

F01	DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
F01	OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
F10	1 Level: NV: 6+ HCP, Vul 9+ HCP		Lead	in Partner's Suit			
F10	2 Level: Non Vul: 10+ HCP, Vul 12+ HCP. Emphasis on suit quality	Suit	4th with H. MUD.3rd (Hxx)	If SUPP, low=H; If UnSUPP, low=3 or 4		Category i.e. Green	
F10	New suit F1 by unpassed advancer	NT	4th with H.2nd from 3-4 with no H.3rd (Hx)	If SUPP, low=H; If UnSUPP, low=3 or 4		Country: PAKISTAN	
F10	Response to O/C: cue=3 SUPP, 11+ HCP;	Subseq	Low card=H/interest.Hi card denies	Low card=H/interest. Hi card denies H		Event: (Open/Transnational)	
F10	2NT=4 SUPP, 11+; Jump cue=4 SUPP,8-10HCP	Other:	xSxx, top of sequence or inner sequence. MUD			Players: Gulzar Bilal, Syed Imran Ali	
F10							
F01	1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
F10	2nd pos. 15-18 HCP. Sys on as 1NT opening	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
F10	4th pos. 10 - 15 HCP. See note 6a	Ace	AKx(x), Axxxx, Ax	AKx(x)		Natural, 5 card Major	
F10		King	KQx(x), AK	AKJ10(x), KQ109		Longer minor - 1♠ with 3/3 or 4/4 minors	
F10		Queen	QJx(+)	KQxx, AQJx(x)		1m opening with rebid of 1NT can be with 4M	
F10		Jack	J10x(+), KJ10x	J10x(+), KJ10x. AJ10x		1M-1NT= semi forcing (upto 12HCP)	
F01	JUMP OVERCALLS(Style; Responses; Unusual NT)		10	109x(+), H109x	109x(+), H109x		NV vs Vul: Response to opening bid 3+ HCP
F10	1-Suit: Natural, less than 11 HCP, aggressive NVUL vs VUL	9	9x, 98x	9x, 98x		1NT Openings: (14)15-17 HCP; frequently upgrade 14hcp with 5 card suit	
F10	2-Suit:	Hi-x	Sx, xSx	xSxx		2 OVER 1 Responses: GF unless minor is rebid	
F10	UNUSUAL 2NT:(1m)-2NT=♥+om; (1M)-2NT=both minors	Lo-x	HxS, HxxS, x	HxS, HxxS(+)		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
F10	Reopening: 10-15HCP, 6 card suit; 2NT=19-21 HCP	SIGNALS IN ORDER OF PRIORITY			openings 2♠: GF UNLESS 2NT REBID OVER 2H RESPONSE		
F01	DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding		
