DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		WBF CONVENTION CARD	
OVERCALLS	OPENING LEADS STYLE		CATEGORY:	
8+, 6+ in balancing pos.	Lead	In Partner's Suit	NCBO: BFI	
JUMP CUE= Mixed Raise	Suit 3/5		EVENT:	
	Notrump 4th		PLAYERS: Souvik Das (708375)	
RESP: 2/1 NF, 1/1 F, 2/2 F	Subsequent		Sounak Biswas (949005)	
RESP: CUE=INV+, JS =preemptive (NF)	Other: top of nothing in NT	I.		
	Other. top or nothing in 141		-	
	LEADS		SYSTEM SUMMARY	
	Lead Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
1NT OVERCALL	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	AKJ(+),AKQ(+)	- 5 card Majors (1NT resp F1), 2/1 GF, 15-17 1NT , 20-21 1NT	
	$\begin{array}{c c} & \text{King} & \text{KQ}(+), \text{KQJ}(+) \\ \hline \end{array}$	KQx(+), KQJ(+)	3+ minors. 1m-2m raise FG, JS in o/m LR	
15-18 pts, systems on	Queen $QJ(+), QJT(+), AQJ(+)$	$R\otimes_{X(\pm)}, R\otimes_{J(\pm)}$	- All jump raises weak	
12-14 in Balancing pos, systems on	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	JT(+),	Bergen Raises in 1/2 hand, 2-way rev Drury in 3/4 hand	
	$\begin{array}{c c} - & \text{Jack} & \text{Jig}(+), \text{KJi}(+), \text{AJi}(+) \end{array}$	KJT(+),AJT(+)	sound Preempts, weak 2s with 6 cards	
	10 T9(+),KT9	T9(+)	-	
JUMP OVERCALLS		· /	- 2/1 FG (1.4)	
	9 98(+),QT9(+) Hi-X Sx	98(+),QT9(+) Sx,Sxx,Sxxx	-	
Weak, Preemptive			SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2NT= 5-5 in minors	, ,	HxxS(+),HxxS	$2 \clubsuit 22+ \text{ or } 9 \text{ tricks } (2\heartsuit \text{ resp weak}, 2\diamondsuit 4+)$	
Reopen:	SIGNALS IN ORDER OF PRI			
DIRECT & JUMP CUE BIDS	Partner's Lead Declarer		$2 \diamondsuit 2 \heartsuit 2 \spadesuit$ weak with 6+ cards	
Michaels, shows highest and another	1 Lo=Enc Lo/Hi=l			
responses: cuebid shows support	2 Suit Lo/Hi=Enc Lo=Enc		Michaels Cuebid shows 5-5 in highest unbid suit and lower suit	
[2x]-3x = STP ASK G/T	3 S/P		U2NT shows 5-5 in lowers	
[]	1 Lo=Enc Lo/Hi=1		1M-2M-(2NT) shows any two suits	
VS. NT	- 2 NT Lo/Hi=E Lo=Enc		LEB after a)1NT interference, b) openers Reverse	
DONT vs strong NT (1.11.6)	- 3 S/P		, c) X of opp wk2 . slow shows. (1.7)	
Multi Landy vs weak NT (1.11.6)	Signals:			
Multi Editay VS Weak IVI (I.II.O)	-		Neg. X thru 3♠	
	-		3.40. 22 332 4 34	
	DOUBLES			
	TAKEOUT DOUBLES			
VS. PREEMPTS	Sound in direct seats, WK in balancing.		-	
Overcalls NAT, [2X]-3X=STP ASK	Any shape if 18+		SPECIAL FORCING PASS SEQUENCES	
Leaping and non-leaping Michaels (1.10)	RESP: CUE =F1 (10+ or both M), Jump RESP=8+		STECHNET OFFICE AND SEQUENCES	
X can be followed by Lebensohl (1.7)	TEEST: COE =11 (10+ of Both W);	Jump Italia —0		
VS. ARTIFICIAL STRONG OPENINGS	MISCELLANEOUS DOUBLES	/REDOUBLES		
VS. ARTIFICIAL STRONG OPENINGS	- WIISCELLANCEOUS BOOBLES	/ ICED C BEES	IMPORTANT NOTES	
	NEG X thru 3♠		INII OILIANI NOIES	
OVED ODDONENIES TA REQUE DOUDLE			-	
OVER OPPONENTS' TAKEOUT DOUBLE	- (1)- A promises 4+ in both	v and v		
Mostly ignore T/O X	-			
All fit showing RESP and SPL exactly as openings w/o X	-			
1NTE 6 10 + (NE)			-	
1NT=6-10 pts (NF)			-	
Rdbl=10+ pts (can have 3supp for 1M)			-	
2/1 NF, JS preemptive and NF			Develled	
			PSYCHICS:	

