

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
6-18 HCP, 5+ cards at 1-level. 2-level overcalls either 6+ cards or good suit and good hand
<b>Responses by advancer:</b> CUE = F1; New suit = CONST, NF
Jump in new suit = F. Jump raise PRE.
Jump CUE = 4+card support with about 7-9 HCP.
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> Live: 15+-18 HCP. System as over 1NT opening.
Balancing 1NT = 11-15 HCP. System as over 1NT opening.
Balancing jump 2NT = 19-21 HCP. System as over 2NT opening.
1NT by PH = 5+5+ in 2 lowest unbid suits.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak after 1-level opening. Strong after 2-level opening.
Jump to 2NT = 5+5+ in 2 lowest unbid suits. Partner's jump in known suit is competitive, not INV.
<b>Reopening:</b> Intermediate – an opening bid with 6-card suit.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m)-2m = Majors 5+5+[1]; (1M)-2M = OM+m, 5+5+ [1]
Responses: Advancer's jump in known suit = competitive, not INV.
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2♣ = Majors. Advancer can bid 2♦ to ask for longer Major.
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Lebensohl after (2x)-DBL-(P) [14]. Multi 2♦ defense [15].
After we overcall, new suit by advancer below game = F; cue by advancer does not promise a fit.
Jump overcall or double jump overcall is strong.
(2x)-2NT = 15-18 HCP. System as over 2NT opening.
(2x)-3NT = 21-26 HCP. Now 4♣=Stayman, 4♦/4♥= transfer, 4♠ = both minors slam try.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs strong 1♣ or (1♣)-P-(1♦): DBL = Majors; 1NT = minors.
2♣ overcall is NAT.
After we overcall any suit, if you have not shown a natural suit then NT by advancer is CUE.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit at 1-level = F1. New suit (non-jump) at 2-level = NF.
2NT = L/R or better. Jump raise to 3 = PRE. 1M-(DBL)-3NT [5]
Jump to new suit at 2/3 level = NAT, PRE except 1M-(DBL)-3♣ [5]
Double jump to 4-level BELOW GAME is a splinter.
RDBL = 10+ HCP with less than 4-card support and creates a competitive force thru 3 of opener's suit.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	4 <sup>th</sup> from an honor (J+)	xSx if not raised, Sxx if raised	
<b>NT</b>	4 <sup>th</sup> from an honor (J+)	xxS if not raised, Sxx if raised	
<b>Subseq</b>	ATTITUDE	ATTITUDE	
<b>Other:</b>	Suits: 2 <sup>nd</sup> highest from 3 or more cards not headed by Jack		
	NT: 2 <sup>nd</sup> highest from 4 or more cards not headed by Jack.		
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	AKx(+)	AK(x)+, A(x)+	
<b>King</b>	AK, KQ, KQx(+), AKx(+) [11]	K asks UB of J or higher, or CT	
<b>Queen</b>	QJ, QJx(+)	KQ(x)+, Q(x)	
<b>Jack</b>	J10, J10 x(+), KJ10 x(+)	QJ(x)+, AQJ(x)+, J(x)	
<b>10</b>	109, 109 x(+), H109 x(+)	J10(x)+, AJ10(x)+, KJ10(x)+, 10(x)	
<b>9</b>	9x	9x(x), 109, 109x(+)	
<b>Hi-X</b>	Sx, xSx(+)	Sx, Sxx, xSxx(+)	
<b>Lo-X</b>	HxxS, HxxSx(+)	HxxS, HxxSx(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>1</b>	ATT, HI=ENCRG	CT: HI/LO = E	HI=ENCRG
<b>Suit 2</b>	CT: HI/LO = E	S/P	CT: HI/LO = E
<b>3</b>	S/P		
<b>1</b>	ATT, HI=ENCRG	CT: HI/LO = E	HI=ENCRG
<b>NT 2</b>	CT: HI/LO = E	S/P	CT: HI/LO = E
<b>3</b>	S/P		
<b>Signals (including Trumps):</b>			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Direct DBL usually 11+ HCP with 3+ card support for unbid suits.			
Fourth seat DBL after 2 suits are bid shows at least 4-card support for both unbid suits or 16+ HCP. Balancing DBL may be 8+ HCP.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive DBL. Support DBL and RDBL [12]. Maximal DBL [13].			
NEG DBL including after 1NT opening. 1♣-(1♦)-DBL = 4+4+ Majors.			
1m-(1♥)-DBL = exactly 4♠. 1m-(1♠)-DBL = 4+♥.			
After you open, we overcall, and you bid a new suit then DBL by advancer shows 5+cards in unbid suit and 2 or 3 cards in partner's suit.			

