



Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
General Style = Sound immediate overcalls (One level possible with four cards). New suit responses one round forcing. Jump Raises preemptive. Transfer responses to overcalls. Fit showing jumps on overcall. 1NT responses non forcing. Cue bid = Transfer. Jump cue bid = Mixed raise with four trumps. Transfer to partner's suit to be good hand with or without support. Fit Non Jump supports in competition.
1 NT overcall (2nd/4th Live; Responses; Reopening)
2nd position: 15-18 HCP Balanced hand. Opp suit need not be stopped if it is minor. Stayman, Smolen, Transfers (Majors, Puppet, South African) 4th position: 11-15 HCP Balanced hand.
Jump Overcalls (Style; Responses; Unusual NT)
Suit bid = Natural; Weak. 6-10 HCP normally. Can go lower with fav vul. NT bid = Unusual NT (Two lower suits) Jump balancing: Intermediate hand.
Direct and Jump Cue Bids (Style; Responses)
Direct cue bid = Mini-Maxi Michaels. 7-10 or 16+ Jump cue bid = Asking for stopper for 3NT
VS. NT (vs. Strong/Weak; Reopen: PH) Capp vs Weak and DONT Vs Strong
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Lebensohl on takeout doubles on two levels. 4NT on 4x bid (preempt/interference) = two suits. Non jump NT bids natural. Jump NT bids = Unusual NT Cue bid = asking for stopper. Jump bids = Leaping Michaels. Over 2H/S: 4C/D=OM+C/D, 5LT. Over OPP's WK 2D: 4D=Both M
VS. Artificial Strong Openings
DBL = Maj; 1NT = Minors; Rest natural. (Same system on str 2C)
Over Opponents' takeout double
Over 1NT : DONT runaway responses. Pass is strong. Over 1D - (x) : Any suit bid passable. Non forcing. Runaway kind. Pass shows 4+ card support and okayish hand. On major opening doubles: Transfer responses. Redouble = strong hand (10+hcp) 2NT = Limit raise or better. ; Direct Raises = Weak; Fit Jumps. On 1C - (X) : Redouble = 5+; Suit bid = 5-8; Rest as without double.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3/5th best. Top of nothing. Internal seq. Top of seq.	May lead HNR from Hx, else same	
NT	2nd/4th. Q asks for unblock.	Same as above.	
Subseq	Hi=no interest, count original, fourth best when possible. Returning partner's suit: show present count		
Other:	K for count. Ace for attitude.		
Leads			
	Vs. Suit	Vs. NT	
Ace	AK+ / Axxx(x)+	Same; A asks for unblock or count K asks for attitude or unblock	
King	KQx. AK. or with AKx on five+ level contracts	AKx(x), KQ(x), KQ sequence.	
Queen	QJ+, AQJT+	QJ+, KQT(+) requests unblock, AQJT+	
Jack	JT+; Denies higher honor	Same	
10	Zero or two honor above	Same	
9	9x(xx)	Same	
Hi - x	Four card or doubleton. Top of nothing, or sequence.	Same	
Lo - x	3/5th highest	2/4th highest	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Attitude	Count	Attitude
2 nd	Count	Suit Pref	Count
3 rd	Suit Pref		Suit Pref
NT:	Attitude	Count	Attitude
2 nd	Count	Suit Preference	Count
3 rd	Suit Preference		Suit Preference
Standard carding. Smith Echo in NT.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Maybe light with classic shape. Double and new suit usually strong hand, except when bid suit could be shown as strong hand via double and jump and same bid would be made without jump in case of worst possible minimum response. Takeout doubles till 4 level; Strength of immediate hand at 1 level=(9)10+ HCP, 2 level 11+, 3 level 13+, 4 level 15+. Tends to have 3+ cards in all 3 suits unless very strong (good one suited hand)			
Special, Art and Comp Dbl/Rdbl's			
NEG DBL THRU 3S 1m-(1H)-DBL denies 4S (usually shows both minors). Responsive DBL thru three level. At 3+-level, RESP DBL: Useful values, any shape. Maximal Overcall Double in Competition. Slam Dbl - Lightner for unusual lead			



WBF CONVENTION CARD



System: Precision with 2/1 GF

Players | MRIDUL DAS, Hemanta Kumar Sarmah |

System Summary

General Approach and Style

Bidding: Precision with 2/1 game force, Major suit, south african and puppet transfers on NT. Control/suit asking bids, cappelletti, Lebensohl, 1D=2+. Sound overcalls. Aggressive balancing.
Leads: A from AK, 3/5th on suit, 2nd/4th on NT. Internal seq, No MUD
Carding: Standard
1NT Openings: 13-15 balanced, Semi-Balanced
2 OVER 1 Responses: GF (Except in comp.)

Special bids that may require defence

PRECISION 2D (Short in Dia), GAMBLING 3NT
2C= Either 6+ club or 5+ club and a Major(11-15 HCP)
2H/2S Opening =Weak Major 6+ (6-10 HCP)(Non-Vul Vs Vul with less than 6)
2NT= 22-23 HCP, Balanced or Semi-Balanced
Michaels Cue-bids, Modified Leaping Michael on Preemptive Opening
Lebensohl after 2/3-level overcall of 1NT
South african transfers on NT; Puppet transfers on NT
Smolen; Help suit game try showing losers. Fit Jump Shifts; Fit Non Jump. XYZ; Our NT defense is not usual one

Important notes that don't fit anywhere else

Double Jump in new suit = Splinter if minor over major; XYZ Convention.
Fit Jump shifts when opp overcall partner's opening or we overcall.
Psychics: Rare. Splinters.; Slam try cue bids show first OR second round control. Sound overcalls; Aggressive balancing; 7NT is signoff bid.

