

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level: Reopening)
1 level = 8-16, N.S.=F1 cue=LT(+) raise,
Jump NS = INV 6+ cards
2 level: Cue does not promise fit,
Cue = 9+with fit, else 10+
Reopen:- o/c can be light; Resp.:N.S.=N.F. constructive
J.O.C. = 6 cards 13-15, can be less if 7 cards or suitable
1NT OVERCALL (2nd/4th Live; Responses: Reopening)
15-17/18, Resp:- 2C =Stay,INV+
cue= F.G., Jump=Inv;
LEB VAR :- If 3 Seat Intervention.
NAT,2NT O/C = 15-18, WOLFF S/O APPLIES
15-17/18,Resp:- 2
JUMP OVERCALLS (Style; Response; Unusual NT)
WK, Wide range in 3/4 seat.
4 seat JUMP 2NT=18/19-20,
Reopen : 6 cards 13-15, Intermediate.
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
1M-2M=O.M.+m: <12 or 17+
1m-2m=M+M, 5H + 4S if passed partner, else 5+and 5+;
Jump Cue = D.A.B. (stopper ask.)
Leaping Micheal's , 2M-4m=m+OM, STRG
V.S. NT (Vs. Strong / Weak; Reopening; PH)
V.S. STRG:2 SEAT,DBL=CARDS,2C=M+M, 2D=one M;
2M=M+m,2NT = m+m; 3x = PRE;PH:DBL= one m
V.S. WK: DBL=PEN. IN 2+4 seat, others same
VS. PREEMPTS (DOUBLES; Cue-bids; Jumps; NT bids)
X=T/O THRU 4H ;4S-4NT = T/O, 2/3 suiter,
PH:- 4H - X = S SUIT, 1 1/2 (+) def. Tricks
2M-3M=m+m ; 2D-3D=M+M
VS. ARTIFICIAL STRONG OPENINGS
X = M + M; NT = m + m; J o/c = WK; wide range
Wide range: pass and bid = 15+,
Same for 1C P 1D X = M+M, NT= m-m
Pass and bid = 14+, Game Interest
OVER OPPONENTS' TAKE DOUBLE
N.S. = Nat, F1, 1M Dbl 2NT = Jordan
RDBL = 10+, (for M, usually no fit)
Jump = PRE, 1D Dbl 1NT, 4M OK
1M Dbl 2M/3M = 3-7/8 HCP
1M X Rdbld can have fit + 9/10 HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	4th	
NT	4th	4th	
Subseq	4th	4th	
Other : xxS in partner's suit if not supp.			
Sxx / xxS in partner's suit if supp.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK x (+), Ax	A=U/B or ct.	
King	KQ x+, Kx, KQ109	KQx, K Q10x	
Queen	QJ, QJ x (+)	QJ x (+), QJ10; KQ109+,	
Jack	J10x, HJ10x(+)	J10, HJ 10 x (+) Jx	
10	H109 x (+), 10 9 +	H 109 x (+) 109X, 10x,	
9	9x	9x, 9xx,	
Hi-x	Sx, xxxSx	Sx, Sxx, xSxx, xxxSx	
Lo-x	HxS, 10xxS, xxS	10xS, HxS, HxxS.	
SIGNALS IN ORDER OF PRIORITY			
	Partners Lead	Declarer's Lead	Discarding
1	Lo=ENCG.	Lo=EVEN	Lo=ENCG.
Suit 2	Lo=EVEN	SP	Lo=EVEN
3	SP		SP
1	Lo=ENCG.	Lo=EVEN	Lo=ENCG.
NT	Lo=EVEN	SP	Lo=EVEN
3	SP		SP
Signal (including Trumps) : Trump Echo = Ruff Int.			
ODD No of Trumps. Reverse Carding, Att, CT, SP			
DOUBLES			
TAKEOUT DOUBLE (Style; Responses; Reopening)			
Less Hcp if 3 other suits 4M + 3M slightly offshape ok;			
Resp: Classical			
Reopen: can be less, off shape freq.; DBL+N.S.=15+			
RESP:NON AGGRESSIVE			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
RESP x - THRU 4D for bid + supp. Suit only; Denies OM			
Comp X- THRU 4D ; bid + supp. Suit only;			
3rd suit x = 4th Suit			
G.T. Dbl after M raise,			