W B F CONVENTION CARD
<b>CATEGORY: Natural GREEN</b>
<b>NCBO: USA</b>
<b>EVENT: Venice Cup</b>
<b>PLAYERS: Hansa NARASIMHAN – Irina LEVITINA</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card Majors 1 <sup>st</sup> and 2 <sup>nd</sup> seat. 1NT response semi-forcing
Weak 2♦, 2♥, 2♠ opening
We open BAL hands with 12+ HCP or 5-4 with 11+ HCP
4-4 minors may open either 1♣ or 1♦
4♦-5♣ usually open 1♣ but may open 1♦
1-level response usually 6+ HCP
<b>1NT Opening:</b> 15-17 HCP, may be (5422)
<b>2/1 Response:</b> FG by UPH
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Michaels Cue-Bids [1]
Gambling 3NT opening [2]
FIT Jumps by PH are INV [3]
P-1M-2NT = 6♣, INV [4]
1M-(DBL)-3♣ and 1M-(DBL)-3NT = raise [5]
LEBENSÖHL – SLOW [6]
REVERSE DRURY FIT [7]
Vs. 2-suited O/C cheap cue = INV+ in lower ranking suit.
Expensive cue = INV+ in higher ranking suit. Direct bids NF.
<b>SPECIAL FORCING PASS SEQUENCES</b>
1NT-(2x)-DBL creates competitive force to 2NT
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
4 <sup>th</sup> suit FG by UPH [8]
2/1 in COMP may be light [9]
No "Fast Arrival" unless specifically agreed [10]
<b>PSYCHICS:</b>

