

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1 st level 8+ hcp 5+ cards suit: responses are nat. not forcing cue F1	
Gesthem (see additional sheet)	
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
2 nd = 15-17 balanced, system on	
4 th = 9-12 balanced also without stop, natural answers	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit: weak	
2-Strong NT Ghestem (see additional sheet)	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
VS. NT (vs. Strong/Weak)	
Strong NT: Yeslek (see additional sheet)	
Weak NT: Double = same value	
2♣ = Minors	
2♦ = Majors	
2♥/2♠ = 5+♥/♠ and a minor 4+	
VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
Double = opening hand	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
OVER OPPONENTS' TAKEOUT DOUBLE	
Redouble = 9+	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	Low = pos. with H	Low = pos. with H	
NT	4 th highest		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	Same	
King	KQx+	Same	
Queen	QJ+	Same	
Jack	J10+	Same	
10	109+, 10x	Same	
9	H98+, 9xx, 9xxxx	Same	
Hi-X	Even	Same	
Lo-X	Odd	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
Suit: 1st	Low = Enc	Low=Odd	Suit preference
NT: 1st	Low=Enc		Suit preference
Signals (including Trumps):			
Roman Lavinthal discard			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD	
PLAYERS: Amit Chaudhuri – Helmut Bourquin	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣ 12-20 3+	
1♦ 12-20 3+	
1♥ 12-20 5+	
1♠ 12-20 5+	
1NT 15-17	
2♣ Strong	
2♦ Multi, Weak in Majors, or balanced 19-20	
2♥/2♠ 5+ and 4+ in 1 minor 6-10	
2/1 game forcing (not with a passed hand)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦ Multi, Weak in Majors, or balanced 19-20	
1♣-2♠ = 6-10 5+♣	
1♣-2♠ = 13+ 5+♣ GF	
1♣-3♠ = 0-5, 5+♣	
1♦-2♦ = 13+, 5+♦ GF	
1♦-3♦ = 0-5, 5+♦	
1♦-2♠ = 6-10, 5+♦	
1♥/1♠-2NT = 4+♥/4+♠, 15+ GF	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: rarely	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥		See general approach		
1♦		3	4♥		See general approach		
1♥		5+	4♦	12+	1♠ = 6+, 4+♠ 1NT = 6+ F1 (with passed hand not forcing) 2♣ = GF with ♣ or balanced 2♦ = GF 5+ cards 2NT = 15+ 4+♥ <hr/> 3♣ = 4 carder ♥ 6-9 3♦ = 4 carder ♥ 10-11 3♠ = 4 carder ♥ 12-14	3 x=singleton, slam keen, suit repeat = 6 cards, slam keen, 4 x = void, slam keen, 4♥ = 12-14	Support double
1♠		5+	4♦	12+	1NT=6-9 2♣=FG with ♣ or balanced 2♦/2♥ FG 5+ cards <hr/> 2NT= 15+ 4+♠ 3♣ = 4 carder ♠ 6-9 3♦ = 4 carder ♠ 10-11 3♥ = 4 carder ♠ 12-14	Same as for ♥	Support double
INT				15-17 balanced	2♣ = non forcing Stayman 2♦ = Transfer to ♥ 2♥ = Transfer to ♠ 2♠ = Transfer to ♣ 2NT = Transfer to ♦	2♥/♠ accept transfer 3♥ = 4 cards 17HP 3♠ = 4 cards 17HP 2NT= fit in ♣ 3♣ = fit in ♦	After intervention we play Lebensohl slow approach
2♣	x	0		Strong	See additional sheet		
2♦	x	0		Weak in 1 major or 19-20 balanced	2♥ = Relay 2♠ = ♥ fit 2NT = Strong relay Any other bid = to play	3♣ = weak in ♥, 3♦ = weak in ♠, 3♥ = upper limit in ♠, 3♠ = upper limit in ♥, 2NT = 19-20	
2♥		5		6-10, 5♥ and 4+ minor	2NT = describe your hand 3♣ = pass or correct	3♣, 3♦ = second suit	
2♠		5		6-10, 5♠ and 4+ minor	2NT = describe your hand 3♣ = pass or correct	3♣, 3♦ = second suit	
2NT				21-22 balanced	3♣ = puppet Stayman	3NT = no 4/5 major, 3♦ = 1 or 2 major 4 carder, 3♥/♠ = 5 cards	After 3♦, 3♥ = 4 cards ♠ 3♠ = 4 cards ♥
3♣		7		Pre-empt			
3♦		7		Pre-empt			
3♥		7		Pre-empt			
3♠		7		Pre-empt			
3NT					7 cards in minor hold by A K Q, without A or K outside		