Special Forcing Pass Sequences

When we have bid game strongly and hand clearly belongs to us.

Neg	Responses		Subsequent Auction	
1♣*	4S	Any 16+ hcp hand	1D: NEG 0-7, 1H/1S/2C/2D = 8+ NAT, 2H/2S 4-7 with 6+ card 3C/3D/3H/3S Weak 4-7 with 7+ card 1NT= 8-10, 2NT=11-13 or 16+ Balanced 3NT=14-15, Balanced	Non jump suit bid = 16-21 HCP NAT. ; Single raise of responder = Trump asking. 1NT= 16-18 Balanced, Semi-Balanced; 2NT= 19-21 Balanced, Semi-Balanced, 3NT= 24+ Jump Bid shows 22+, NAT Stayman after 1NT by opener or responder. ; Impossible negative by responder.
1♦*	4S	11-15 HCP. Min 2 dia.	Pass with 0-7 points 1H/1S NAT 8+ hcp 2H/2S Weak, all Preemptives are weak 1NT=8-10, 2NT=11-12, 3NT=13-15	Single Raise with Minimum(11-13); Jump Raise with Maximum(14-15) 1NT=11-13 2NT=14-15 Jump shift = 14-15 with 5-5.
1♥/♠	4♥	11-15 HCP. Min 5 cards.	2/1 GF, 1NT (8-12 HCP) (One round forcing with unpassed hand). 1/1 = 8+ HCP. F1. 2NT = GF with four card trump support; Jump shift = Mini splinter. 8-10 hcp	With maximum (14-15 HCP) and distributional hand(5-5 or good) jump otherwise simple raise. With good six card and maximum(14-15 HCP) jump.
			2H = 8-10 HCP, 3+ card Support, 3H = weak, 4H preemptive (With better hand and long trumps, go via 1NT); Jump shift in OM = Slam interest with shortness	With passed hand: 1NT = NF; Two way drury
1 NT		13-15 HCP and Balanced or Semi Balanced Hand	2C = Stayman; 2D, 2H = Transfer; 2S = Puppet to 2NT; 2NT = Puppet to 3C 3C/D = 4-4-4-1 with Singleton in black/red suit. 3H/S = Single suiter C/D hand with game values. 4C/D = Transfer to 4H/S. 4H/S = Quant with Five card C/D. 4NT = Quant.	Smolen; Super Accept. Go via 2S to show minor two suiter hands; Go via 2NT to show single suiter minor suit hands and other 5-4 in minor hands not covered by 2S Transfer and bid other suit to increase level = GF Stayman and bid other major to show slammish. Transfer and jump to game to show slammish. Stayman and bid major on 2D to show at least 4-4 in majors with min hand.
2♣	4♥	11-15 HCP; Good 5+ club suit. If five carder club, then there should be a 4 card major	PASS = 0-7 HCP 2D = Artificial Relay. One Round Forcing (Invitational+) 2M = 8-10 HCP, 5+ card 2NT = 11-12 HCP, Balanced Hand 3C = 6-10 HCP, 3+ card Support, Denies 5+ card major 3D/H/S = 17+ HCP. 6+ card. Slam interest.	After 2D 2M = four carder major; 11-13 points 2NT = six carder club, no 4 card major and two side suit stopped. 13-15 HCP. 3C shows six carder club, no 4 card major and one side suit stopped; 11-12 HCP. 3D = minor two suiter with at least six clubs and five diamonds 3H/3S = 4+ card mentioned major ; 14-15 hcp 3NT = solid 6+ card club suit ; 14-15 hcp Lot of relays after 2D/3D responses.
2♦*	3♦	4414, 4405, 3415, 4315 . (11-15 HCP)	Pass = 6+ diamonds ; 0-10 HCP With 0-7 HCP and <6 diamonds sign-off in the suit you like best 2NT = Forcing ; 8+ HCP 3M = A jump to 3H/3S to show a good 5+ card suit and 5-7 points with no wasted values in diamonds 3D = 11-13 HCP ; Semi solid 6+ diamonds 3NT = Solid diamond suit. 11-13 hcp	After 3C response (3-4-1-5): 3D asks for point range ; 3H shows 11-13; 3S shows 14-15 After 3D response (4-3-1-5): 3H asks for point range 3S shows 11-13; 3NT shows 14-15 3H = 4-4-1-4 ; 11-13 hcp 3S = 4-4-1-4 ; 14-15 hcp 3NT = 4-4-1-4 ; 14-15 hcp ; singleton Ace or K of diamonds 4C = 4-4-0-5 ; 11-13 hcp ; 4D = 4-4-0-5 ; 14-15 hcp More relays after range showing for slam interest.
2♥	-	Preemptive with 6-11HCP, Fav Vul may be less HCP. Min six cards.	Ogust; New suit forcing.	High Level Bidding / Slam Conventions
2NT		Balanced/Semi Balanced hand; 22-23 HCP. 5 card M not possible.	South African Transfer (See the Notes)	RKCB=1430, Kickback after minor suit agreement; Quantitative if no suit agreed; Normal BW if suit not explored RKCB Response : 5NT=Void with Even number Key Cards; 6 Level bid=Odd number Key cards with Void in the Bid Suit EKCB= 0,1,2,3 keycard responses., 5NT=Specific King ask, Cue Bids, Splinter. Normal BW response: 14,30,2 alike, 2 unlike
3x,4x		Preemptive with 6-11HCP, Against Non-Vul Vs Vul may be less HCP. Min six/seven cards.	Natural, New suit below game = F1,	
3NT*		Running 7cm, No side value promised		
4NT		Blackwood		