WBF Convention Card	
CATEGORY : BLUE	
NCBO : INDIA	EVENT : ALL
PLAYERS : HEMA DEORA - MARIANNE KARMARKAR	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
18+ C , can be less if highly unbal or long suit;	
prepared D min/1card 12-17; 5 card M with FINT; 2C = 5C	
+4M or 6+C 12-17.	
Respond light frequently, Frequent use of Non-penalty doubles	
frequently open light (10+HCP)if 5-5 or 6-4 or 6331;	
1NT Opening : 15-17 - 5M/6m ok ; spl H ok; off. Shape ok.	
2 OVER 1 Response : F.G.1D/1M-3m,1S-3H=INV	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2D = WK, Wide range in 1+3 SEAT	
2M: WK, Wide range style	
3rd seat very wide range	
3m: WK 6cards	
3M: Wk usually 7 (+) CARDS	
3NT: Sol.m, No outside A,K. OK; 3 seat to play	
4m: NAMYATS, 2 outside suits under ctrl.	
4M:Pre, very wide range.	
FIT showing jump in comp. Except on 1D	
VS. Namayats DBL=T/O, Delayed DBL-Balanced STRG.	
VS. Namayats O/C=one suiter,Delayed O/C=2 suiter	
VS. Michael's cue of M=LT+raise,new m=F1	
VS. TRF,DBL=T/O, cue=Michael's 2 suiter O/C	
SPECIAL FORCING PASS SEQUENCES	
Pass and pull=slam int;shows ctrl in opp. Suit; Direct bids	
usually deny ctrl in opp. Suit.	
usually denies STRG for RKCB.	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
PSYCHICS : Rarely	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C		0	4D	18+Bal or Winners	1D=0-7;2m/1M=8+HCP,5+Cards 1NT=8-10 or 15+BAL; 2H=11-12 Bal; 2S=13-14 Bal 2NT=8+, 4441	;1C-1M-SPL=4+Card Supp. Min Values 1C-1NT-2NT=Stayman, Bal. ON 2NT,3C=Singleton ASK	Jump after O/C=long suit 4-6
ID		1	4H	12-17,	1M=4+cards, 6+HCP (Less O K) 1NT=7-10 No 4M;2m=F.G.;2M=STRG 3M/m=INV;2NT=INV	1D-1M-1NT-2C/D=INV/FG Crowhurst ;3SF=F1,4SF=FG; Below 3NT no cue bids;	2M=6 cards, INV
1H		5	4D	12-17,5+Cards;5H+6m=1H usually	1NT=F1;2H=7-9,3H=4 card supp INV 2m=FG;2S=STRG;2NT=4card supp 14+HCP Jacoby; 3C/D = INV;3S/4m=SPL 3NT=7-11,Some void 5+Card Supp.	Crowhurst=F2NT,4SF=F.G. Serious 3NT After forcing M Raise On F1NT 3 Card m rebid	2C/D=reverse DRURY fit, 3/4+Cards Supp. 1NT=Semi F1
1S		5	4D	12-17,5+Cards	2H=F.G.,3H=INV,Rest as above	As Above	As Above
1NT		3S		15-17 SPL H OK	2C=Stay;4M no guarantee;4STRF ;4NT=Quant.3C/D=m+m,longer C/D FG; 3M=4card OM,4C=Gerber	After STAY,2H=P/C;2S=7-8 INV, unbal,TRF+N.S.= F.G.TRF&2NT=INV smolen TRF; QUANT 4 NT after 2 level TRF & STAY.	Lebensohl (Slow),2 Level DBL=STRG,G.I. In NT (+) 3 level DBL=NEG
2C		5	4H	11-17,5+C+4M or 6+C	2D=(R),2M=F1,constructive; ® does not promise strength if Club fit 3D/H/S = Slammish;4M = To play	Resp. Reverse after 2D(R); 3D=Repeat(R) after 2D; ON 2NT (R) ; 3D=WK, 3C/3M=Feature 3NT = SRTG suit	
2D		6	-	WK, wide range	2M/3C=F1, 3D=Raise, NON INV		
2H		6	3D	WK,6+Cards;3 seat 5 OK	2NT=Ogust;NS=F1; 3H= NON INV	After 2NT (R) N.S.= cue bids	2NT=G.I., N.S.=FIT
2S		6	3H	As above	As above	As above	As above
2NT		3S		21-22 BAL; PRE;3 seat wide range	3C=STAY;3D/3H=TRF;3S=PUP3NT 3NT=m+m,5-5,or 5-4, Slam Interest NS=F1;	PUP3NT= To play, 1 suiter m,or STRG m+m; smolen TRF.	N.S. = FIT
3m		6	-	PRE;3 seat wide range	As above	HIGH LEVEL BIDDING RKCB (1430); 5NT= 2 with void; 6C/D/H=1 with void; with 3 keycards reply; cue bids 1st or 2nd rnd. Ctr. Up the line, DIPO; RIPO Pass & Pull =Slam interest, shows ctrl; Serious 3NT = 15-17 range after forcing M raise; cue=sound opening; Exclusion Blackwood	
3M		6/7	4H	PRE;3 seat wide range	As above		
3NT		7m		Sol.m;No A outside	4/5C=P/C;4D=SPL. Ask		
4m		7M		NAMYATS,2 othersuit in Ctrl.,8 1/2 to 9 1/2 tricks	Cue bids, RKCB;		
4M		7M		Wide range PRE	RKCB;NS=CUE		
4NT				Ace asking	5C=No ace; 5D/H/S/6C= specific Ace; 5NT=2 Aces		

