

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level overcalls are 6—15, 2 level overcall (of a 1 bid) is 9—15. Overcall of a 2 level bid at 2 level is 11—16 and at 3 level is 13--17
Stronger overcalls are shown by jump overcalls Partner to make a forcing bid (cue or NT) with 10+ (for 6—15) Overcalls are 2 suits DON'T style, ♠ overcall is takeout,
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Is artificial, shows 5+ Spades and 4+ in another suit, 6--15
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls are <u>strong bids showing 2 suits</u> , double jumps are Pre-empt. Do not play unusual Nt showing 2 lower suits Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue → is a strong (15+) bid showing 2 of the other suits of the same color.
VS. NT (vs. Strong/Weak; Reopening;PH)
Double → 5+m4+M or both M 2C → 4+C, 3+ Majors 2D → 4+D, 3+ Majors 2H/S → natural Partner to make forcing bid with 10+
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double → single suit or balanced, S overcall is takeout. Jump bids are strong 2 suit overcalls. Immediate NT is strong takeout Other bids are 2 suit showing
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl → takeout of C, D/H/S → takeout of that suit 1NT—2H → +2 suit, might have +1 Suit also. 2S → S+D, 2N → C+H Pre-empts beyond that
OVER OPPONENTS' TAKEOUT DOUBLE
transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Attitude (low --> A/K/Q), Journalist	Typically highest	
NT	Same as suit		
Subseq	Same		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ask for attitude	Same as suit	
King	Ask for suit pref		
Queen			
Jack	Denies higher		
10	0 or 2 higher		
9	0 or 2 higher		
Hi-X	doubleton		
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Suit pref	
Suit 2	Suit pref		suit of no interest
3			
1	Same as suit		
NT 2			
3			
Signals (including Trumps): suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles are takeout only by passed hand. Other doubles are conventional			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Immediate Double by unpassed hand → 8+ any single suit or 12+ balanced Double after (1x)—P—(1Y)—Dbl is other 2 suits strong			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:
PLAYERS: Prakash & Anirudh EVENT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE Standard with weak NT (11--14) Minor openings 11--21, Major openings 11--17 openings take into account distribution, 8+HCP, Rule of 18 Light preempts, suit quality can be poor 3 rd seat openings can be light (8+ HCP without Rule of 18) and 1M can be 4 cards
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Overcalls: DON'T style 2 suit with S bid used for takeout Opening 2D onwards all bids show next higher suit, weak or strong Details attached in the notes
All doubles by unpassed hand are conventional (ref notes)
SPECIAL FORCING PASS SEQUENCES
In competition after game bid, pass shows better hand, p to bid on Or double
IMPORTANT NOTES
PSYCHICS: Never on suit length, points can be lighter sometimes in weak non-forcing bids

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		Better minor, open 1C with	Transfers, 2m is 6—8, 3m 6—8 with 5 cards	NT rebid is 15—17, opener will bypass S to rebid NT with 15—17. opener will bypass S to rebid NT 15—17.	Transfers over overcalls
				Both minor equal (except 55+)	1NT is 9—11, 2NT is 12—13, 2S is 4+m GF,		
1♦		3					
1♥		5		Can be 4 in 4 th seat	Transfers (other than 1H—1S)		
1♠		5			3C, 2NT 3+ support GF, Transfers, 3D, 2NT 3+ support GF		
INT				11---14, 5422 common	Puppet stayman, Maj trnfers, 3x is 6+cards slam int		After interference, 2 level to play,
				Only singleton possible is 4441 with single S	2NT relay to 3C, correct to 3D or bid 3H/S GF Smollen		2NT takeout, rest transfers.
2♣							
2♦	YES			5+H, < 11 or 5 loser hand	2NT forcing (asking for 2 nd suit if any)	Any other bid by responder non-forcing	
				4—10, Light preempts	3H/4H pre-empt. 3S is GF with H support.		
2♥	YES			5+S, < 11 or 4 loser hand	2NT forcing (asking for 2 nd suit if any)		
				4—10, Light preempts	3S/4S pre-empt. 3NT is GF with S support.		
2♠	YES			6+C, < 11 or 4 loser hand			
				4—10, Light preempts			
2NT				20--21			
3♣	YES			6+D, < 11 or 4 loser hand			
3♦	YES			6+H, < 11 or 4 loser hand			
3♥	YES			6+S, < 11 or 4 loser hand			
3♠	YES			7+C, 5 loser hand			
3NT	YES			7+D, 5 loser hand			
4♣	YES			7+ H, 5 loser hand	4D is relay to 4H. Other responses are KC showing		
4♦	YES			7+ S, 5 loser hand	Without support		
4♥		7		7+ H, 6 loser/bad 5 loser hand	Relay and bidding again is KC showing with		
4♠		7		7+ S, 6 loser/bad 5 loser hand	support		
4NT							
5♣						HIGH LEVEL BIDDING	
5♦							
5♥							
5♠							