

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

Aggressive 1 level O/C, lower the points better the suit, 7-15 HCP at 1 level, 11-15 at 2 level, Reopening can be on weaker values.  
Responses: Natural (1lev NF, After 2+ level New suit = F1),  
NTs=limited, CUE = SUPP . Jump raises = PRE. JUMP CUE: splinter

### 1 NT overcall (2nd/4th Live; Responses; Reopening)

2nd: 15-18 bal (subs. auction as after 1nt opening)  
4th: Other suits Weak Hand: DBL shows stronger hand  
Reopening NT=10-14

### Jump Overcalls (Style; Responses; Unusual NT)

Aggressive style, WJO - WK, 6+ cards, Leaping Michaels on WK 2 M opening ( 4m = m + OM, 4 level CUE= any 2 suiter very strong., 3 level cue stopper asking), Over Weak 2M Direct 2NT=15-18 hcp, any bid natural

### Direct and Jump Cue Bids (Style; Responses)

GHESTEM, min 9 cards, Jump cue = Asks for stopper

### VS. NT (vs. Strong/Weak; Reopen: PH)

Agnst Strong NT - Modified Woolsey Immediate, DONT 4th Position  
agnt Weak NT – Modified Woolsey all position  
Agnt Precision rebid NT by 1C bidder – DONT at all positions

### VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take Out DBLs, 2NT : 15-18, (4M)-4NT=any strong 2-suiter

### VS. Artificial Strong Openings

Vs Precision 1C: X=D+H or only H, 1D = H+S or only S, 1H = S+C or only C, 1S = C+D or only D, 1NT = D+S, 2C = C+H

### Over Opponents' take out double

Over 1M opening and Opps X, ignoring the double, Over 1m opening...1level bids are ignoring the double , RDBL=10hp+, looking for penalty, transfer when 1M is doubled by opps

**LEGEND:** INV = Invitational. GF = Game Force. M's = Majors. m's = minors. OM = Other Major. Om = Other minor. cd = card. WK = Weak. BAL = Balanced. SUP = Support. NAT = Natural. PRE = Pre-emptive. CONS = Constructive. GT = Game Try.  
STR = Strong. Q = Cue bid. ENC = Encouraging. CNT = Count. F1 = Forcing for 1 Round. RESP = Responsive. O/C = Overcall. WJO = Weak Jump Overcall. ART = Artificial. XFR = Transfer. SOL = Solid.

## Leads and Signals

### Opening Leads Style

|        | Lead   | In Partner's Suit       |
|--------|--|-------------------------|
| Suit   | 3rd / 5th. Hi/w 2 cards  | 3rd / 5th. Hi/w 2 cards |
| NT     | 4th best, Journalist 10  | 4th best                |
| Subseq | Low =interest, Present Count   |                         |
|        | Other: NT ⇒K asks count or unblock; A for att.<br>High level or X'ed suit contracts ⇒ A asks ATTitude, K asks for count. Leads could be deceptive. |                         |

### Leads

| Lead   | Vs. Suit                  | Vs. NT                  |
|--------|---------------------------|-------------------------|
| Ace    | AKx / AKxx(x)             | AKx / AKJ10x / AK+      |
| King   | AK / KQ / KQJ(x) / KQT(x) | KQ / KQJ(x) / KQT(x)    |
| Queen  | AQJ(x) / QJ(x) / QJT(x)   | AQJ(x) / QJ(x) / QJT(x) |
| Jack   | HJT(x) / JT(x)            | HJT(x) / JT(x)          |
| 10     | HT9x / T9+                | HT9x / T9+/HHTxx        |
| 9      | H9x / 9xx                 | H9x / 9xx               |
| Hi - x | doubleton                 | doubleton               |
| Lo - x | 3+                        | 3+                      |

### Signals in order of priority

|                 | Partners lead  | Declarer     | Discarding        |
|-----------------|----------------|--------------|-------------------|
| Suit:           | ATT, low=ENC   | Hi/Lo= odd   | Low = encouraging |
| 2 <sup>nd</sup> | Hi / Lo = odd  | Count, S / P | CNT, Hi/Lo= odd   |
| 3 <sup>rd</sup> | S / P          |              |                   |
| NT:             | ATT, low = ENC | Sm, Lo =ENC  | Low = encouraging |
| 2 <sup>nd</sup> | S / P          | CNT          | original Count    |
| 3 <sup>rd</sup> | Original Count |              |                   |

Vs NT: Reverse Smith = low card interested in suit lead.