OPEN	OPEN ART MIN NE CRDS DB		NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
14		3	3♠	11-21, no 5cM. ♣ > ♦ or 3-3 in mm	1 \diamondsuit = 4+ \diamondsuit 6+ with no 4cM or 11+, 1 / \heartsuit / \spadesuit = 4+ \heartsuit / \spadesuit 6+ PTS , 1NT=6-10 NAT, 2 \clubsuit = FG 5supp, 2 \diamondsuit =INV 5supp, 2 \heartsuit / 2 \spadesuit = WJS , 2NT=NAT 11-12, 3 \spadesuit =WK, 3 \diamondsuit / \heartsuit / \spadesuit =SPL, 3NT=NAT 13-15	After 1\$\mathbb{A}\$ -2\$\mathbb{A}\$: 2NT= \heartsuit \$\mathbb{A}\$ STP; 2x = x STP; 3y = STP ASK; 3\$\mathbb{A}\$ =no STP; 3NT = 18+, Similar after 1\$\mathbb{A}\$ -2\$\phi\$; 4\$\mathbb{A}\$ = INV, 4\$\phi\$ = KCB, 2-way CB and XYZ	$1\clubsuit$ -2♣ and $1♣$ - 2♦ NAT in COMP. $1\clubsuit$ -2♣ = INV+ in 3rd/4th
1\$		3	3♠	11-21, no 5cM. ♦ > ♣ and not 3-3 in mm	1/ \heartsuit / \spadesuit = 4+ \diamondsuit / \heartsuit / \spadesuit 6+PTS, 1NT=6-10 NAT, 2 \clubsuit = FG, 2 \diamondsuit =FG 4supp, 2 \heartsuit /2 \spadesuit =WJS, 2NT=NAT 11-12, 3 \clubsuit =INV 5supp, 3 \diamondsuit =WK, 3 \heartsuit 3 \spadesuit 4 \clubsuit =SPL, 3NT=NAT 13-15	After $1\lozenge -2\lozenge : 2NT = \lozenge \spadesuit STP; 2x = x STP; 3y = STP ASK; 3\lozenge = no STP ; 3NT = 18+, Similar after 1\lozenge -3\clubsuit ; 4\lozenge = INV, 4\heartsuit = KCB, 2-way CB and XYZ$	$1\diamondsuit-2\diamondsuit$ and $1\diamondsuit$ - $3\clubsuit$ NAT in COMP. $1\diamondsuit-2\diamondsuit=$ INV+ in $3\mathrm{rd}/4\mathrm{th}$
10		5	3♠	11-21	$1/ \spadesuit / \spadesuit = 4+ \spadesuit 6+PTS, 1NT = <= 12 \text{ (also ith 3supp)}, 2 \clubsuit = FG NAT \text{ or BAL (SUPP)}, 2 \diamondsuit = FG 5+ \diamondsuit , 2 \heartsuit = FG 5+ \heartsuit , 2 \spadesuit = 8-10 3 \text{supp}, 2NT = GF 4 \text{Supp}, 3 \clubsuit = 7-10 4 \text{supp}, 3 \diamondsuit = 10-12 4 \text{supp}, 3 \heartsuit = PRE 4 \text{Supp}, 3 \spadesuit / 3NT / 4 \clubsuit / 4 \diamondsuit = SPL, 4 \heartsuit = PRE 5 \text{supp}, 4 \spadesuit = KCB$	After $1 \heartsuit - 2 \clubsuit / \diamondsuit / \heartsuit$ reverses don't show extras After $1 \heartsuit 2$ NT follow ups in (x) After $1 \heartsuit - 3 \clubsuit : 3 \diamondsuit$ INV; After $1 \heartsuit - 3 \diamondsuit :$ CUE, After $1 \heartsuit - 2 \heartsuit - 2$ -way G/T (1.6).	In COMP: $1\heartsuit$ -3\$, $1\heartsuit$ -3\$ = INV6+; In 3rd/4th: $1\heartsuit$ 2\$ = INV+ 3supp, $1\heartsuit$ -2\$ = INV+ 4supp