F10	(1m)-2m=Both Majors (54); (1M)-2M=5oM+5m	Suit:1st	Hi=ENC	HI/LO=Even	Hi=ENC		
F10	(1x)-3x= Asking for stopper for 3NT	2nd	HI/LO=Even	S/P	S/P		
F10	(2M)-4m= m + oM	3rd	S/P		HI-LO=Even		
F10		NT: 1st	Hi=ENC	HI/LO=Even	Hi=ENC		
F01	Vs. NT(vs. Strong/Weak; Reopening;PH)		2nd	HI/LO=Even	S/P		
F10	Vs weak NT: x=14+ HCP; vs Strong NT, Woosley modified	3rd	S/P		HI-LO=Even		
F10	Against Strong NT: note 6b X is long minor or 5+ minor and 4+ Major if opening plus hand.	Signals (including Trumps):					
F10	2♠: both majors	Trump hi - low shows interest in ruff;SMITH PETER IN NT (HI on subsequent lead of declarer is					
F10	2♠: One long Maj, responses same as 2D opening	ENC for the opening lead); we give count on declarer's lead if partner needs to know.					
F10	2M= Major (5+) + minor (5+)	DOUBLES					
F10	2NT= Both minors (5-5)	TAKEOUT DOUBLES(Style;Responses;Reopening)					
F01	3x: 7+ suit, 5-6 trick hand NV, 6-7 trick hand VUL						
F10	Vs.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		11+ HCP				
F10	(note 6d)X is T/O; 2NT= 15 - 18 HCP, Over X: 2NT: TRFR to 3♠	reopening: 9+ HCP		SPECIAL FORCING PASS SEQUENCES			
F10	Against multi 2♦ - 4m=m+♥				In GF Auctions		
F01	Against WK 2M: 4m= m+ oM	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1x - (DBL) - RDBL		
F10	Vs. ARTIFICIAL STRONG OPENINGS		SUPP X & XX upto 2♥; NEGATIVE DOUBLE UPTO 4♥			After 2/1	
F10	Against strong 1♠: x=5m+4M; 1♠=Majors (4+5+); 1M=5+M; 1NT=minors (54)	DOPI, ROPI			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
F10	2NT: Both minors (5+5+); 2x=Natural	Lightener double in slam for unusual lead or ruff.			1 over 1 response NVUL vs Vul can be 3+ HCP		
F10	Same against strong 2♠				If unsure about the meaning of partners bid, we keep the bidding alive.		
F01	OVER OPPONENTS' TAKE OUT DOUBLE					1NT - (2M) - 2NT=ASK to bid 3♠ note 6c	
F10	New suit any 1 Level: F1; New suit at 2 level: NF						
F10	2NT=INV+, SUPP: Jump Shift in minor over 1M opening:4SUPP, 5m, 7-9HCP				Psychics:		
F10					Very rare		