NOTES

1 Club

1. 1C - 1D - 1H/S : 1NT = F1R : 2C/D = Lower longer minor
: 2H = Weak raise
: 2NT = Inv.
: 3H = Strong raise

: 2NT = 4 card H/S Bal.: Opener bids singleton/void
2. 1C - 1D - 1NT : Same as 1NT opening
3. 1C - 1D - 2NT : Same as 2NT opening
4. 1C - 1NT - 2NT : 3H - 3NT = 4 card S

1 Diamond

1. 1D - 1H/S : 2NT = 6 D + 15/16 HCP; 3NT = Solid 7 card D; Splinter;
2. 1D - 1H/S - 1NT : 2C = Inv. Crowhurst : puppet to 2D : 2H/S = Inv. 11 HCP
: 2NT = Inv. 11 HCP
: 3C/D = Inv. 5 card C/D
: 2H/S with 3 card Honour support

: 3C/D/OM = 5-5 INV (with 12+HCP Forcing Crowhurst)
3. 1D - 1H/S - 1NT : 2D = FG Crowhurst : 2H/S = Support
: 2NT = No support
: 3C/D = Support + 5 card C/D
4. 1D - 1H/S - 1NT : 2NT = Puppet to 3C (6C + 4M) : 3C = To play
5. 1D - 1NT : 3H/S = Singleton in bid suit + Diamond suit
6. 1D - 2NT : 3C = P/C; 3D = To play; 3H/S = Singleton in bid suit
7. 1D - 2C/D : 2NT = Bal.; 2H/S = 4D + 4H/S

1 Heart/Spade

1. 1H/S - 1NT - 2 Any : 2NT = 10/11 HCP Bal.; 3H/S = Limit raise Bal. Hand
2. 1H - 1S - 1NT - 2C : Crowhurst
3. 1H/S - 1NT : 2C/D = Lower longer minor; Major rebid = 6 +card;
2NT = 15/16 HCP Good suit; 3C/D = 15/16 HCP+ 5 C/D
3H/S = 15/16 HCP 6+ cards
4. 1H/S - 2 NT : Jacoby (14+ HCP + 4 card supp.) 3C/D/H = Singleton C/D/H;
3H/S = Max.; 4H/S = Min.; 4C/D/H = 5 C/D/H Source of tricks
3NT = Void; 4C asks-4D/H/S = D/H/C Void
5. 1H/S - 2C/D - 3C/D : 4C/D = RKCB
6. 1H/S - 2C/D - 3S(Splinter) : 4C/D = RKCB

1 No Trump

1. 1NT - 2C - 2D : 2H = Weak in Majors;
: 2S = INV 5S+4H or 4S+5C/D; (Opener passes with 3 card S,
bids 2NT/3C with min/max)
: 3C = Extended Stayman;
: 3D = 5+5 Majors INV;
: 3H/S = Smolen
: 4C/D = 6H/S + 4 S/H Slammish
2. 1NT-2H-2S : 3H = 5+5 Majors FG
3. 1NT-2D -2H : 2S = 5H+4S INV
4. 1NT - 2C - 2H : 3S = Forcing raise of hearts; 3NT = 4 card S + Slam try
5. 1NT - 2C - 2S : 3H = Forcing raise of spades; 3NT = 4 card H + Slam try
6. 1NT - 2S - 2NT/3C : 4C = RKCB
7. 1NT -2NT - 3C/D : 4D = RKCB
8. 1NT - 2D/H - 2H/S : 4H/S = Slam Try; 4NT = Quant.
9. 1NT- 4D/H - 4H/S : 4NT = RKCB
10. 1NT - 4C - 4D/H/S : By Responder 4NT = To play; 5NT = King asking (1or 4, 0 or3, 2)

Two Clubs

1. 2C - 2D : 2H/S = 4 H/S; 2NT/3C = 6C + Max(14-16)/Min.HCP;
3D/H/S = 6C + 4D/H/S max.HCP; 3NT = Solid Clubs;
4H/S = 6C + 5 H/S max.HCP
2. 2C - 2D - 2H/S : 3D = Distribution asking
(Major suit rebid = 5-4-2-2; Fragment = 3OM or 3NT for D)
3. 2C - 2D - 2NT/3C : 3D = Stopper asking : (3H = H; 3S = S; 3N = D)
4. 2C - 2NT : 3D/H/S = Singleton
5. 2C - 2H/S-2NT/3C : 3H/S = INV
6. 2C - 2D - 2M/2NT/3C : 4C = FG
7. 2C - 2D - 2NT/3C : 4D/M = Splinter