1♠		5	3♠	11-21	Same as $1 \heartsuit$ except: $2 \heartsuit = \text{FG } 5 + \heartsuit$, $2 \spadesuit = 8\text{-}10 \text{ 3supp}$, $3 \spadesuit = \text{PRE } 4\text{Supp}$, $3 \heartsuit = \text{SOL } 1\text{NV} +$, $4 \spadesuit = \text{PRE } 5\text{Supp}$, $4 \heartsuit = \text{SPL}$, $4\text{NT} = \text{KCB}$	Same as 1♥	In COMP: $1 \spadesuit - 3 \clubsuit$, $1 \spadesuit - 3 \diamondsuit = INV$ 6+; In 3rd/4th: $1 \spadesuit - 2 \clubsuit = INV + 3$ supp, $1 \spadesuit - 2 \diamondsuit = INV + 4$ supp
1NT			3♠	BAL 15-17	2&=STAY, $2\diamondsuit$ = TRF \heartsuit , $2\heartsuit$ = TRF \spadesuit , $2\spadesuit$ = TRF \clubsuit or BAL 8-9 , 2 NT = TRF \diamondsuit or BAL 8-9, $3\clubsuit$ = PUPP STAY, $3\diamondsuit$ = mm, $3\heartsuit$ / $3\spadesuit$ = SPL, 3 NT= 10 - 15 NAT, $4\diamondsuit$ =TRF $4\heartsuit$, $4\heartsuit$ =TRF $4\spadesuit$ 4NT= QUANT	After $2\spadesuit$: $2NT = 15$, $3\clubsuit = 16+$; After $2NT$: $3\clubsuit = 15$, $3\diamondsuit = 16+$; After $2\clubsuit - 2\diamondsuit$: $2NT = 8-9$, $3M = FG$, $5-4$ in $oM-M$; $2\heartsuit = WK$ (54)xx; $2\spadesuit = INV 54xx 1NT-2\diamondsuit - 2\heartsuit2\spadesuit = INV 45xx$, $1NT - 2\heartsuit 2\spadesuit - 3\heartsuit = 55xx$	Lebensohl (slow shows) (1.7)
2♣	√	0	4♠	22+ or 8.5 tricks	$2\heartsuit=$ 3- Pts or no A/K, 2♦=4+ Pts , 2♥ , 2♠ , 3 ♣ , 3♦ = NAT 8+ pts	After $2 - 2 \otimes -2 \otimes : NAT$, After $2 - 2 \otimes : 2 \otimes = 0$ or BAL or 0 and other suit, $2 - 0$ or 0 and other suit and other suit 0 .	In COMP: X = 3- Pts or no A/K, PASS=Waiting
2\$		6	4♡	WK PRE	$2NT=F1\ 15+,3\diamondsuit=NF,\ NS=NF$	After $2\diamondsuit 2NT$: $3\clubsuit = 1H 6-8$, $3\diamondsuit \overline{2}H 6-8$, $3\heartsuit = 1H 8+$, $3\spadesuit = 2H 8+$, $3NT = 3H 8+$	
2♡		6		PRE 6-10	same as $2\Diamond$	same as $2\Diamond$	
2		6		PRE 6-10	same as $2\Diamond$	same as $2\Diamond$	
2NT				20-21	$3\clubsuit$ =PUPP STAY, $3\diamondsuit$ = TRF $3♡$, $3♡\overline{T}$ RF $3\spadesuit$ 4NT=QUANT		
3♣		7		PRE	,		
3\$		7		PRE			
3♡		7		PRE			
3♠		7		PRE			
3NT							
4♣		8		PRE			
4\$		8		PRE			
4♡		8		PRE			
4		8		PRE			
4NT						HIGH LEVEL BIDDING	
5 .						RKC 0314, spec. K, void-showing (1.8)	Cuebids
5\$						4♦ = KCB for ♣, 4♥KCB for ♦	1st and 2nd rnd CTRL togeter
5♡ 5 ▲						$4 \spadesuit = \text{KCB for } \heartsuit$, $4\text{NT} = \text{KCB for } \spadesuit$	1 A 9NIT 1 M 9 A 0 11 CDI
5♠						Exclusion KCB	$1 \spadesuit$ - 3NT, 1♥- $3 \spadesuit$ = 9-11, SPL w unspec shortness
5NT						Unserious slam-try 3NT	1♥ - 3NT = SPL w ♠ shortness

