

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	7-16(17) good suits 1 level, 2-3 levels are pre-emptive in nature.
Responses: cue = 10 + 4CP with trump fits can be less, jump raises Mixed raise, FT jumps. 2NT = 4 trumps Limit +	
Vs Im our 2NT is other 2 LOWER RANKING SUIT 3-5	
INTROVERCALL (2nd/4th Live; Responses; Reopening)	
13-18 with all systems ON	
4 th HAND IS 11-15, 2C is zone check cum stay-man and all 2/4 level transfers	
Vs Ws: 2H/2S 2N= 15-18 Resp. 3C= stay, 3D transfer in other major, 3H/S C/D with game value.	
Unusual 2NT shows minors.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
4 th position jump overcall is good hand with 14-16 AND good six carder suit. All direct jump overcalls are pre-emptive in nature.	
4 th seat JO is good hand with 14-16 & good 6 carder suit. W/O Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Vs STD 1x we play Michaels cue bids	
Vs 2/5 LVL PKEs we play leaping and non leaping Michaels.	
Vs 2H/3H PRE. 4H is longer spade + minor.	
Vs. NT (vs. Strong/Weak; Reopening; PH)	
2 nd vs Strong INT: X = m + MLC = four M ZP = 1 MZM = Suit + minor	
3 level: 3C/D/H/S - GOOD HAND WITH GOOD SUIT INT-2NT - ANY BROKEN LONG SUIT	
4 th & PH =: DONI, ie. X=1 suited, 2N=bid suit + higher card 45 2S= S suit (weaker than via X)	
3 level: 3C/D/H/S GOOD HAND GOOD SUIT	
Vs. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
Against opponents 2 level/3 level pre-empt we play leaping and non leaping Michaels	
Vs. ARTIFICIAL STRONG OPENINGS- i.e. 1D or 2C	
Against strong 1 club our X=BMs, Int-Bms, all bids natural.	
Vs s strong club we play DBL=MAJORS, NT=MINORS	
OVER OPPONENTS' TAKEOUT DOUBLE	
Xs strength, Fit jumps vs 1M (X to) x Transfers.	

LEADS AND SIGNALS	
OPENING LEADS STYLE	
Suit	In Partner's Suit
3rd /5th	Attitude lead or giving actual count
2nd /4th	Attitude lead or giving actual count
LEADS	
Lead	Vs. NT
Acc	AKXX, asks, UNBLOCK OK COUNT
King	AK or KQX/XX
Queen	QX, QJX, QTX, KQ19, Q
Jack	J, JX, AJT, X, X, K, J, X
10	10, 10X, HT9X, T98X
9	H98X, 9, J9XX
Hi-X	even
Lo-X	odd
SIGNALS IN ORDER OF PRIORITY	
Partner's Lead	Discarding
1 LOW =E	Neutral or count
Vs Suit=ATT	UDCA
Suit 2 Low enc/SPS	STD SPS
3 Remainder CNI	UDCA
1 LOW ENC	LOW smith, ATT
NT 2 LOW ENC	Reverse count
3 SPS	Remaining SPS
Signals (including Trumps); LOW-HIGH -SP=STD carding	
DOUBLES	
TAKEOUT DOUBLES (Style; Responses; Reopening)	
Light x with shape under compelling situations, otherwise sound.	
SPECIAL, ARTIFICIAL & COMPETITIVE DBLs/RDLs	
Snap dragon X, support X, xx up to 2diamond, maximal X, game try x etc.	
Splinter x in iv named suit, in vll lower ranking.	

WBF CONVENTION CARD	
CATEGORY: NATURAL	
NCBO : INDIA	
SUBRATA SAHA SUKUMAL	
EVENT D'orsi cup 2022	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE 5 M 1st, 2nd, 4th	
.In 3rd seat 4 M common or 3 cards m with 4/5 cards M	
2/1 100% GF even minors rebids are.	
1M-IN SF	
Avoid 8 loser bal hand 1 st /2 nd seats when vulnerable.	
We often upgrade/downgrade out hands..	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Against our 1club opening response of 2D is LIMIT IN C & 1D-3C LIMIT	
Jump bids by a passed- hand are fit showing.	
Int can be with 2/0 CARDS in M/m even off-snape possible.	
2D OPENING is weak in a M.	
2H/2S OPENING = 10-13 with six carder suits.	
2 way Drury Lebensohl Transfers in COMPI Good Bad 2NT	
RKCB 1430 DOP S molten Muppet stayman Inverted m	
Criss-Cross Michael's Direct /Leaping/Non-leaping	
Gambling 3NT Splinters Void splinter FT Jumps Bergen	
SPECIAL FORCING PASS SEQUENCES	
In competitive 4/5 level bids by opponent pass shows better hand.	
IMPORTANT NOTES	
PSYCHICS: 5th SIT IN FAVORABLE VULNERABILITY	