Two No Trumps

1. 2N-3S-3NT : 4C/D = one suiter slam interest;
: cue-bid = good hand; 4N = S/O; 5C/D = to play

: 4H/S = Both minors (H=longer Cs; S=longer Ds)
: 4N = 5-5 in minors slam interest
2. 2N-3N (8 or less HCP, may be 5-4) : 4C/4D(setting the suit)-4N= RKCB
3. 2N - 4C (Gerber) : 4D= 1 or 4; 4H=0 or 3; 4S =2;
By responder 4N = To play; 5N = King asking

Note : After Suit agreement : 4N RKCB followed by 5N : On majors = Specific King asking
On minors = Grand Slam Try

Competitive Bidding

1. On opponent's weak 2H/S : 3H/S = Minors; 4C/D = Leaping Michaels (Two-suiter :Other major + C/D)
2. On 1C interference
i.e. double for majors : 1D = 5-7 HCP; RDBL= 8+HCP; 1H/S = 8+HCP H/S check
1NT = 8+HCP Both checks; 2C/D = Natural
NT for minors : Double = 5+ HCP; 2C/D = C/D check; 2H/S = Natural
3. On 1NT - 2 Any by opponents : Lebensohl : 2D/H/S = To play;
2NT = For partner to puppet 3C;3 level bid = 5+Suit forcing;
3 Opponents'suit = No check + Other major; 3NT = 12+ HCP No check
4. On 1H/S - DBL by opponent : 1N = Strong raise to 2H/S;

: 2H/S = PRE
 : 2N = Limit raise or better
 : 3H/S = PRE, Weak

5. On opponent's multi 2D: Double = 13-15 HCP Bal. or any strong hand; 2NT = 16-18 HCP Bal.
 - a) 2D-DBL-P : P = Weak, upto 7HCP; 2M/3C = 8+Nat; 3D = Cue-bid 11+
 - b) 2D-2M –P : 3C/OM = Natural 1RF
 - c) 2D -3m(extra playing strength) : 3M = Stopper in suit
 - d) 2D-2N – 3H : DBL = Hearts
6. On opponent's 2H/S – 2NT : Wolff's Signoff: 3C-P-3D : P/3H/3S/4C = To play;
 - : 3D = Stayman (on 3NT-4C/D=5+C/D)
 - : 3H/S = Both minors
 - : 4C/D = C/D suit FG
7. 1H- opponent's 2NT : 3C = Hearts limit or better; 3D = Spades FG;
 - 3H = Sound raise in Hearts; 4H = PRE
8. 1S- opponent's 2NT : 3C = Hearts GF; 3D = Spades limit or better
 - 3S = Sound raise in Spades; 4S = PRE
9. On opponent's 1H/S – P- 2H/S : 2NT = Michaels; 3H/S = Minors; DBL = T/O
10. 1D Intervention : 1D-1H : DBL = no 4 card Spade;
 - : 1S = 4+ Spades (support DBL applies)
 - 1D-1S : 2D= 5card 7-9HCP NF; 2H = F1 Natural; DBL = 4 card Heart;
 - 2S= limit or better; 3C/D = PRE
 - 1D-DBL : 1H/S/2C = 1RF; 2D = Weak; 2H/S = PRE
 - 1D-1H-DBL-2H – DBL = T/O in minors
 - 1D-2C-DBL-3C – DBL = T/O in majors
 - 1D- 1H/S/2C : 2D = Weak; 2 Bid Suit = Limit or better; 3D = INV
 - 1D – 2D(Michaels): DBL = Strength, may be Penalty; 2H/S = H/S Check;
 - 2N = 10-11 HCP both checks; 3C/D=Limit or better
11. 1NT Intervention : 1NT – DBL(Conventional) :System on; RDBL = 8+HCP Bal.
 - 1NT – DBL (Penalty) : RDBL = 8+HCP Bal.; Suit = Natural
 - 1NT – 2C (Landy) : DBL = Strength; 2H/S = H/S Check;
 - 2NT = Lebensohl 3C/D =5 card C/D FG;
 - 1NT – 2C (Clubs+ Higher suit or single suiter): DBL = Stayman+System on
12. On Opponent's 2C : 3C = Both Majors
13. On Opponent's 1NT/2NT : 4C = Super Landy (Both Majors STRG)
14. On Opponent's 1C/D (Standard): 2NT = Hearts + Other minor
15. On Opponent's 1D (Prepared) : 2NT = Hearts + minor

16. 2C – Opponent’s DBL : New Suit = F1R; 2D = Relay; RDBL = Penalty interest
17. 1D – Opponent’s 1N : 2C = Both Majors
18. 1D- P -1H –1S-P-2S : DBL = T/O
: 3C/D = Suit FG