

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Aggressive 1level, semi-aggressive 2 level
After overcall 1Major 2/1 non forcing up to 14, cue bid 10+ with 3 trumps or 14+ any, 2NT 12+ 4card fit, 3 of their suit mixed raise
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
15-18 live, 12-16 reopening if they open 1M, 11-14 if they open 1m
INT unusual by passed hand with 4M5m (5H over 1S)
JUMP OVERCALLS (Style; Responses; Unusual NT)
aggressive preempts
2NT shows lower two suits
Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
direct cue bid 2m is Majors 5+/5+, direct cue bid 2M is Major+minor 5+/5+, jump cue asks for stopper
After direct cue bid 2NT asking, 3m pass or correct
VS. NT (vs. Strong/Weak; Reopening;PH)
vs strong: dbl pen, 2c majors, 2d one major, 2M M+m, 2NT minors
vs weak: same
vs mini: dbl 14+ rest same not weak
when they overcall 1NT over 1m: 2c majors, dbl pen, rest nat
when they overcall 1NT over 1M: dbl pen, 2nt: distributional GF some 5+/5+
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
over 3M: 4m=5m+4M NF, over 3H-4H=S+m GF (forcing pass established), over 3d: 4d majors, 4c clubs and a major
over 2M: 3M stopper ask, 4x is x+M 5+/5+ and is GF (forcing pass established if opps compete)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1c strong: dbl majors, 1NT minors, after a suit bid 1Nt is good raise
over 2C: dbl majors, 2nt minors
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	% if unsupported	
NT	attitude	% if unsupported	
Subseq	2/4		
Other: K asks for count when declarer has shown a 7card suit or any 10cards			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+ Ax+	AK+	
King	KQx+, AK	KQ+	
Queen	QJ+	QJ+, KQT+	
Jack	JT+	JT+, QJ9+	
10	HT9+	HT9+	
9	T9+	T9x, 98x	
Hi-X	xXx, xXxx	Xxx Xxxx xXxx	
Lo-X	HxxX, HxxXx	HxXx HxxX HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	rev attitude	rev count	rev attitude
Suit 2	rev count	s.p.	original count
3	s.p.		
1	rev. attitude	rev count	rev attitude
NT 2	rev count	s.p.	original count
3			
Signals (including Trumps): Standard Smith in NT (high in the 2nd trick shows positive attitude for the suit led, by both defenders)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
semi aggressive, jump to 2M is 5card 5-9, cue bid forcing to 2NT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner doubles, action doubles, game try doubles			
a lot of transfers in competition, optional support dbls/rdbls			

W B F CONVENTION CARD
CATEGORY: NCBO: England PLAYERS: Eshan Singhal // Filippos Kritsalis JUNIOR
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5cM
2/1 FG
1C = 2+ with transfer responses
15-17 NT vul or 4th position. 14-16 NT 1/2/3rd NV
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3rd seat NV 1 level openings may be light
SPECIAL FORCING PASS SEQUENCES
1M (p) 2N (4oM)
IMPORTANT NOTES

transfers in competition, rdbl strength

dbl of their raise = primarily takeout

PSYCHICS: rare

ra

OPEN ING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	natural or balanced w/o 5M/5D	1R=4+M, 1S=diamonds/no major, 1N=NAT INV	1M complete = WNT or unbal with 3M, <16	Some transfers at 2level if they bid
					2C = 10+ 5+C, 2D=5S 4+H 5-9, 2M=6M INV	1N rebid = 17/18-19 no 4M, 2way checkback, 2nt transfer to clubs, 3x 5-5 GF	
1♦		4	4H	not 3343, good suit quality if 4	2C=4+ FG, 2D=4+D INV+, 2M=6M INV	2way checkback, 1d-1M-2M-2nt asking	
					2N = NAT		transfers if they double
1♥		5	4H	10+ at NV	2m=FG, 2H=5-9 3H, 2N=INV/min FG with fit	1M-1N-2C and 1H-1S-2C is either nat or artificial 16+	2N good raise
					3C=6-9 4H, 3D=9-11 any SPL, 4D=good 4H bid		
1♠		5	4H	10+ at NV	others 12-14 SPL	some shape showing relays in 2/1	drury
INT				14-16NV1/2/3, 15-17V/4	2C=stayman, 2X=transfer, 3C=5M ask	1N-2C-2X-3C=relay. Xfer after xfer	1NT-(x penalty)-rdbl= one suit, 2x= x+higher. 1NT-(2x art)-dbl=cards, 2NT lebensol (puppet to 3C)
				Regularly has 5M, 6m, 5422	3D= FG minors, 3M=short (13)(45) FG	retransfers after 1st transfer	
2♣	ART	0		22-23 BAL or FG	2D=waiting, 2M=KQxxx or better	2C-2D-2N=22/23; 2C-2D-2H-2S-2N=24/25	
2♦	ART	6		0-9 points, 6cM	2M/3M = pass/correct, 2N=inquiry, 3C=H, 3D=S		2D (X): p=offer, XX=to play
					4C=xfer to your M, 4D=bid your M, 4M=to play		2M= pass/correct. 2D (2M) x=p/c
2♥	ART	5		5H and either 5+S or 4+m (0-9)	2S/3C = pass/correct, 2N=inquiry, 3D=S FG		dbl = pass or correct
					3S=S INV		
2♠	ART	5		5S, 4+m (0-9)	2N=inquiry, 3C = pass/correct, 3D=H INV+		dbl = pass or correct
					3H = NF		
2NT				20-21	3C=stayman, 3R=transfer, 3S=minors, 3N=to play		
				Regularly has 5M, 6m, 5422	4C/D=S/H, 4H/S=C/D slam try		
3♣				aggressive preempt	3x forcing, 4D: slam try → optional key card		
3♦				aggressive preempt	3x forcing, 4C: slam try → optional key card		
3♥				aggressive preempt	3x forcing, 4C: slam try → optional key card		
3♠				aggressive preempt	3x forcing, 4C: slam try → optional key card		
3NT	ART			gambling	4c pass correct, 4d asks short, 4M nat, 5c p/c		
4♣				preempt			
4♦				preempt			
4♥				preempt			
4♠				preempt			
4NT				minors			

5♣				preempt		HIGH LEVEL BIDDING
5♦				preempt		14-30 key card blackwood, exclusion blackwood. After response to blackwood first available step asks for trump queen, 2nd available steps asks for kings.
5♥						After response to kings, ask again for a specific king.
5♠						DOP1, ROP1