### Takeout Doubles (Style; Responses; Reopening)

Style: Opening values. Responses: cue GF, jump=8-10.  
Reopening: Opening Hand

### Special, Art and Comp Dbl/Rdbl's

Most low level DBLS are T/O. NEG+RESP+COMP DBL (showing Take Out-distr), Doubling after opponents cue your suit asks responder to not lead that suit.



**WBF**

Convention  
Card



## System: 2 over 1 GF Natural

|           |                 |  |
|-----------|-----------------|--|
| Players   | Shubham Acharya | Debi Acharya   |
| BFI MP No | JH000143        | JH000105   |
| NCBO      |                 | Category <span style="background-color: green; color: white; padding: 2px;">GREEN</span> |
| Event     |                 |  |

### System Summary

#### General Approach and Style

5542 Openings. 2/1 GF. 1NT resp over 1M: Semi Forcing, Bergen over 1M in 1<sup>st</sup> and 2<sup>nd</sup> seats. 2 way drury  
1NT=15-17, 2NT= 20-21, 3NT=Gambling, 7-8 card SOL m ( no extras), ART Strong 2C opening ( 22+/8+ tricks or any 4 los-er hand). 2D = 18-21 various hands, CARDING: UDCA, Leads: 3/5<sup>th</sup> in suit, 4<sup>th</sup> in NT. 10 lead can have higher honor in NT, Reverse Smith in NT

#### Special bids that may require defence

3NT = 4 level minor preempt  
Competitive Cue = Limit Raise or better. 4 card Bergen raises. Light opening.

#### Intervention over 1nt

After 2 level intervention over our 1nt, double is stolen bid for 2C, Other doubles value showing, Lebensohl, Redouble SOS after double..