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♣		3	4♥	11 - 21 HCP	5+ HCP; INT=7-10 HCP; 2M=2-5 HCP, 6M 2♣=11+ HCP. 4♣(+); 2♦=7-9 HCP, 5♠(+); 3♠=3-6 HCP, 4♣(+) 3♦/♥/♠=FG, Shortage, 5+ supp.	1♣-2♣= Note 1A 1♣-2♦= Note 1B 1m - 1x - 1N1 (rebid) - 2♣=Art. ASK(NotreID) 1m-1M-2M-2NT=ASK (Note 1C)	Passed hand: 1♣ - 2M=5+, 9-11HCP
1♦		3	4♥	11 - 21 HCP	5+ HCP; INT=6-9 HCP; 3♣=7-9 HCP, 4♦(+); 2♥ 2♠=2-5 HCP, 6♣ 2♦=11+HCP. 4♣(+); 3♠=6-9 HCP, 6+♠; 3♦=3-6 HCP, 4♣(+) 3♥/♠=FG, Shortage, 5+ supp.	1♦ - 2♦ = Note 1A 1♦ - 2♥ = Note 1B 1m - 1x - 1N1 (rebid) - 2♣=Art. ASK(NotreID)	Passed hand: 1♦ - 2♠=5+, 9-11HCP
1♥/♠		5	4♥	10 - 21 HCP	5+ HCP; INT: SF, 5-12 HCP; 1M-2 m: FG unless m rebid 1M-2M: 7-10 HCP, 3 supp; 1M-3M: 0-6 HCP, 4 supp. 1M-3♣: 7-9 HCP, 4 supp, 1M-3♦: 10-11 HCP, 4 supp.	Major suit raises: Note 2 1M-2NT=note 2	Cue= Inv+3 supp; 2NT over interference=Inv+ 4 supp 2♣=9-11, 3 supp; 2♦=9-11, 4 supp 1M-3m: 4SUPP, 9-11 HCP, 5m
1 NT			2♣	(14) 15 - 17 HCP balanced can have 5M or 6m	2♣: 0+hcp, Art. Asking for 4M, does not promise a Major 4 suit transfers; 1NT - 3♣: 5-5 in m, 0-8 hcp; INT-3♠: 5-5 in m, FG INT-3♥: 31(54/45) INT-3♠: 13(54/45) INT-4♣: Both Majors INT - 4♦: TRFR to 4♥; INT - 4♥: 4♣;	Note 3 DBL at 2 level=T/O; DBL at 3 level=8+hcp	Sys on after dbl. Lebensohl Over intervention, dbl=t/o at two level if suit known. Otherwise 8+ dbl at 3 level=8+ HCP
2♣	X	0		FG unless rebid of 2NT	2♦: 4-7 HCP with 5+M / 6+ m or 4+ HCP bal; 2♥: 0-3 HCP; 2♠=5+7+ HCP 2NT: 5+♥, 7+hcp; 3m: 6+m. 7+ hcp	Note 4A	
2♦	X	0		4-7 hcp, 5 or 6 in one M	2♥/♠: P/C; 2NT: ASK; 3M: P/C; 3m: Nat. NF; 4♣: Ask to bid suit below M 4M: to play	Note 4B	4th Seat: 6♣, 11-14 HCP
2♥		6		8-11 HCP, 6M	new suit: F1; 2NT: ASK; Jump shift: splinter	Note 5A	4th Seat: 6♥, 11-14 HCP
2♠		6		8-11 HCP, 6M	new suit: F1; 2NT=ASK; Jump shift=splinter	Note 5A	4th Seat: 6♠, 11-14 HCP
2 NT				(19) 20-21 HCP, BAL or semi BAL	3♣: Pupp; 3♦/♥: TRF; 3♠: at least 4-4 in minors playing 2 Under for slam try	Note 5B	
3♣		6		3-9HCP (NV vs VUL), 6 - 10 HCP;	new suit=F1; 4m=suggest sacrifice; 4om=Ask suit quality		new suit=NF
3♦				3-9HCP (NV vs VUL), 6 - 10 HCP;	new suit=F1; 4m=suggest sacrifice; 4om=Ask suit quality		new suit=NF
3♥		6		3-9HCP (NV vs VUL), 6 - 10 HCP; 7M VUL	4♣=ASK suit quality; 4♦=ASK hand quality		new suit=NF
3♠		6		3-9HCP (NV vs VUL), 6 - 10 HCP;	4♣=ASK suit quality; 4♦=ASK hand quality		
3 NT				Solid 7m, max K extra (1st&2nd);	4♣=P/C; 4♦=ASK shortage; 4M=to play; 4NT=ASK length	RKCB 1430	
4♣		7		5 - 9 HCP	4M=to play	DOPI	
4♦		7		5 - 9 HCP		ROPI	
4♥		8		5-10 HCP Non Vul, 8-10 HCP Vul		Show 1st and 2nd round control equally up the line.	
4♠		9		5-10 HCP Non Vul, 8-10 HCP Vul		No advance cue bid	
4NT				ASK for specific Aces			
5♣		8		7-8 tricks NV, 8-9 tricks Vul			
5♦		8		7-8 tricks NV, 8-9 tricks Vul			
5♥		7		11 tricks, without top 2 of 3 honours in ♥			
5♠		7		11 tricks, without top 2 of 3 honours in ♠			
5NT							