**Hansa NARASIMHAM – Irina LEVITINA**

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Hansa NARASIMHAM – Irina LEVITINA			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♠	11-19 HCP	1NT = 6-10 HCP. INVERTED MINOR RAISE. 2NT=INV. 1m-3m = PRE, MAX 5 HCP. 1m-3M = SPL, 5+minor, 15+HCP	1m-2m = F to 3m; GF unless 3m is opener's or responder's next bid and it is passed. 4SFG [8] "TWO-WAY CHECKBACK" [16] "WOLFF SIGNOFF" [17]	1m-2m is still INV, but opener may pass. Jump shift = Fit [3]
1♦		3	4♠	Only 3-card if 4-4-3-2	See 1♣. 1♦-3♣ = NAT, INV.	See 1♣	See 1♣
1♥		5	4♠	Pass BAL 11 HCP. May be 4 cards in 3 <sup>rd</sup> or 4 <sup>th</sup> seat.	1NT by UPH F1 unless opener BAL MIN. 2/1 = FG. JACOBY 2NT. 3M = L/R. 3♣, 4m = SPL, 11-14 HCP. 3m=NAT, INV. 3NT = PRE raise, 7-9 HCP.	1M-1NT-2m = 3+ cards. 1M-1NT-2m-3M = 3-card L/R. 4SFG [8] "TWO-WAY CHECKBACK" [16] "WOLFF SIGNOFF" [17] 1♥-1NT-2m-2♠ = ART, very good raise to 3m.	1NT = 6-11 HCP, NF. Jump shift = Fit [3] REVERSE DRURY (FIT) [7]
1♠		5	4♥	See 1♥	See 1♥. 3♥=NAT, INV. 4♥=SPL, 11-14.	See 1♥	See 1♥
1NT			4♥	15-17 HCP. May be (5422) 6-card minor rare.	STAY. JTB. 2♠=♣. 3♠=♦. 3♦=minors 5+5+ FG. 3M = SPL (31) Majors and (54) minors, FG GERBER. TEXAS.	SMOLEN. 1NT-2♣-2M-3OM = ART Slam try in M. 1NT-2♣-2M-4m = SPL. After JTB, responder's jump = SPL. After 1NT-2♠: 2NT rejects, 3♣ accepts. After m TRF new suit by RESP = SPL. After TEXAS, 4NT=RKCB [18]	Same
2♣	x	0	7♠	Our only Forcing opening	2♦ waiting	2♣-2♦-2M-3♣ and 2♣-2♦-3♣-3♦ = ART, very weak.	Same
2♦		6		5-10 HCP. Usually no 4-card M May be 5 cards 3 <sup>rd</sup> seat.	2NT = INQUIRY, asks feature. New suit is forcing.	2x-2NT-3NT = AQJxxx or better	Same
2M		6		See 2♦	See 2♦	See 2♦	Same
2NT			4♥	20-22 HCP BAL	STAY, JTB, TEXAS. 3♠=minor(s) slam try	SMOLEN. 2NT-3♣-3M-OM = Slam try in M	Same
3x		7		Weak. Sound Vul	New suit below game F. 4NT=RKCB [18]		
3NT	x			Solid 7-8 card minor. No side A, K, or void.	4♣ P/C; 4♦ asks shortness. [2] 4M to play.		
4x		8		Sound Vul	4M is to play. 4NT = RKCB [18]		
4NT							
5♣		8				<b>HIGH LEVEL BIDDING</b>	
5♦		8				4NT is quantitative if direct raise of NT, or responder's next bid after STAY or JTB, or directly over 4 <sup>th</sup> suit FG.	
5♥		8				4NT is natural by 2NT opener (or 2♣-2♦-2NT) when responder shows M-m via STAY or JTB or responder shows minor(s) via 3♣.	
5♠		8				If a player bids 3NT then bids immediate 4NT this is natural when partner bids a minor. It is RKCB [18] when partner bids a Major.	
						4NT is for takeout if all 3 conditions met: opponents are in 4M, we do not have a fit known to both players, and pass is not forcing.	
						5NT is always "pick a slam" unless it is responder's first bid or opener's second bid. In that case it is Grand Slam Force: bid 7 with 2 of top 3 honors	
						Splinter bids. GERBER. RKCB [18]	

## Supplementary Notes

### Narasimhan - Levitina

#### [1] Michaels Cue-Bids

- (1m)-2m = ♥+♠ (5+5+). If advancer bids 3M, this is competitive. 2NT by advancer is a game try.
- (1M)-2M = OM+m (5+5+). Advancer bids OM to play, jump in OM is competitive, 3♣ to play in partner's unspecified minor.

#### [2] Gambling 3NT opening

3NT opening shows a solid 7 or 8 card minor with no side A or K and no side void. Responses:

- Pass = hopes to make 3NT.
- 4♣ = wants to get out in 4 of opener's minor.
- 4♦ = asks opener for singleton (now 4NT = no singleton, 5m = singleton om).
- 4M = to play.

#### [3] FIT Jumps by PH are INVITATIONAL

Jump Shifts by passed hand are FIT-SHOWING. They promise a hand that was close to an opening bid with 5-cards in the bid suit and 4(+)-card support for partner.

#### [4] P-1M-2NT = 6♣, INV.

P -1M, 2N = 6-card ♣, invitational strength, NF.

#### [5] Raises after 1M-(DBL)

- 2NT = L/R or better
- 3♣ = 4-card support, about 6-8 HCP
- 3M = PRE
- 3NT = Good PRE raise, about 7-9 HCP
- Double jump to 4-level below game is a splinter

