbl&Rdbl&1NT: X XX= Supp w/o Check, 1nt= w  chk supp			
RESP DBLS,			
LEAD-DIRECTING Dbls of ART bids,			
1♣ - (1♦) - X = 4+ in both majors (almost always)			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>COUNTRY : Scotland</b>
<b>PLAYERS : Prajjwal</b>
<b>Kajetan Granops</b>
<b>EVENT : ALL</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF always, 5 card majors, Short Club (when 4432)
1NT = 15-17, 5M and 6m possible
2♣ = Strong 22+ can be less if distributional Hand
1M-1NT = semi-forcing
Very light and Aggressive preemptive style when NV
Judgement allowed in any situation.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♥ 2♠: 5♥ ♠+ 4+m(5+5+ when Vul) less than opening hand
2♦ = less than opening, 6 in either major
1♣-2♦, 1♦-3♣ = 7-9, support for the opener's minor
1m-2♥ = 5+♠, 4+♥ 6-9
1m-2♠ = 5+♣, 4+♥ 10-11
1m-2NT = (10)11-12 BAL INV, no 4cd majors/minor support
1♥-2♠= INV, 3+♥; 1♠-2NT = INV, 3+♣
1M-2♣ = ART GF
(1x) p (1y) 1N= 55+ other two suits generally less than opening
Over reverses: lower of 4thsuit 2NT = LEB
1m-1NT-2NT = 4-4-1-4 15-17(Short other minor)
1m(1♥)X= 4+♠, 1m(1♥)1♠= 5+♣
Woolsey against 1NT 2NT, 4th seat 2X opening = 10-12 6 cards
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>When we are in GF auction or our side has bulk of points</b>
<b>After 1m(X)XX. After penalty X of any 2 suiter bid.</b>
Pass and Pull is Slam try, X=min hand
<b>IMPORTANT NOTES:</b>
Light openings and Very Aggressive preempts when NV
Sometimes erratic leads and signals against slams
<b>PSYCHICS: Rare</b>

OPENING	ART?	MIN. NO. OF CARD	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	Can be 2 when 4432	1♦ Walsh Style, 1M=Nat, 1NT= 8-10, 2♣=10+, 4+♣, 2♦=7-9, 5+♣, 2♥ 2♠=6-9 10-11, 5♠-4+♥, 2NT=11-12	1X-1Y-1Z: we play 2-way Checkback 1m-1M-2M-2M+1 = relay	New suit = Forcing 2NT = Good raise
				Can be really light 3rd seat NV	1m-3m = preemptive	over reverses: lower of 4thsuit 2N= Blackout	
1♦		4	4♥	Can be 11-15, 5♣-4♦	1M=Nat, 1NT= 8-10, 2♣=GF, 5+♣, 2♦=10+, 4♦, 2♥ 2♠=6-9 10-11, 5♠-4+♥, 2NT=11-12, 3♣ = 7-9, 4+♦	1♦-1X-2♣ = 4-5 minors either way	
1♥		5(4)	4♦	5+, 4 card possible in 3rd seat	1NT= SF, 2♣=ART GF, 2♦=GF, 5+♦, 2♥=6-9, 3♥, 2♠=INV, 3+♥, 2NT/3♣/3♦=INV, 6+♠/♣/♦	1M-1♠/1NT-2♣ = Gazzili, 17+ any/5M-4♣, 11-16	2♣ = INV with 3+M, then 2M = weak
				Can be really light 3rd seat NV	3♠=Any mini SPL, 3NT/4m=♠/m SPL	1♥-1NT-2NT/♠= 6+♥-4m/♠, 15-16	Transfers over 1♥(1♠) and 1M(x),