Country: PAKISTAN
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Note #	Description	
	Responses to 1m opening OPENER	minor suit raise Responder
1A	1♣ - 2♣ New suit: 2 NT: 3♣: Jump: Double jump: 3 NT: 4♣	INV+ (10+HCP), 4+supp stopper showing (NB: A relay, here 2♦, can be 18-19 HCP balanced!) 13-14 HCP, balanced 11-12 HCP, balanced or unbalanced Splinter (singleton or void), some extras, but not game forcing Void To play RKCB
	1♣ - 2♣ 2♦ - 2♥: 2♠: 2 NT: 3♣: 3♦: 3♥: 3♠:	Asks if 2♦ is natural or 18-19 HCP balanced Singleton ♠ 18-19 HCP balanced 2-2-4-5 5♦ and 6 ♣ Singleton ♥ Void
	1♦ 2♥: Natural 4M or 18-19 HCP Bal	2♦
	1♦ - 2♦ 2♥ - 2♠: 2 NT: 3♣/♠: 3♦: 3♥:	INV+ (10+HCP), 4+supp Asks if 2♥ is natural or 18-19 HCP balanced 18-19 HCP balanced Singleton ♣/ ♠ 2-4-5-2 5 card hearts and 6 card diamonds
	A jump to 4 in the opening suit after inverted minor is Roman Key Card Blackwood from both hands.	
	1m - 2m 3m - 4m	RKCB
1B	1♣ - 2♦ 2M/3♦ 2 NT: 3♣: Jump: Double jump: 3 NT: 4♣	7-9 HCP, 5+supp G/T asking for stopper for NT, and then 3m and 4m are NF ASK for shortage, and then 4m is NF NF, no interest in game Splinter (singleton or void), extras, GF Void To play, can be 18-19hcp balanced RKCB
	1♦ - 3♣ 3♦: 3 NT: 3♥/♠ 3♠/4♣/4♥: 4♦:	7-9 HCP, 4+supp NF, no interest in game to play, could be 18-19 HCP balanced Asking for stopper Splinter (singleton or void), extras, GF RKCB
1C	1m - 2M - 3♣: 3♦: 3M: 3oM: 3NT: 4m: 4om: 4M: 4oM:	1M 2NT= ASK 3M SUPP, 11-13HCP 3M SUPP, 13-14 HCP 4M SUPP bal. 11-12/13 hcp 4M supp, oM=singleton 3M supp with 6m (AKQxxx) 4M supp + 6m 4M supp, om=singleton 4M support, bal. 13-14 hcp 4M supp, oM= VOID, 14+ HCP
1D	1♣ - 1♦ 1 NT 2♦ 2M 2NT 3♣ 3♦ 3M 3NT	2♣: ART. ASK min cards in Major, min or max HCP 4M, 11-13 HCP Max cards in Majors, 11-13 HCP 5m, 11 - 13 HCP 5m, 13-14 HCP 4M, 13-14 HCP MAX cards in Majors, 13-14 HCP
	1m - 1M 1 NT 2♦ 2M 2oM 2NT 3♣ 3♦ 3M 3oM 3NT 1♣ 1 NT	2♣:Check-back min cards in Major, min or max HCP, then 2NT by opener is NF 3M supp, 11-13HCP 4oM, 11-13HCP Max cards in Majors, 11-13 HCP 3M supp + 5m, 11-13HCP 3M supp + 5m, 13-14 HCP 3M supp, 13-14 HCP 4oM, 13-14 HCP MAX cards in Majors, 13-14 HCP 1♦ 2M= 6♦+4M INV 9-11HCP