#### [6] LEBENSOHL – SLOW

If we open 1NT and opponents overcall 2♦, 2♥, or 2♠, then we play Lebensohl

- A new suit at the 2-level is Natural and non-forcing
- A bid of a new suit at the 3-level is Natural and GF
- A direct 3NT bid denies a stopper in their suit (if they have shown one)
- A direct cue-bid at the 3-level is Stayman with no stopper in their suit
- **2NT is a puppet to 3♣. There are four possibilities:**
  1. Responder wants to make a competitive non-forcing bid in a suit she CANNOT bid at the 2-level (lower ranking than their suit)
  2. Responder wants to make an invitational bid in a suit she CAN bid at the 2-level (higher ranking than their suit)
  3. Responder wishes to raise to 3NT, showing a stopper (bid 3NT)
  4. Responder wishes to bid Stayman AND show a stopper (cue-bid at 3-level)

#### [7] REVERSE DRURY (FIT)

1M -2♣, 2♦ = Artificial, some interest in game, guarantees 5-card M.  
 2M = No interest in game.

- If opener bids directly at the 3-level, this is a natural slam try.
- If opponent doubles Drury, or overcalls, system is OFF. Opener passes with no interest in game.

#### [8] 4th suit FG by UPH

Fourth suit is Game-Forcing, EXCEPT for:

1♣ -1♦, 1♥ -1♠ = Forcing one round, invitational or better, EITHER natural OR 10-12 with no spade stopper

Jump in fourth suit = Natural and invitational, EXCEPT for:

1♣ -1♦, 1♥ -2♠ = Fourth Suit Forcing to game, denies 4-card ♠

After fourth suit forcing, opener bids as naturally as possible, including raising with 4-card support.

Fourth suit by passed hand is natural and invitational to game but NON-FORCING.

## Supplementary Notes

### Narasimhan - Levitina

#### [9] 2/1 in COMP may be light

Forcing 1 round only. Usually 9+HCP but may be less if either good 6-card suit or good fit for opener's suit. Subsequent cuebid by either player is FG.

#### [10] No "Fast Arrival" unless specifically agreed

Jumps in forcing auctions are normally stronger than non-jumps. If we jump to 3NT in a game-forcing auction (we could have bid a forcing 2NT) that is natural and shows slam interest (usually about 16-17 HCP). The only auctions where we play "Fast Arrival" are:

- After Jacoby 2NT (either player).
- After Drury (opener only).
- After Natural Non-forcing NT bid (partner only).
- After partner preempts.

#### [11] Lead A from AK vs. suits except:

- Doubleton
- At 5-level or higher
- Partner's suit
- Declarer opened at 3-level or higher

#### [12] Support Double and Redouble

- Whenever we respond 1M and next hand bids anything below 2 of that major double by opener shows 3-card support, and a raise by opener shows 4-card support.
- If opponent doubles our 1M response, redouble shows 3-card support and raise shows 4-card support.

After a support double,

- if responder bids below 2M this is non-forcing.
- If responder bids above 2M it is a game try or better. With a minimum, responder must sometimes return to 2M with only 4-cards, knowing it is a 4-3 fit.

#### [13] Maximal Double

If we have an 8-card Major fit and there is no room to make a game try, then double is a game try.

1♥ (P) -2♥ (3♦), DBL = Game try, BUT

1♥ (P) -2♥ (3♣), DBL = Penalty (because 3♦ would be a game try)

#### [14] Lebensohl after (2x)-DBL-(P)

- 2NT by advancer asks doubler to bid 3♣  
Advancer EITHER wishes to play in 3 of lower ranking suit (she passes or bids her suit) OR is showing a stopper
- If advancer bids a suit at the 3-level, this is invitational (about 8+ HCP)
- If advancer jumps to 3NT this shows NO doubt. 2NT then 3NT shows a stopper, but also some doubt about strain.
- If advancer cue-bids it is Stayman without stopper. 2NT, then a cue-bid is Stayman with stopper.
- With a very strong hand, doubler does not have to bid 3♣ over 2NT
- If Advancer does not bid 2NT, any bid by doubler is game forcing

## Supplementary Notes

### Narasimhan - Levitina

#### [15] Multi 2♦ Defense

##### Double of 2♦

- Double = 13-15 balanced OR 19+ balanced OR any strong hand unsuitable for other action (we usually overcall 2NT with 16-18).
- After we double, double by advancer is card-showing – about 9+ HCP.
- If we bid a major it is always natural, unless we have the option of doubling that major (then bidding the major is a GF cue-bid).
- Fourth seat double, at any level, is T.O. of suit they bid