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♠	3	3S	11-21, C EQUAL OR LONGER THAN DIAMONDS	1D-3 CARDS, 1NT/2NT/3NT -8-10/11-12/12-15, 2D LIMIT RAISE, 2C GF, 2H/S, -5S+4H, 3C=PRE, 3D/H/S=SPL, 4C=PREEMT	2 WAY CHK BACK, IC-IM-3D/18-19 BAL 4 CARD), IC-INT CAN HV MAJOR, RETRF ON 2NT 2 way check back. Retransfers on a 1m-1M-2NT, MIXED LIMIT	IC-2C/3C LIMIT MIXED, IC-2H/S SAME AS UPH	
1♣	3	4C	In majority of the cases no card are	1NT/2NT/3NT -8-10/11-12/12-15, 3CLIMIT RAISE, 2D GF, 2H/S, -5S+4H, 3C=PRE, 3D/H/S=SPL, 4D=PREEMT		1D-2D/3D LIMIT MIXED 1D-2H/S SAME AS UPH.	
1♥	5	4D	3rd seat number of cards can be 4. Light opening possible 3rd seat	1H-1S-3+, 2C/2D/4+ GF, 2NT-NAT, 1H-3S is VOID, splinter, 1H-3NT/4C/4D SPLINTER, REV BARGEN, MIX ED	1H-1NT SF, 1H-INT-3C(ART F1) HELP SUIT TRIAL	2 way DRURY, FIT SHOWING JUMP	
1♠	5	4D	3rd seat number of cards can be 4. Light opening possible 3rd seat	1S-INT -S F, 2NT-NAT, 1S-2C/2D/2H 4+ GF 1S-3H is H splinter 9+, 1S-4C/4D/4H SPLINTER, REV BARGEN, MIXED, 1S-3NT=VOID SPLINTER	1S-INT SF, 1S-INT-3C(ART F1) HELP SUIT TRIAL	DRURY, FIT SHOWING JUMP For Details see Annexure A	
INT			14+ (15) TO 17 Can have 5M, 6m. Off shape possible with sluff Korq.	2C-STAYMAN, 2D/H/S/NT-TRF, 3C/D- BOTH MINOR INV/GF, 4C/4D TRF TO H/S, / 4H+5 minor slamish, 4S=4+4 m. slamish	1N-2C-2D-2H=P/C; -2S=relay, -2N=Inv-3H/S=Smolen;	After 1n-2c-2s response, 3c is further query, TRF, SMOLEN	
2♠			22+hcp or 9+ playing tricks or less than 4 loserhand	2D-Waiting Bid, Rest all suit Bids = Nat and 8+,	AFTER 2C-2D KOKISH RELAY,	SAME AS UPH	
2♣	6	ART	Weak H/S	2H resp is p/c, 2s is playable upto 3h, 2N is strong relay. 2D-4C ASKS to transfer the major, 4H/4S OWN suit, 2NT RELAY, NEW SUIT FI	Over 2h-3c=good h, 3d=good spade, 3h/3s poor hand with named suit.	ON 2D-3H/3S is own suit 14-16 HCP, 4H/4S to play. If opponent bids 3c/3d on 2D -3H/3S pass/correct.	
2♥	6		10-13 with six card suit.	2NT RELAY, NEW SUIT FI		SAME AS UPH	
2♠	6		10-13 with six card suit.	SAME AS 2H			
2NT			19+(20) TO 21 generally balanced, can have 5M or 6m.	3C-STAYMAN, TRF, 2NT-3C-3H NO MAJOR	2NT-3C-3D-4C(BOTH M SLAMISH), 4D(BOTH M GF), 2n-3c-3h-4c-SHOWSW-5 BM/slamish, 4d=5-5 GF	SAME AS UPH	
3♠	6		Wide range pre-emption.	NEW SUIT FI, CONTROL ASK AND SHOWING			
3♣	6		Wide range pre-emption.	SAME AS 3C			
3♥	7		Wide range pre-emption.	3NT to play, 4 of a minor is r oman ask.			
3♠	7		Wide range pre-emption	3NT to play, 4 of a minor is r oman ask.	Over 3S, 4H is natural.		
3NT	7		Gambling with a solid minor in 1-2-3 seats, 4th position to play.	4d is stiff ask, 4n is length query.	over 4D-4h/4s/5m stiffs are H/S and of her minor, 4n denies any stiff. Over 3nt-4n-3nt is to bid LS OR GS with 7/8 cards in the minors respectively.		
4♠	8		Natural				
4♥	8		Natural				
4♥	7		to play, less defence		HIGH LEVEL BIDDING RKCB/EKCB/DKCB 1403 Minorwood Q Ask. → 6x=K-Q No Q → Sign off 5NT=SP K Ask below trump Cue bids Epsstion		
4♠	7		to play, less defence				
4NT			SPECIFIC Ace ask	5c- no A, 5d/5h/5s/5c named A, 5nt -2 A			
5♠	8		To play				
5♥	8		To play				