1 Supplementary Notes

1.1 1NT sequences

- 1NT-2\$\mathbb{\pi} 2\$\mathbb{\phi} -? 2\$\mathbb{\phi} = \text{ weak, both major, pass or correct, } 3\$\mathbb{\phi} = 5\$ \$\mathbb{\phi}\$ and 4\mathbb{\phi}$ FG, 3\mathbb{\phi} = 5$ $\mathbb{\phi}$ and <math>4$\mathbb{\phi}$ INV$
- 1NT-2 \heartsuit -2 \spadesuit -3 \heartsuit = 5-5 in M, FG
- 1NT-2 \lozenge -2 \heartsuit -2 \spadesuit = 5 \heartsuit and 4 \heartsuit , INV
- 1NT-?: 3 = STAY with 3cM, 3 = 5-5 in mm, FG, 3 = SPL exactly 3=1=(5=4) or 1=3=(5=4)
- 1NT- (2M-1)-3M = PRE Super Accept, 1NT-(2M-1)-2M+1 is a good super accept, 3M-1 is retransfer to 3M, other suits show shortness in LMH steps.

1.2 Relays after Jacoby 2NT

After 1M-2NT, opener replies in steps:

- Min, 12-14. Responder Relays to Ask, opener replies as below, except with minimum hands
- Shortness. Relay to ask, Step responses: VLMH (Void, Signle in Lower suit, Mid suit, Higher suit resp). After a void response, relay to ask, and respond LMH
- 5-4-2-2. Relay to ask for second suit, reply LMH
- 6-3-2-2 or 7-2-2-2. Relay to ask for second suit, reply LMHN (N for 7-2-2-2)
- BAL, 18-19

1.3 Splinters

- \bullet weaker splinter (10-12) and stronger splinter (12-14)
- 1 \spadesuit 3NT and 1 \heartsuit 3 \spadesuit is weaker splinter with \heartsuit and \spadesuit shortness, resp. Partner relays to ask shortness, responses LMH (not VLMH).
- 1 \heartsuit 3NT is stronger SPL for \spadesuit . STD SPL after 1 \spadesuit strong SPL

1.4 Special 2/1 continuations

- $1\heartsuit$ $2\diamondsuit$, $1\spadesuit$ $2\diamondsuit$ and $1\spadesuit2\heartsuit$ = 5+ cards, FG. Then: REV= NO extras.
- 1 M 2 \clubsuit = BAL or 5+ \clubsuit
- 1 \spadesuit 2 \clubsuit 2 \heartsuit = 4 \heartsuit . 1 \heartsuit 2 \clubsuit 2 \spadesuit = 4 \spadesuit , no extras.
- 1M-2 2M=6 cM. 1M-2 2NT shows 18-19 PTS, BAL
- Openers Js such as $1 \spadesuit 2 \clubsuit 3 \diamondsuit / \heartsuit$ or $1 \spadesuit 2 \clubsuit 3 \diamondsuit = SPL$
- 1 \spadesuit 2 \clubsuit 2 \diamondsuit 3 \diamondsuit = 5-5 in \clubsuit / \diamondsuit or 5-4 with extras.