#### Important notes that don't fit

Weak Jump Overcalls, system on over our 1NT overcall

#### Psychics - Occasional

|  | Art | Min      | Neg | Description  | Responses   | Subsequent Auction   | Passed Hand Bidding   |  |
|--|-----|----------|-----|--|---|--|---|--|
| 1C   |     | 2        | 3S  | 11- 21 hcp, 2+   | 1D = 3+, 1H/S = NAT 4+ F1, 1/2NT = 8-9 /10-12, 2C = Inverted minor (denies 4 card M) FG, 2D = 4441 Or 544 15 plus HCP, 2H = 5+ Sp, 4+H, 5-7, 2S = 10-11 balanced or 5-9 with singleton, 5+support, 3C = Preemptive  | After 1C-2C raise, Major bid shows stopper in that suit, 2NT=both major stopper, Xyz, where 2C is invitational and 2D is GF, minorwood and splinter after inverted m | Fit Jumps   |  |
| 1D   |     | 4        | 3S  | 11- 21 hcp, 4+,  | 1H/1S= NAT 4+ F1, 1/2NT = 6-9 /10 -12. 2D = Inverted minor (denies 4 card M) FG, 3D= PRE. 2H =5+ Sp, 4+H, 5-7, 2S = 10-11 balanced or 5-9 with singleton, 5+support, 3D= Preemptive   | After 1D-2D raise, Major bid shows stopper in that suit, 2NT=both major stopper, Xyz, where 2C is invitational and 2D is GF, minorwood and spl after inverted m      | FitJumps  |  |
| 1H   |     | 5        | 4D  | 11-21, 5 card H  | 1S= NAT 4+, 1NT=SemiF, 2C=GF Art, 2D= NAT 5+ & GF., 3C = 10-11, 4 card Sup, 3D = 8-9, 4 card Support, 2H = 8-10, 3 card Sup, 3H = <7 HCP, 4 card Sup, Jacoby 2NT  | After 1H-2H, short and long suit game tries. After Jacoby 2NT, 3 level bids show shortness and 4 level bids show length  | After 3rd / 4th hand opening :2C ( 3 card SUP) / 2D ( 4 card SUP) Drury 10-11 , 1NT = Semi Forcing, 2NT =NAT, 3C/3D = Fit Jumps 8-9,  |  |
| 1S   |     | 5        | 4D  | 11-21, 5 card S  | 1NT=SemiF, 2C=GF Art, 2D/2H= NAT 5+ & GF., 3C = 10-11, 4 card Sup, 3D = 8-9, 4 card Support, 2S = 8-10, 3 card Sup, 3S = <7 HCP, 4 card Sup, Jacoby 2NT   | After 1S-2S, short and long suit game tries. After Jacoby 2NT, 3 level bids show shortness and 4 level bids show length  | After 3rd / 4th hand opening :2C ( 3 card SUP) / 2D ( 4 card SUP) Drury 10-11 , 1NT = Semi Forcing, 2NT =NAT, 3C/3D = Fit Jumps 8-9,  |  |
| 1 NT   |     | ---      |     | 15-17, can have 5 card major and 5422 distribution. Singleton Honor Possible. 6331 with 6cd minor possible | 2C =F1 Stayman. 4 way transfers, Supper accept by jump accepting in Majors, bidding one level below for Minors, 3C = Both Minors gf, 3D = 4441, major singleton GF, 3H/S = 5431 with bid suit singleton GF, 4D/4H = 4 level transfers. Stolen bid for 2C, Systems ON if 1NT is doubled or overcalled 2C | Responder's new suit after transfer =NAT,GF & jump new suit = auto splinter.<br>Smolen<br>Gerber<br>1NT-2C-2NT = 5 card major Min<br>1NT -2C-3C = 5 card major Max   |   |  |
| 2C   | X   | 0        |     | Forcing STR, 22+, if BAL, or 8+ tricks or 4 loser hand   | 2D waiting, semi-positive GF, 2H- BUST 0-3 points<br>Suit bids natural with 1.5 Tricks or any 9 points.<br>2NT=9+ H suit<br>3H/3S = 4 to 7 HCP, 6 card suit   | Kokish Relays  | After 2N -Same bids as over natural 2NT   |  |
| 2D   | X   |          |     | 18-21 single suit minor,<br>20-21 single suit major,<br>4441 major singleton 20-21                         | 2H = relay, 2S = 5c Spade, 2NT = 5 card Heart   | 2D-2H-3x = respective single suit<br>2D-2H-2S= Heart singleton<br>2D-2H-2N = Spade singleton   |   |  |
| 2H   |     | 6        |     | weak   | 2NT: enquiry, new suit is F1  | Step Responses, 3C=81, 3D=82, 3H=71, 3S=72   |   |  |
| 2S   |     | 6        |     | weak   | New suit F1, 2NT: enquiry   | Step Responses, 3C=81, 3D=82, 3H=71, 3S=72   |   |  |
| 2NT  |     | ---      |     | (19)20-21 Semi Bal. Can have 5card Major / 6card minor   | 3C= Puppet, 3D/3H =TRF's to H/S, 3S = relay to 3NT<br>4C=Gerber, 4D/H = Transfers to H/S Semi Slam interest<br>4H/S=good minor C/D 4NT=Quant, 3NT = Both Minor Slammish   | 2NT-3S -4C = 5D +4C slam interest<br>2NT -3S-4D = 5C + 4D slam interest  |   |  |
| 3x   |     | 7/6      |     | Natural Preempts   | Natural, New suit = F1,   | 4N = RKC   |   |  |
| 3NT  | X   | 7        |     | 4 level preempt  | 4C/5C/6C= Pass or correct, 4D = singleton ask.<br>Rest to play  |  |   |  |
| 4m   | X   | 7,8 or 9 |     | Stronger Namyats.  | Strong pre-empt in H/S – C for H and D for S<br>New suit is cue-bid, 4NT=RKCB   |  |   |  |
| 4M   |     | 7 or 8   |     | To play. Pre-emptive.  | New suit is cue-bid, 4NT=RKCB   |  |   |  |
| 4NT  | X   | ---      |     | Asks for specific aces   | 5C=zero Ace, 5 Suit=that Ace, 5NT=C Ace,6C = 2 Aces   |  |   |  |
| <b>High Level Bidding / Slam Conventions</b> |     |          |     |  |   |  |   |  |
|  |     |          |     |  |   |  | 1403 Roman Key Card Blackwood: 4NT = RKCB; Minorwood 4C and 4D as RKCB in C and D when suit agreed and gf established, EKC, If minor suit agreed at 4 level, then next higher bid is RKC, Cue style: 1st or 2nd round control up the line, Lightner DBL's, Forcing pass - Double discouraging after forcing pass, DOP1, ROP1, Splinter. 5NT pick a slam |  |