

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1L then cue their suit promises fit, jump cue=mixed 1N=9-11, 2N=12-14, 2/1=NF, jump in new suit=NAT F1, fit by PH After 2L overcall change of suit=forcing unless they bid After negative DBL 1M, RDBL=10+ exactly 2M then DBL=PEN 2N=Limit raise of Major if 3 rd hand bids, NAT if minor overcall
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 with sys on 11-14 after 1m opening in protective with sys on 12-16 after 1M opening in protective with sys on (1x)-1N-(DBL)-RDBL=single suited, 2m/2♥=suit+higher, 2♠=NAT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak then as if partner opened weak 2M 2M in protective is intermediate (normal one level opening)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cue bids, 5-5 Majors after 1m, 5OM and 5m after 1M (1m)-2m-(pass)-3m=link to Major, (1♣)-2♣-(pass)-2♦=art bad hand (1M)-2M-(pass)-2N=REL inv+, 3♣=p/c, 3♦=INV Major
VS NT (vs. Strong/Weak; Reopening;PH)
DBL=4M 5+m (2♣=asks minor, 2♦=asks Major) DBL=PEN versus weak NT then first DBL=take-out then PEN 2♣=Majors (2♦=no preference, 3♣=♥s, 3♦=♠s) 2♦=1 Major (2M/3M/4♥=p/c, 2N=REL then 3♣=♥s, 3♦=♠s MAX) 2M=5 Major, 4+ minor (2N=REL then 3m=min, 3M=link, 3♣=p/c) 2N=Minors
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels then unbid step1=good for Major, step2=minor Leaping Michaels=GF, better minor LEB (2♠)-DBL-(4♠)-5♥=stronger than via 4N
VS ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=Majors, 1N=minors 1N/2N=cue bid if we overcall a suit
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers after 1M opening or overcall and DBL starting at 1N If opener breaks TFR to new suit=shows something Transfers after 2M opening and DBL starting at 2N Transfers after weak jump overcall and negative DBL starting at 2N

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /Low	3 rd /Low (Att if supported)	
NT	2 nd bad suit/ 4 th from honour	3 rd /Low (Att if supported)	
Subseq	Attitude during play	Attitude during play	
Other: Standard honour leads, No Smith, King asks count at 5L+ v suits 3 rd from six			
LEADS			
Lead	Vs Suit	Vs NT	
Ace	AK(+)	AK(+)	
King	AK Doubleton, KQ(+)	Asks unblock or count	
Queen	QJ (+)	Could be from KQ(+) or QJ	
Jack	JT (+)	JT (+) or KJT(+)/AJT(+)	
10	T9(+), HT9(+)	T9(+), HT9(+)	
9	9x	9x	
Hi-X	Xx, X	Xx, xXx, xXxx, xXxxx	
Lo-X	xxX, xxXx, xxxX	HxX, HxxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	SP	Count
3	SP		SP
1	Attitude	Count	Attitude
NT 2	Count	SP	Count
3	SP		SP
Signals (including Trumps): Standard signals, trumps=SP (low=default if no preference) Count given infrequently			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light when shape suitable then cue bid forcing to suit agreement (1m)-DBL-(1♥)-2m cue=other minor, 2♥=♠s (1m)-DBL-(1♠)-2m cue=♥s, 2♠=other minor (1♥)-DBL-(1♠)-2M=flag			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBLs including ♦s including when responder has shown 5 Support DBLs mandatory to 2 of our suit unless they overcall 1N when DBL is still support but unbalanced hand 1m-(Pass)-1N-(bid)-DBL=PEN type, 1M-(Pass)-1N-(bid)-DBL=take-out Opponents TFR responses to 1♣ DBL=take-out of ♣s and Major, cue bid=take out of ♦s and Major (1♣)-Pass-(1♠=no M)-DBL=take-out of ♣s, 2♣=5-4+ majors, 2♦=one major			
Opponents Multi 2♦ DBL=13-15 balanced or strong, pass and DBL=take-out			

