DEFENSIVE AND COMETITIVE BIDDING	LEADS A	AND SIGNALS						
OVERCALLS(Style; Responses; 1/2level; Reopening)	1					WBF Convention Card		
OVERCALLS (Style, Responses, 1/ Ziever, Reopening) OVERCALLS ARE GENERALLY SOUND	OPENING LEADS STYLE Lead in Partner's Suit							
	Suit	Xx, xxx, Hxx, Hxxx(w)	in Partner's Suit		Catagony in Croon 1		
RESPONDER JUMP RAISE ARE PREEMPTIVE	NT	Xx, xxx, Hxx, Hxxx(Xx, xxx, Hxx, Hxxx(x)		Category i.e. Green : Country: PAKISTAN		
NEWSUIT FORCING FOR ONE ROUND BY UNPASSED RESPONDER CUEBID BY RESPONDER IS A FORCING RAISE WITH 3 CARD SUPPORT	Subseq	XX, XXX, FIXX, FIXXX	x), x x xx	Xx, xxx, Hxx, Hxxx(x), xxxx		Country: PAKISTAN Event: Open		
2NT BY RESPONDER IS A FORCING RAISE WITH 4 CARD SUPPORT IN MAJOR	Other: xxxx, TOP OF SEQUENCE OR INNER SEQUENCE					Players: Kizilbash- ZIA HAI		
JUMP SHIFT BY RESPONDER IS MIXED RAISE FIT SHOWING FOR MAJOR						CVOTEN CUMMARY		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	Lead Vs.Suit Vs. NT					SYSTEM SUMMARY GENERAL APPROACH AND STYLE		
2ND POSITION 10-15. 5M 4M 4TH POSITION 10-14 (15). RESPONSES SEE NOTE		AKx(x), Axxxx, Ax		AKx(x)		Natural, 5 card Major		
41H POSITION 10-14 (15). RESPONSES SEE NOTE	Ace King	KQx(x), AXXXX, AX		A K J10(x), K Q109		Longer minor - 1♠ with 3/3 or 4/4 minors		
		Q Jx(+)		K Q xx, A Q Jx(x)		Longer minor - 1♣ with 3/3 or 4/4 minors 1m opening with rebid of 1NT can be with 4M		
	Queen Jack	J10x(+), KJ10x		J10x(+), KJ10x. AJ10x		1m opening with rebia of 1N1 can be with 4M 1M-1NT= semi forcing (upto 12HCP)		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	109x(+), H109x		109x(+), H109x		NV vs Vul: Response to opening bid 3+ HCP		
1-Suit: WEAK, NATURAL, PREEMPTIVE. NF NEW SUIT BY RESPONDER	0	9x, 98x			, 111092	1NT Openings: (14)15-17 HCP; frequently upgrade 14hcp with 5 card suit		
2-Suit:	Hi-x	X x, x X x		9x, 98x x X xx		2 OVER 1 Responses: GF unless minor is rebid		
UNUSUAL 2NT	Lo-x	Hxx, Hxxx			TY(±)			
Reopening:			ODITY	$Hx\mathbf{x}$, $Hxx\mathbf{x}(+)$		SPECIAL BIDS THAT MAY REQUIRE DEFENCE 2C OPENING GF UNLESS 2NT REBID OVER 2H RESPONSE		
	SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's L			Discarding	2D OPENING IS WEAK IN ANY MAJOR			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	C. ib. 1 ab				HI=E			
MICHAELS	Suit:1st	COUNT HI/LO=E SUIT PREF		.U=E		2 MAJOR OPENING IS 2 SUITOR		
JUMP CUEBID ASKING FOR STOPPER	2nd 3rd				SUIT PREF	3NT OPENING GAMBLING (LONG MINOR)		
		SUIT PREF ATTITUDE HI=E COUNT HI/LO		0-5	HI=E	NEGATIVE DOUBLE UPTO 4H		
VS. NT(vs. Strong/Weak; Reopening;PH)	NT: 1st 2nd	ATTITUDE HI=E COUNT HI/LO= COUNT HI/LO=E SUIT PREF		.U=E	SUIT PREF	SUPPORT DOUBLE & REDOUBLE UPTO 2H		
		SUIT PREF			SUIT PREF			
CAPPELLATI.	3rd				l.	RKC 0314		
X = 14HCP, 2C SINGLE SUITER, 2D MAJORS, 2M M+m		including Trumps):	THE DETER AND	NT (UT E)				
	TRUMP ECHO, STANDARD SMITH PETER IN NT (HI=E)							
	DOUBLES							
	DOUBLES							
VC DDFFWDTC/ D. II. C. III. Z NTIII.	TAKEOUT DOUBLES(Style;Responses;Reopening)							
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	CTVLE	TANDADD 11.UCD						
X IS TAKE OUT	STYLE=STANDARD 11+HCP REOPENING =9+					CDECTAL FORCENC DACC CECUENCES		
CUE ASK FOR CHECK	KEUPENI	NG =9+				SPECIAL FORCING PASS SEQUENCES		
VC ADTIFICIAL CTRONG OPENINGS						GAME FORCING SITUATIONS		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES							
ON STRONG CLUB OPENINGS: TRANSFERS	SUPPORT X & XX UPTO 2S; NEGATIVE DOUBLE UPTO 4S					THE PART OF THE PA		
	DOPI, ROPI					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
	LIGHTENING DOUBLE					2 WAY REVERSE DRURY.		