Supplementary sheet

Two suiter jump overcalls

Over 1♣ openings: 2♦ = ♥ ♠,	2NT = ♦ ♥,	3♣ = ♦ ♠
Over 1♦ openings: 2♦ = ♥ ♠,	2NT = ♣ ♥,	3♣ = ♣ ♠
Over 1♥ openings: 2♥ = ♣ ♠,	2NT = ♣ ♦,	3♣ = ♦ ♠
Over 1♠ openings: 2♠ = ♣ ♥,	2NT = ♣ ♦,	3♣ = ♦ ♥

Roman Key Card Blackwood

4NT (Key card asking): 5♠ = 1 or 4
5♦ = 3 or 0
5♥ = 2 w/o Q
5♠ = 2 with Q

Exclusion Blackwood

After a fit, any bid at 5 level shows void in that suit and ask partner to name the aces outside of the void suit.

5♣ (void in ♣): 5♦/5♥/5♠/5NT = 41/30/2/2+Q
5♦ (void in ♦): 5♥/5♠/5NT/6♣ = 41/30/2/2+Q
5♥ (void in ♥): 5♠/5NT/6♣/6♥ = 41/30/2/2+Q

Lebensohl slow approach

1NT - 2♥/2♠ - double = penalty
2 level bid = 5 card suit NF
2NT = ask opener to bid 3♣
3 level suit bid = 5 card suit, F
3 level cue bid = **No stopper** + 4 card in unbid suit, GF
3NT = **no stopper**, no 4 card in unbid suit
After 3♣ from opener: new suit = 5 card suit, NF
cue bid = 4 card in unbid suit + stopper, GF
3NT = no 4 card in unbid suit + stopper

After 2♣ strong opening

2♣ - 2♦ = 1 As or K
2♣ - 2♥ = no As or K
2♣ - 2♠ = 5 cards ♠ with 2 top honours
2♣ - 2NT = 5 cards ♥ with 2 top honours
2♣ - 3♣ = 5 cards ♣ with 2 top honours
2♣ - 3♦ = 5 cards ♦ with 2 top honours

Yeslek

Defence after 1NT opening

Double = ♣ or ♦ + ♥

2♣ = ♦ or ♥ + ♠

2♦ = ♥ or ♠ + ♣

2♥ = ♠ or ♣ + ♦

2♠ = ♠ and ♦

2NT = ♥ and ♣

Hackett

Defence to weak 2 bids

Double = penalty

2 level overcall = to play, 5 card suit 8-11

2NT = balanced 16-18

3♣ = T/O 11-15

3♦ = T/O 16+

3♥/3♠ = invite 5 card ♥/♠ 14+

3NT = to play

Defense against Multi 2♦

X= 13-15 NT or 16+ any hand

2M= NAT

2NT= 16-18

3m= NAT

If you pass and then reopen with a double that shows a T/O with a shortness.

2♦-P-2M-X shows a T/O double of that suit

Otherwise, you need to pass 1 round and then X.

For ex:

2♦-P-2♥-P

2♠-P-P-X= T/O of spades

Lebensohl is on (I like to have 2NT after X as pick a minor or weak in D or C) which means that 3♣ could be wide range.