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Description

2 Responses to 1M opening

Opener

Responder

1M

2M = 3 SUPP, 7 - 10 HCP

2NT Help asking
new suit

3♣ 3 card supp max, 3♦3 card medium 3M min 3 card
G/T with 3+ suit. Responder accepts with A,K,

1M

3♣ = 4M SUPP, 7 - 9 HCP, bal or unbal.

3♦=ASK for hand quality

3M = 7-8 HCP, Bal

3♠/4♠/4♣: shortage in bid suit

4M: 8-9 HCP

1M

3♦: 4M SUPP, 10-11 HCP, bal.

3M:

NF (11-12 HCP, bal.)

new suit = 1st or 2nd round control bid

1♠

3♦

3♥: ART.

G/T, responder bids game with max

1M

2NT = 4M SUPP. FG, Bal. or Unbal.

3x:

Shortness

3M:

Balanced with extras 14+ HCP with 5M or 12+ HC

3NT:

17 - 19 HCP, bal.

4x:

2nd suit, source of tricks

4M:

11-12 HCP, bal.

1M

2NT

3M

new suit = shortness, 3NT = bal.

1♥

3♣ / 4♣ / 4♦ = Singleton, 4+M SUPP, 10 - 12 HCP

1♠

4♣ / 4♦ / 4♥ = Singleton, 4+M SUPP, 10 - 12 HCP

Country: PAKISTAN
Players: Gulzar Bilal , Syed Imran Ali
Description

Note #

3 Responses to 1NT opening

Opener	Responder
1NT 2♦ : no 4M	2♣ : Stayman, 0+ HCP, does not promise 4M 2M : less then 7 points with 5M + 4oM 2NT : INV 3m : 5+m with 4 M 3M : FG, 4M + 5oM 3NT: To play 4NT:Quantitative
1NT 2♥	2♣ : Stayman, 0+ HCP, does not promise 4M 2♣ : inv with 4 ♠ 2NT / 3♥ : INV 3m : 5+m with 4 oM Jump in new suit : 4+M SUPP, shortage, slam inte 4NT:Quantitative
1NT 2♣	2♣: Stayman, 0+ HCP, does not promise 4M 2NT / 3♣ : INV 3m : 5+m with 4 oM 3♥ : Bal. slam try in ♠ Jump in new suit : 4+M SUPP, shortage, slam inte 4NT:Quantitative
1NT 2♣ / 3♣ / 3♦ :	2♦ : TRFR to ♥ 4M SUPPORT, max, dbleton loser in bid suit (xx, j) 4M SUPP, no dbleton loser in any suit 4M SUPP., min hand
1NT 2NT: 1NT 3♣:	2♣ = TRFR to ♣ Super Accept,3+ ♣ with A or K, or 4+ ♣ 2NT = TRFR to ♦ Super Accept,3+ ♦ with A or K, or 4+ ♦
1NT 1NT 3♥: 3♣: 3NT 4m:	3♣: At least 5-5 in minors, 0-8 HCP 3♦: at least 5 - 5 in minors, 8+ HCP, FG 3+♣, can play 3NT 3+ ♦, can play 3NT To play. Values in Majors FG in minor
1NT 4♦:	4♣: Both Majors. Asking to choose no preference

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PAKISTAN

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Gulzar Bilal , Syed Imran Ali

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4A	Responses to 2♣ opening	
	Opener	Responder
	2♣	2♦: Relay less than 3 controls A=2 K=1 2♥: 5+ ♥+ 3+ controls in hand 2♠: 5+ ♠+ 3+ controls in hand 2NT: No 5+ suit but 3+ controls in hand 3m: 6+ m, 3+ controls in hand 3M= 6+M, semi solid 3+ controls in hand 3NT: Solid 6 card suit, with no outside controls
4A	2♣	2♦
	2♥:	5+ cards GF or bal. 24 + HCP
	2♠:	5+ cards, FG
	2 NT:	(21)22-23 hcp, bal.
	3♣:	
	3♦:	5+ cards, game forcing
	3♥:	Sets hearts as trump, asks for control-bid (1 st or 2 nd round control)
	3♠:	Sets spades as trump, asks for control-bid (1 st or 2 nd round control)
	3 NT:	8 – 8.5 tricks with a long minor, 17 – 20 hcp.
4A	2♣	2♦
	2♥	2♠: ART. Relay
	2 NT:	24 - 25 HCP, bal.
	3m:	Natural, second suit with 5+ ♥, FG
	3♥:	6+ ♥ GF
	3♠:	5 + ♥ / 4+ ♠ GF.
	3 NT:	26 + HCP, bal hand
4B	Responses to 2♦ opening	
	Opener	Responder
	2♦	2♥: P/C to 2♠ 2♠: P/C to 3♥ 2NT: ASK 3m: 6+ m, NF (opener can bid only with max and SI) 3M: P/C 3NT: To Play 4♣: Asking to bid the suit below the one opener has 4♦ 4♥: To Play 4♠: To Play
4B	2♦	2NT
	3♣:	6-7 HCP, 6M
	3♦:	4-6 HCP, 5 or 6 ♥
	3♥:	4-6 HCP, 5 or 6 ♠
4B	2♦	2NT
	3♣	3♦: ART. Relay
	3♠:	4M