1.5 Picture Jumps

Picture Jumps apply after 2/1 GF auctions. They show strong two suiters confirming or denying outside controls, or in case of jump rebids, long 1-loser solid suits.

- After 2/1, Jump to 4M is Picture jump, shows excellent trumps (xxxx or HHx) and great (runnable) 5+ cards 2/1 suit, denies outside controls(can be followed by unserious 3NT and/or cuebids).
- After 2/1 if the bid of 3M is a jump, then it shows outside controls, excellent trumps and great 5 card 2/1 suit.
- $1 \spadesuit 2 \heartsuit 4 \heartsuit$ also shows strong 2-suiter in \spadesuit and \heartsuit
- After 2/1 GF, jump rebids show 1 loser solid suit.

1.6 2-way Game tries

- After $1 \spadesuit 2 \spadesuit$ or $1 \text{m} 1 \spadesuit 2 \spadesuit$ $3 \clubsuit \diamondsuit \heartsuit = \text{HSGT}$, 2 NT = SSGT (3 \ \Phi ASK, LMH resp)
- After 1% 2% or $1\text{m-}1\spadesuit$ 2% 2NT, \diamondsuit $\heartsuit = \text{HSGT}$, $2\spadesuit = \text{SSGT}$ (2NT ASK, LMH resp)

1.7 Lebensohl sequences

- After 1NT-(2x)-?: if 2y is available then 2y=Signoff, 2NT-3-3 -3y = INV, 3y = FG.
- After 1NT-(2x)-?: if 2y is not available then 2NT-3 \clubsuit -3y = signoff, 3y = FG.
- After 1NT-(2x) or any other aritifical overcall showing x, 3x= Stayman w/o STP, 2NT- 3♣ 3x = Stayman w STP, 3NT = FG w/o STP, 2NT-3♣3NT FG w STP.
- \bullet After Weak 2s, (2M)-X -? : LEB structure. Except that when 2y is not available, 3y =INV+ (Not FG). Everything else is ast after 1NT. Opener disobeys the relay with a very strong hand
- After a Reverse following a 1-over-1 bid, we play LEB. All bids except an responder's rebid of her own suit are one round forcing. All 3-level bids are FG. There is no cuebid-Stayman. 2NT relays to 34 and disobeying the relay shows GF strength (19+)

1.8 Keycards

- We play Kickback, T+1 (suit higher than trumps) is the asking suit, to be called ASK=T+1. For ♠, 4NT is still the keycard ask, *i.e.*, ASK is NT. 4NT can be still keycards if 4T+1 can be interpreted as a natural bid (rare)— perhaps when it is the openers suit or 2/1 suit.
- \bullet 4T+1 asks for Keycards with T as trumps. Responses are 03,14, 25 w/o Q, 25 w Q.
- After 14 and 03 responses, next step is Q ask, responses are 1)w/o Q and 2) w Q in steps.
- After checking for Keycards, 5ASK is King ask. Responsedr shows spec Kings. 6T=no Kings, 5N = K of Asking suit (we stay below 6T). 6ASK= All three Kings
- Void showing responses: After 4ASK: 5ASK = Even no. of Keycards with a void in side suit. 5x = Odd no. of Keycards with a void in x (5NT is for ASK)
- After 4T+1: 5N= even no. of Keycards with a void.
- Exclusion: Only when the trump suit is absolutely crystal clear, jump bid beyond 4ASK shows void in the jumped suit (with 4NT filling in for ASK), partner shows Keycards outside the void suit. (0314 response structure in steps). 4NT can be used as exclusion only when trump suit is crystal clear In detail:

- With \spadesuit as T 4NT is normal keycards, $5\clubsuit$, $5\diamondsuit$ and $5\heartsuit$ are keycard asks excluding voids. 1.11.2 After opponents overcall
- With \heartsuit as T 4 \spadesuit is normal keycards, 4N (\spadesuit), 5 \clubsuit and 5 \diamondsuit are keycard asks with exclusion.
- With \diamondsuit as T $4\heartsuit$ is normal keycards, $4\spadesuit$ 4N (\heartsuit), $5\clubsuit$ are keycard asks with exclusion.
- With ♣ as T $4\diamondsuit$ is normal keycards, $4\heartsuit$, $4\spadesuit$, 4N (♦) are keycard asks with exclusion.