W B F CONVENTION CARD
CATEGORY: Green NCBO: PLAYERS: Rajath Shourie and Stefan Thorpe EVENT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣=2+♣s 1♦=4+♦s 5 Card Majors (4 possible in 3 rd seat mostly NV) (14) 15-17 1NT 2♦/2M=weak
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3N as good 4M
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
1N-(DBL)-RDBL=NAT, Pass=forces RDBL, 2m/2♥=suit+higher, 2♠=NAT 1N-(3♥)-DBL=4/5♠s, 3♠=<4♠s, 4m=NAT, 4♥=6+♠s 1N-(3♠)-DBL=NEG, 4♣/4♦=TFR, 4♥=♣s
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		2	7♥
1♦		4	7♥	Natural	1M=NAT, 2♣=5+♣ GF, 2♦=Inverted 2M=very weak 2N=NAT GF 12-15 or 18-19 may have 4M 3♣=NAT INV, 3♦=Mixed, 3M=Weak	1♦-1M-4♦=4M and 6+♦s 1♦-1M-2M-2N=Spiral 1m-1x-1N-2m=2 way checkback then 3M 1st 1m-1x-1N-2N=TFR♣s	2 way checkback on competition PH 1m-1x-1N-2♦=NAT with 5M
1♥		5 (4)	7♦	Natural (4 poss 3 rd mostly NV)	1N=semi forcing can have 3♥, 2♠=GF ♣s or BAL 2♦=5+♦ GF, 2♥=8-9 3♥, 2♠=very weak, 2N=Jacoby, 3♣=limit 4♥ or 3♥+SPL, 3♦=NAT INV, 3♥=Mixed, 3♠=9-11 4+♥ any SPL 3N=4+♥ ♠ SPL 12-15, 4L=4+♥ SPL 12-15	1♥-1N-2m-then Modified Bart 1♥-2N-3L=SPL, 3♥/3N=med/MAX<SPL 1♥-2N-4m=5+, 4♥=minimum< 2KC+Queen 1♥-3♣-3♦=ask, 3♠/3N/4♣=LMH shortness 1♥-3♣-3♦-3♥=3♥s, 3♠/3N/4m=4♥s NLMH	2♣=3+♥ good raise (Drury) . TFRs from 1N after DBL 1♥-(3♠)-4♣=♥s slam-try
1♠		5 (4)	7♥	Natural (4 poss 3 rd mostly NV)	1N=semi forcing can have 3♠, 2♠=GF ♣s or BAL 2♦/2♥=5+ GF, 2♠=8-9 3♠, 2N=Jacoby 3♦=limit 4♠ or 3♠+SPL, 3♣/3♥=NAT INV 3♠=Mixed, 3N=9-11 4+♠ any SPL 4L=4+♠ SPL 12-15	1♠-1N-2m-then Modified Bart 1♠-2N-3L=SPL, 3♠/3N=med/MAX<SPL, 1♠-2N-4m/4♥=5+, 4♠=min< 2KC+Queen 1♠-3♦-3♥=ask, 3N/4m=LMH shortness 1♠-3♦-3♥-3♠=3♠s, 3N/4m/4♥=4♠s NLMH	2♣=3+♠ good raise (Drury) . TFRs from 1N after DBL
INT		2 (1)	4♥	(14)15-17 Balanced Some Semi-Balanced Singleton A/K/Q possible	2♣=Stayman, 2♦/2♥=TFR then 2M+1=only break 2♠=Size or ♣s, 2N=♦s, 3♣=Puppet, 3♦=minors GF 3M=SPL 5+4+minors, 4♦=♥s, 4♥=♠s	1N-2♠-2N=min, 3♣=MAX 1N-2N-3♦=likes 3+♦s or Hx MAX Smolen but off if opponents DBL or bid 1N-3♣-3N=4522 then 4m=flag	TFR Lebensohl, slow shows They DBL Stayman, pass=no stop then RDBL=Stayman They DBL TFR, pass=no fit
2♣	YES	0		GF or (21)22+ Balanced	2♦=GF, 2♥=bust then 2N=NF, others=FG 2♠=8+ 5+♠, 2N=8+ 5+♥s both 2 of top 3 honours 3m=8+ 6+suit 2 of top 3 honours, 3M=sets suit	2♣-2♦-2♥=GF ♥s or 24+ Bal off if DBL/2♦ 2♣-2♦-2♥-2♠-3♣=6+♥s 2♣-2♦-2♥-2♠-3♥=5+♥s 4+♣s	(DBL)-RDBL=PEN, pass=bust (2L)-DBL=bad, pass=positive (3L+)-DBL=take-out
2♦		(5)6		Weak 2 bid	2N=REL 2M/3♣=Forcing	2♦-2N-3♣=MAX, 3♦=<MAX 2♦-2N-3M/3N=4 card suits up the line	
2♥		(5)6		Weak 2 bid	2N=REL 2♠/3m=Forcing	2♥-2N-3♣=not min, 3♥=min, 4m=5m 2♥-2N-3♦/3♠/3N=4 card suits up the line	TFRs from 2N after DBL
2♠		(5)6		Weak 2 bid	2N=REL 3m/3♥=Forcing	2♠-2N-3♣=not min, 3♠=min, 4m=5m 2♠-2N-3♦/3♥/3N=4 card suits up the line	TFRs from 2N after DBL
2NT		2 (1)	4♥	(19)20-21 Balanced Singleton A/K/Q possible	Stayman, 3♦/3♥=TFR, 3♠=one or both minors 4♦=♥s, 4♥=♠s	Smolen, 2N-3♠-3N-4♦=♦s/ 4♦=♣s 2N-3♠-3N-4M=SPL minors, 4N=22(54)	As if they overcall our 1N
3♣		6		Aggressive NV, sound VUL	3L=NAT F1, 4♣=to play, 4♦=Poor Mans KC		
3♦		6		Aggressive NV, sound VUL	3M=NAT F1, 4♣=Poor Mans KC, 4♦=to play		
3♥		6		Aggressive NV, sound VUL	3♠=NAT GF, 4♣=Poor Mans KC		
3♠		6		Aggressive NV, sound VUL	4♣=Poor Mans KC		
3NT	YES	7		Good 4M bid	4♣=TFR to your suit, 4♦=slam try, 4♥=p/c		
4♣		(6)7		Aggressive NV	4♦=Poor Mans KC, 4N=To play	HIGH LEVEL BIDDING	
4♦		(6)7		Aggressive NV	4N=RKC	RKC 1430 if Major agreed then Queen ask and specific Kings	
4♥		(6)7			4N=RKC	4♦=RKC if ♣s clearly agreed or jump, 4♥=RKC if ♦s clearly agreed or jump	
4♠		(6)7			4N=RKC	5N=pick a slam	
						4♣=Poor Mans KC (4♦ over 3♣ /4♣), 01122, 4♦-4N and 4M-4N=RKC	
5m		7				Exclusion, 0314 if jump above game, non serious (3♠ when ♥s / 3N when ♠s)	