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5A	Responses to 2M opening	
	Opener	Responder
	2M	new suit F1 2NT: ASK Jump in new suit: splinter with M SUPP
5A	2M	2NT
	3m/oM:	Singleton or void
	3M:	Minimum hand, bal.
	3NT:	Max with no shortage
	4m:	Void
5A	2♥	2NT
	4♥	♠ Void
	2M	2NT
	3x	3M: INV with SUPP
5B	Responses to 2NT opening	
	Opener	Responder
	2NT	3♣: ASK for 4M or 5 M
	3♦:	1 or both 4 Card Majors
	3M:	5M
	3NT:	no 4 M or 5M
	2NT	3♣:
	3♦	3M = 4oM 4♣: Both 4M, Slam interest 4♦: Both 4M, only Game interest
	2NT	3♦: TRFR to 3♥, 5+♥ 3♥: TRFR to 3♠, 5+♠ 3♠: min 4 - 4 in the minors, GF
	2 NT	3♠ minor suit stayman
	3 NT:	May have 4m, if values in Majors
	4m:	4+ m
	4M:	4 - 4 in minors, 3M, 2oM
	2NT	4♣: Slam try with ♥
	4♦:	OK/Good hand for ♥
	4♥:	To Play
	4NT:	RKCB - super accept
	2NT	4♦: Slam try with ♠
	4♥:	OK/Good hand for ♠
	4♠:	To play
	4NT:	RKCB - super accept
	2NT	4♥: Slam try with ♣
	4♠:	RKCB with ♣
	4NT:	To play, ♣ does not fit
	5♣:	Ok cards with ♣
	2NT	4♠: Slam try with ♦
	4NT:	To play, ♦ does not fit
	5♠:	RKCB with ♦
	5♦:	Ok cards with ♦

After Transfer to Major, minor at 4 level is natural and GF

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6A	Balancing NT in 4th posi	10 - 15 HCP
	Balancing 1NT (4h pos.)	2♣: Range inquiry (10+ HCP)
	2♦:	10 - 12HCP, can have 4M
	2M:	13-15 HCP, 4M
	2NT:	13-15 HCP, no 4M
	1NT	2♣
	2♦	2M=4M
	1NT	2♦: TRFR to 2♥, 5+ 2♥: TRFR to 2♠ 2♠: TRFR to ♣ 2NT: TRFR to ♦
6B	Over Opponents 1NT	
	Aggressor	Advancer
Opener (1NT)	X: 6+m 8+ points or 5m& 4M, opening hand	2♣: P/C to 2♦ 2♦: ASK opener to bid their Major 2M: 5+ M, NF, Aggressor supports with 3M or 4M 3m= To play, 6+m, NF
6C	After interference over 1NT opening	
	Opener	Responder
	1NT - (2M) - 3♣:	2NT: Ask opener to bid 3♣ Pass: 6+♣, 0 - 8HCP 3♦: 6+ ♦, 0-8 HCP 3M: 4oM+ check in M, GF 3oM: 5oM+ check in M, GF 3NT: Check in M, GF
	1NT - (2M) -	3♣: 5+ ♣, GF 3♦: 5+ ♦, GF 3M: 4oM+ No check in M, GF 3oM: 5oM+ no check in M, GF 3NT: No check in M, GF
6D	Over T/O X of 2M (opp)	
	Aggressor	Advancer
(2M)	X 3♣:	2NT: Ask opener to bid 3♣ P/C to 3♦, 0-8 HCP 3M: 4oM. GF, check in M
(2♥)	X	3m: 9-11 HCP, 5+m 3♥: 4oM, GF, no check 3♠: 5+M, INV 3NT: to Play
(2♠)	X	3m/3♥: Natural 5+, 9-11HCP 3♠: GF, 4oM, no check in ♠