DEFENSIVE AND COMPETITIVE BIDDING					
	S (Style: Responses: 1/2 Level; Reopening)				
	0 HCP 4+card. Vul – Sound; new suit: Forcing @ 1 level; NFC @ 2 level;				
take-out doul					
take-out dout	ic. up to + ▼				
1NT OVERC	ALL (2 nd /4 th Live; Responses; Reopening)				
	th: 10(11)-14(15)				
	s our 1NT opening				
respressive a	o our IIII opening				
JUMP OVER	CALLS (Style; Responses; Unusual NT)				
1-suit: Weak	· · · · · · · · · · · · · · · · · · ·				
	oing Michaels: Either weak(8-11) or strong(>16)				
Reopen: aggi					
1 00	Unusual (Lower for Lower)				
	UMP CUE BIDS (Style; Response; Reopen)				
	OLIZ GOL BIEGO (Gegre, Response, Response				
VS. NT (vs. S	trong/Weak; Reopening;PH)				
Weak/Strong	trong/Weak; Reopening;PH)				
Weak/Strong	trong/Weak; Reopening;PH) : Woolsey; 2♣= MM; 2♦=M; 2♥=♥+min				
Weak/Strong	trong/Weak; Reopening;PH) : Woolsey; 2♣= MM; 2♦=M; 2♥=♥+min DBL=Penalty				
Weak/Strong 2♠=♠+min I	trong/Weak; Reopening;PH) : Woolsey; 2♣= MM; 2♦=M; 2♥=♥+min DBL=Penalty				
Weak/Strong 2♠=♠+min I Balancing: S PH = same	trong/Weak; Reopening;PH) : Woolsey; 2♣= MM; 2♦=M; 2♥=♥+min DBL=Penalty				
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Weak/Strong 2♠=♠+min I Balancing: S PH = same VS.PREEMT	trong/Weak; Reopening;PH) : Woolsey; 2. = MM; 2. = M; 2. = +min DBL=Penalty ame S (Doubles; Cue-bids; Jumps; NT Bids) nature, then Stayman & Transfer				
Weak/Strong 2 = + + min I Balancing: S PH = same VS.PREEMT 2NT: 15-18 r	trong/Weak; Reopening;PH) : Woolsey; 2. = MM; 2. = M; 2. = +min DBL=Penalty ame S (Doubles; Cue-bids; Jumps; NT Bids) nature, then Stayman & Transfer				
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		EADS AND S	IGNALS		
OPENING 1	LEADS STYL	E			
	Lead		In P	artner's Suit	
Suit	3 rd /5 th		3 rd /5	5 th	
NT	2 nd /4 th	- , -		2 nd /4 th	
Subseq	3 rd /5 th		3 rd /5		
	isks for unblock	; Rev smith	I .		
LEADS					
Lead	Vs. Suit		Vs.	Vs. NT	
Ace	udca			udca	
King	udca			a	
Queen	udca			udca	
Jack	udca			udca	
10	udca		udc	a	
9	udca			udca	
Hi-X	udca			a	
Lo-X	udca	udca		udca	
SIGNALS I	N ORDER OF	PRIORITY			
	rtner's Lead	Declarer's	Lead	Discarding	
	1 ASC			ASC	
Suit 2 A	Suit 2 ASC			ASC	
3 A	3 ASC			ASC	
1 A	SC	ASC		ASC	
NT 2 A	SC	ASC		ASC	
3 A	3 ASC			ASC	
Signals (incl	uding Trumps):	Smith (Stan	dard)		
DOUBLES					
TA	KEOUT DOU	DOUBLE BLES (Style:	_~	es; Reopening)	
OPP Open:	other 4+ M o	r 16+HCP ar	y shape		
-	uit, cue=F1, 1N		•		
SPECIAL, A	RTIFICIAL &	COMPETITI	VE DBLS	/RDLS	
	tner X, Coope	erative X			
Negative X					
3-card Supp					
XX to show	v first control				

W B F CONVENTION CARD



CATEGORY:Green

Country: India/India

PLAYERS: PriyaRS/Joyjit Sensarma

Event:

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 GF always,

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

1NT 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

 $2 \leftarrow = 5/4 + \text{ in Majors (4-8 points)}$

1 - 2 + ;1 + -3 = 9-11 4+ + / +

DON'T Runout

 $1 \text{ minor} - 2M = 5 + 4/5 \checkmark$

SPECIAL FORCING PASS SEQUENCES

Standard forcing pass sequence when know we are stronger than opponents

IMPORTANT NOTES

PSYCHICS: Rare

OPENING	Ę	MIN. NO. OF CARDS	NEG.DBL THRU					
	TICK IF ARTIFICIA			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.4		3	4♥	12-21 HCP, 3+card *	Inverted min GF (1♣-3♣=pre-emptive; 2♦=Limit) 2♥/2♠=5♠+4♥;2N=11-12, 3N=13-15;	XYZ 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	34	12-21 HCP, 5+card ♥	1NT forcing;2 ♠=12-14 with 3♥;2N=12+, Jacoby;3♣/3♦=Rev Bergen(ON after 1♠ overcall), 3♥=PRE; Fit Jumps by PH;3♠/4♣/4♦=SPL	$1 \checkmark -(x)-2 \checkmark = 8-10 (3 \checkmark), 2 \checkmark = 3-7; 1NT+$ are all transfers; $2NT=Limit+$	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♥=12-14, 3♠	1 ♦ -(X)- 2 v = good raise;2 ♦ =3-7; 1NT+ are all transfers; 2NT=Limit+	Same	
INT			No	15-17 balanced	2♣: Stayman, 4 suit transfer; 3♣/♦=5/5 minor Game/Slam;	smolen	Neg DBL, LEB	
2.	Yes	0	4♥	22+ or strong 8.5 tricks	2 ♦: +ve; 2 ♥=bust 2N= 8+ 5+♥			
2 •		5		Weak	2NT→ Describe Hand			
2♥		5		Weak,	2♠, 3♣, 3♦=F1;2NT→Feature	2 ✓ -2 ♠; 3 ♠=Hx or xxx, 3 Y=feature.		
2 🏟		5		Weak,	3♣/♦/♥=F1;2NT→Feature	As above		
2NT				20-21 balanced	Puppet Stayman, Transfer;			
3 .		6		PRE	New suit: forcing			
3♦		6		PRE;				
3♥		6		PRE;				
3♠		6		PRE;				
3NT	Yes	_		Gambling				
4♣/♦/♥/♠		7		PRE;	4nt= rkcb			
5 * +				To play		HIGH LEVEL DIDDING		
						HIGH LEVEL BIDDING		
						RKCB-1430; 4m= KB m;		