After strong 2. 1.9

- 24 20 is weak (i4 pts or no keycards). NAT responses (no Kokish)
- 2 2NT = 22-23 PTs
- $2 \clubsuit$ $2 \diamondsuit$ $2 \heartsuit$ REL to $2 \spadesuit$. After : 2NT=24+, $3 \heartsuit=6+ \heartsuit$, $3y= \heartsuit$ and y
- and y

Leaping and non-leaping Michaels 1.10

- After Weak 2M: $4\clubsuit = \clubsuit$ and OM, $4\diamondsuit = \diamondsuit$ and oM, 4oM = both min
- After Weak $2\diamondsuit$ and Multi $2\diamondsuit$: $4\clubsuit = \clubsuit$ and M, $4\diamondsuit = \diamondsuit$ and M, $4\diamondsuit = both M$
- Same response after weak 3 bids

Competitive auctions 1.11

1.11.1 After opponents X

What changes After 1M-(x)-?:

- 2/1 is ;10 pts (Neg Freebid), 5+ cd
- XX shows 10+ points, including INV+ hands with 3SUPP (but not 4SUPP)
- 1M-1NT = 6-10 points NF (no 3Supp)
- 1M-2M = 6-10 points (not 8-10)

What doesn't change After 1M-(x)-?:

- 1M-2NT=4SUPP GF, 1M-3 and 1M-3 \Leftrightarrow = 4Supp, Drury in 3/4th hand.
- SPL bids
- XYZ sequences

- 1 ♣ (1 ♦) X shows 4-4 in MAJ
- 1m (1 \heartsuit) X shows 4 \spadesuit , 1 \spadesuit shows 5 +
- 1x-(any)-2y = 10+ pts, 5+ cards
- 1x-(any)-3y = FG, 5+ cards
- 1x-(any)-2NT = 11-12 pts with STP
- CUE of opponent's suit = INV+
- JS= PRE, WK
- XYZ on, if it can be completed

1.11.3 After Partner overcalls

After (1x)-1y-(P)-?

- 2y = 3SUPP, 8+
- JS= WK, PRE
- CUE = F1, INV+ or other forcing hands

1.11.4 After Partner doubles

After (1x)-X-(P)-?

- 1y = 38 pts
- 2y = 8-10 pts
- 2x (CUE) = 10+ pts, F1 or both majors when P doubles 1m
- (1x)-X-(P)-P-(P)-1NT rebid shows 19+ BAL

1.11.5 Against 2-suiters

When both suits are known:

- When both suits are known, we play lower-lower
- After $1 \spadesuit$ (2NT) showing \clubsuit and \diamondsuit : $3 \clubsuit$ = FG with \heartsuit , $3 \diamondsuit$ = INV+ in \spadesuit , X=PEN, $3 \spadesuit$ = PRE
- After $1\heartsuit$ -(2 \heartsuit) showing \spadesuit and lower, $2\spadesuit$ INV+ in \heartsuit , $3\heartsuit = PRE$, X = 10+

1.11.6 Defence against 1NT

- Strong NT: X = single suit, 2 = 4 and higher, 2 = 4 and higher, 2 = 4 and higher, 2 = 4 and higher6 ♠ WK
- Weak NT: X = PEN, 15+, $2\clubsuit = MM$, $2\diamondsuit = \heartsuit$ or \spadesuit , $2\heartsuit = \heartsuit$ and m, $2\spadesuit = \spadesuit$, 2NT = mm