##### Pass then Double

- This is T.O. of the major they land in
- You usually have a singleton in their suit

##### Suit Overcalls

- All suit overcalls are natural (including 3♦)
- After we overcall a major, other Major by advancer is a cue-bid
- After we overcall a minor, other minor is a cue-bid
- After we overcall, new suit by advancer is forcing
- Jump overcalls are strong
- Double jump overcalls are strong

##### NT Overcalls

- After 2NT overcall (16-18), we bid just as if we opened 2NT
- After 3NT overcall (21+ or long minor), we bid as after 2♣ -2♦ -3NT

#### [16] “TWO WAY CHECKBACK”

- After 1x-1y-1NT, 2♣ is a PUPPET to 2♦. Responder uses this to either play 2♦ or follows by showing some invitational hand.
- After 1x-1y-1NT, 2♦ is GAME-FORCING checkback for 3-card support and 4-card majors. Opener's first priority is to show 3-card support for responder's MAJOR.

1x -1y, 1N -3♣ = To play, WHETHER PARTNER'S SUIT OR NOT.

ALL OTHER 3-level bids = slam try (5-card if new suit).

##### IN COMP:

If the opponents have bid a suit, there is no checkback. Cuebid is only force. If they make a T.O. double but have not bid a suit, 2-way checkback is still on.

##### BY PASSED HAND:

- 2♣ is the same – PUPPET to 2♦. Responder can either play 2♦ or follow by showing some invitational hand.
- 2♦ is natural, non-forcing with 5 of the first bid suit.
- Jump to 3♣ is still to play.

## Supplementary Notes

### Narasimhan - Levitina

#### [17] "WOLFF SIGNOFF"

- 3♣ by responder is ALWAYS a puppet to 3♦ - opener MUST bid 3♦
- To play in 3♦ or his major, responder starts with 3♣
- To checkback for 3-card support for M, responder bids 3♣ then 3NT
- 3♦ by responder is a slam try with a fit for opener's minor, except after 1♣-1♦
- If responder rebids his suit over 2NT, this shows 6-card with slam interest
- If responder bids both majors he shows equal length in majors, game forcing

#### [18] ROMAN KEY CARD BLACKWOOD

- If one suit is "agreed" then 4NT is KC for that suit.
- If no suit is "agreed", then 4NT is KC for the last suit bid "naturally"
- If more than one suit is "agreed", 4NT is KC for the highest-ranking suit bid or shown by us.

#### Responses to 4NT

5♣	=	0 or 3
5♦	=	1 or 4
5♥	=	2 (or 5) with NO trump Q or EQUIVALENT LENGTH.
5♠	=	2 + trump Q or EQUIVALENT LENGTH

#### Continuations by Blackwood bidder

##### Asking for the trump Q

After a response of 5♣ or 5♦, the cheapest non-trump suit bid by Blackwooder asks for trump Q.

- With no trump Q, partner signs off in the trump suit at the cheapest level.
- With trump Q, partner jumps in trump suit OR can cue-bid a suit showing a side K + trump Q.

##### 5NT continuation by Blackwooder

After any response, 5NT by Blackwooder guarantees all the key cards and is a try for grand slam. Partner will normally cue-bid a side K.

##### 6 of a new suit by Blackwooder

After any response, if Blackwooder bids 6 of a side suit, she is asking partner to bid a grand slam with 3<sup>rd</sup> round control (Q or doubleton).

#### Handling Interference over 4NT

- If opponents double 4NT, ignore it. Just make the normal response.
- If opponents overcall 5♣ or 5♦ over our Blackwood, we play DOPI.

Double	=	0 or 3 KEY CARDS
Pass	=	1 or 4 Key Cards
First step	=	2 Key Cards with NO trump Q.
Second step	=	2 Key Cards WITH trump Q.

- If opponents overcall 5♥ or higher over our Blackwood, we play DEPO.

Double	=	Even number of key cards (0, 2 or 4)
Pass	=	Odd number of key cards (1, 3 or 5)