1♠		5(4)	4♥	5+, 4 card possible in 3rd seat	2♣=ART GF, 2♦=GF, 5+♦, 2♥=GF, 5+♥, 2♠=6-9, 3♠, 2NT=INV, 3+♠, 3♣/3♦/3♥=INV, 6+♣/♦/♥	Kokish Game Tries after 1M-2M	1M-(1♠/X)-2M = 0-5, 3M
				Can be really light 3rd seat NV	3NT= Some Mini Spl., 4m ♥= SPL	Relay Structure after 1M-2m	
INT			4♥	15-17, 5M/6m possible	2♣: Non-promissory Stayman, 4 suit TRFs, 3♣=Puppet Stayman, 3♦=5-5 majors INV+	Delayed Texas, Smolen, Distribution ask, Garbage Stayman	Runout: XX= forces 2♣ (own suit)
					3M= 54-3OM-1M, 4♦/♥= Texas, 6+♥/♠	Minor transfer break = 3+m, Qxx+	Transfer Lebensohl, 2C = Sys on
2♣	X		NO	Strong, 22+ or shape	2♦=GF, 2♥=DBL NEG, 2NT=positive ♥, 2♠ 3m=positive NAT	Kokish after 2♣-2♦, 3M= Self sufficient suit	P = GF, X = 0-3
					3♥= both majors, 3♠= Both minors, 3nt= Solid suit	2♣-2♦-2NT=22-23, through 2♥-2♠-2NT=24+	
2♦	X		NO	Weak only Multi, 6♥/♠, 3-10	2♥/♠ = P/C; 2NT = Relay; 3♦ = INV with both M fits, 3♥ = P/C	2♦-2NT-3♣ = 9-10, forces 3♦ (then 3♥=♠, 3♠=♥), 2♦-2NT-3♦/♥ = <9 with ♥/♠	
2♥		5	NO	5♥+4m(55+ when vul), 3-10 4th seat 6♥ 10-12	3/5♣= P/C, 2NT = relay, new suit=F1, 3♦=INV with ♥ support		
2♠		5	NO	5♠+4m(55+ when vul), 3-10 4th seat 6♠ 10-12	3/5♣= P/C, 2NT = relay, new suit=F1, 3♦=INV with ♠ support		
2NT				20-21, 5M/6m possible	3♣= Puppet Stayman, 3♦ ♥= TRF, 3♠=m stayman, 3NT=5♠/4♥	2NT-3♣-3M-OM at cheapest lvl= M agreed	
3♣		6	NO	Preempt	3♦=Majors, 3M= nat F1, 4♦=KC, 3 4M= To play		Doubles are PENALTY,
3♦		6	NO	Preempt	4♣=Majors, 3M= nat F1, 4♥=KC, 3NT 4♠= To play		4M= To play
3♥		6	NO	Preempt	3♠= NAT F1, 4♣= KC, 4♦=Power Raise		Doubles are PENALTY,
3♠		6	NO	Preempt	4♣= KC, 4♦=Power Raise, 4♥= Splinter		4M OM= To play
					Double jumps in new suit over 3M= EKC		3X(X)XX= To play
3NT	X			Solid minor, no side A/K	any ♣=plc, 4♦=ask shortness, 4M= to play		
				3rd 4th seat= TO PLAY	4NT= bid 5 with 7 cards and 6 with 8 cards		
4♣				Preempt			DBL= PENALTY
4♦				Preempt			DBL= PENALTY
4♥				Preempt	4S = to play		DBL= PENALTY
4♠				Preempt	4NT= RKC, 5m ♥= Cue		DBL= PENALTY
4NT	X			11+ cards in ♣+♦, preempt	5♥ = Blackwood on ♣, 5♠ = Blackwood on ♦		
5♣				Preempt		<b>HIGH LEVEL BIDDING</b>	
5♦				Preempt		Kickback RKCB (1430), Minorwood(1430) when agreed m below level 4,	
5♥				Preempt		EKCB(1430), Splinters, Italian cue bids, Lightner X's, DOPI/ROPI	
5♠				Preempt		Poor Man's Blackwood over level 3+ preempts	