OVED ODDONENTS! TAKE OUT DOUBLE						BERGEN RAISES.		
OVER OPPONENTS' TAKE OUT DOUBLE						JACOBY 2 NT		
N						CHECK BACK.		
NEW SUIT AT 1 LEVEL IS FORCING, AT 2 LEVEL IS NF	1							
INT IS LIMIT RAISE OR BETTER WITH 4 CARD SUPPORT					Psychics:			
FIT SHOWING JUMP SHIFTS OVER MAJOR, OVER MINOR PREEMPTIVE					RARE			

	TICK	MIN NO.	NEG.				COMPETITIVE & PASSED LIANID
OPEN	IF ART.	OF CARDS	DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
I♣	1		11 - 21 HCP	5+ HCP; INT=7-10 hcp; 2M=2-5 hcp, 6M			
					2♣=7-9 +hcp. 4♣(+); 2♦=10-11 hcp, 4♣(+);3♣=3-6hcp, 4♣(+)		
					3 ♦/♥/♣=FG, Shortage, 5+ supp.		
1.		3	4♥	II - 2I HCP	5+ hcp; INT=6-9hcp; 2♥=7-9hcp, 4♦(+); 2 ♠=2-5 hcp, 6 ♠		
					2♦=7-9+hcp. 4♦(+); 3♣=10-11hcp, 6+♣;3♦=3-6hcp, 4♦(+)		
					3♥/♠=FG, Shortage, 5+ supp.		
♥/ ♠		5	4♥	10 - 21 HCP	5+ hcp; INT=SF, 5-12hcp;IM-2m=FG unless m rebid		Cue= Inv+3 supp;
					IM-2M=7-10 hcp, 3 supp; IM-3M=0-6hcp,4 supp.		2NT over interference=Inv+ 4 supp
					IM-3♣=10-11 hcp,4supp, 1M-3♦=7-9 hcp,4 supp.		2 ♦ =9-11,3 supp; 2 ♦ =9-11, 4 supp
					IM-2NT=FG, 4(+)M; Double Jump shift = splinter, 8-10 hcp		
I NT			2 •	(14) 15 - 17 HCP balanced	2♣=0+hcp, Art. Asking for 4M.		Sys on after dbl
				can have 5M or 6m	Jacoby transfers: INT-3♣= 5-5 in m, 0-8 hcp; INT-3♦=5-5 in m,FG	DBL at 2 level=T/O; DBL at 3 level=8+hcp	Over intervention, dbl=t/o at two level
					INT-3♥=31(54/45) INT-3♠= 13(54/45) INT-4♠=Both Majors		if suit known. Otherwise 8+
					INT-4♦=trfr to 4♥; INT-4♥=4♠;		dbl at 3 level=8+ HCP
2♣	Х	0		FG unless rebid of 2NT	2♦=4-7 hcp with 5+M / 6+ m or 4+ hcp bal; 2♥=0-3HCP;2♠=5+,7+hcp		
					2NT=5+♥, 7+hcp; 3m=6+m. 7+ hcp		
2♦	Х	0		4-10 hcp, 5 or 6 in one M	2♥/♠ = P/C; 2N1=ASK;3M=P/C; 3m=Nat. NF; 4♣=Ask to bid suit below		
					4M=to play		
2♥		6		4-10 ♥+any	Minor S/O; 2NT=ASK; Jump shift=splinter 2♠P/C		
2♠		6		4-10 ♦ +minor	new suit=S/O; 2NT=ASK; Jump shift=splinter		
2 NT				(19) 20-21 HCP, BAL or semi BAL	3♠=Ask; 3 ♦/♥=TRF; 3♠=3NT (PUPPET)		
3♣		6		3-9HCP (NV vs VUL), 6 - 10 HCP;	new suit=F1; 4m=suggest sacrifice; 4om=Ask suit quality		
3 ♦				3-9HCP (NV vs VUL), 6 - 10 HCP;	new suit=F1; 4m=suggest sacrifice; 4om=Ask suit quality		
3♥		6		3-9HCP (NV vs VUL), 6 - 10 HCP; 7M VUL	4⊕=ASK suit quality; 4♦=ASK hand quality		
3♠		6		3-9HCP (NV vs VUL), 6 - 10 HCP;	4⊕=ASK suit quality; 4♦=ASK hand quality	High Level Bidding	
3 NT				Solid 7m, max K extra (1st&2nd);	4♠=P/C; 4♦=ASK shortage; 4M=to play; 4NT=ASK length		
4 ♣		7		5 - 9 HCP	4M=to play		
4♦		7		5 - 9 HCP			
4♥		8		5-10 HCP Non Vul, 8-10 HCP Vul			
4♠		9		5-10 HCP Non Vul, 8-10 HCP Vul			
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		II tricks, without top 2 of 3 honours in ♥			
5♠		7		II tricks, without top 2 of 3 honours in ♠			
5NT							