


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
1 Level: NV: 6+ HCP, Vul 9+ HCP		Lead	in Partner's Suit		Category i.e. Green	Country: PAKISTAN
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			
New suit F1 by unpassed advancer	NT	4th with H. 2nd from 3-4 with no H.3rd (H)	If SUPP, low=H; If UnSUPP, low=3 or 4		Event:	(Open/Transnational)
Response to O/C: cue=3 SUPP, 11+ HCP; 2NT=4 SUPP, 11+; Jump cue=4 SUPP,8-	Subseq	Low card=H/interest.Hi card denies	Low card=H/interest. Hi card denies H		Players:	YOUSUF JAN MOHAMMAD, SHAHAB SARKI
	Other:	xSxx, top of sequence or inner sequence. MUD				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd pos. 15-18 HCP. Sys on as 1NT opening	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
4th pos. 10 - 15 HCP. See note 6A	Ace	AKx(x), Axxxx, Ax	AKx(x)		Natural, 5 card Major	
	King	KQx(x), AK	AKJ10(x), KQ109		Longer minor - 1♣ with 3/3 or 4/4 minors	
	Queen	QJx(+)	KQxx, AQJx(x)		1m opening with rebid of 1NT can be with 4M	
	Jack	J10x(+), KJ10x	J10x(+), KJ10x. AJ10x		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: 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
2-Suit:	Hi-x	Sx, xSx	xSxx		2 OVER 1 Responses:	GF unless minor is rebid
UNUSUAL 2NT:(1m)-2NT=♥+om; (1M)-2NT=both minors	Lo-x	HxS, HxxS, x	HxS, HxxS(+)		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: 10-15HCP, 6 card suit; 2NT=19-21 HCP	SIGNALS IN ORDER OF PRIORITY			Opening 2♣: GF UNLESS 2NT REBID OVER 2H RESPONSE		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	Opening 2♦: 4-7 HCP. 5M (non vul) or 6M	
(1m)-2m=Both Majors (54); (1M)-2M=5oM+5m	Suit:1st	Hi=ENC	HI/LO=Even	Hi=ENC	Opening 2M:8-11HCP, 6M	
(1x)-3x= Asking for stopper for 3NT	2nd	HI/LO=Even	S/P	S/P	Opening 3NT: GAMBLING (LONG MINOR)	
(2M)-4m= m + oM	3rd	S/P		HI-LO=Even		
	NT: 1st	Hi=ENC	HI/LO=Even	Hi=ENC	NEGATIVE DOUBLE UPTO 4♥	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	HI/LO=Even	S/P	SUPPORT DOUBLE & REDOUBLE UPTO 2♥	
Vs weak NT: x=14+ HCP; vs Strong NT, x= 5m + 4M, 8+ HCP: Note	3rd	S/P		HI-LO=Even	RKCB 1430	
Against WK and Strong NT: 2♣: one suit (5+M or 6+m):ASK with 2♦	Signals (including Trumps):					
2♦: Both Majors (4+5+), 9+ HCP	Trump hi - low shows interest in ruff;SMITH PETER IN NT (HI on subsequent lead of dec					
2M= Major (5+) + minor (5+)	ENC for the opening lead); we give count on declarer's lead if partner needs to know.					
2NT= Both minors (5-5)	DOUBLES					
3x: 7+ suit, 5-6 trick hand NV, 6-7 trick hand VUL	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)						
X is T/O (Note 6D); 2NT= 15 - 18 HCP, Over X: 2NT: TRFR to 3♣	11+ HCP					
Against multi 2♦ - 4m=m+♥, X=13+ HCP Bal or 17+ HCP Unbalanced; 2NT	reopening: 9+ HCP				SPECIAL FORCING PASS SEQUENCES	
Against WK 2M: 4m= m+ oM					In GF Auctions	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1x - (DBL) - RDBL	
Against strong 1♣: x=5m+4M; 1♣=Majors (4+5+); 1M=5+M; 1NT=minors	SUPP X & XX upto 2♥; NEGATIVE DOUBLE UPTO 4♥			After 2/1		
2NT: Both minors (5+5+); 2x=Natural	DOPI, ROPI			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Same against strong 2♣	Lightener double in slam for unusual lead or ruff.					1 over 1 response NVUL vs Vul can be 3+ HCP
						If unsure about the meaning of partners bid, we keep the bidding alive.
OVER OPPONENTS' TAKE OUT DOUBLE		1NT - (2M) - 2NT=ASK to bid 3♣ (Note 6C)				
New suit ay 1 Level: F1; New suit at 2 level: NF						
2NT=INV+, SUPP: Jump Shift in minor over 1M opening:4SUPP, 5m, 7-9HCP						Psychics:
						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	1♠-2♠= Note 1A	Passed hand: 1♠ - 2M=5+, 9-11HCP
					2♠=11+ HCP. 4♠(+); 2♥=7-9 HCP, 5♠(+); 3♠=3-6 HCP, 4♠(+)	1♠-2♠= Note 1B	
					3♥/♠=FG, Shortage, 5+ supp.	1m - 1x - INT (rebid) - 2♠=Art. ASK (Note 1D)	
						1m-1M-2M-2NT=ASK (Note 1C)	
1♦		3	4♥	11 - 21 HCP	5+ HCP; INT=6-9 HCP; 2♥=7-9 HCP, 4♦(+); 2♣=2-5 HCP, 6♣	1♦ - 2♦ = Note 1A	Passed hand: 1♦ - 2♠=5+, 9-11HCP
					2♦=11+HCP. 4♦(+); 3♣=6-9 HCP, 6+♠; 3♦=3-6 HCP, 4♦(+)	1♦ - 2♥ = Note 1B	
					3♥/♠=FG, Shortage, 5+ supp.	1m - 1x - INT (rebid) - 2♠=Art. ASK (Note 1D)	
1♥/♣		5	4♥	10 - 21 HCP	5+ HCP; INT: SF, 5-12 HCP; 1M-2m: FG unless m rebid	Major suit raises: Note 2	Cue= Inv+3 supp;
					1M-2M: 7-10 HCP, 3 supp; 1M-3M: 0-6 HCP, 4 supp.	1M-2NT=note 2	2NT over interference=Inv+ 4 supp
					1M-3♠: 7-9 HCP, 4 supp, 1M-3♥: 10-11 HCP, 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	2♣: 0+HCP, Art. Asking for 4M, does not promise a Major	Note 3	Sys on after dbl. Lebensohl
				can have 5M or 6m	4 suit transfers; INT - 3♣: 5-5 in m, 0-8 hcp; INT-3♦: 5-5 in m, FG	DBL at 2 level=1/O; DBL at 3 level=8+trcp	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♣	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	Note 4A	
					2NT: 5+♥, 7+hcp; 3m: 6+m. 7+ hcp		
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	Note 4B	4th Seat: 6♣, 11-14 HCP
					4M: to play		
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♣: Ask; 3♦/♥: TRF; 3♠: at least 4-4 in minors	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	High Level Bidding	
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
	Players:	YOUSUF JAN MOHAMMAD, SHAHAB SARKI
Note #	Description	
	Responses to 1m opening	minor suit raise
	OPENER	Responder
1A	1♠ - 2♣	INV+ (10+HCP), 4+supp
	New suit:	stopper showing (NB: A relay, here 2♦, can be 18-19 HCP balanced!)
	2 NT:	13-14 HCP, balanced
	3♣:	11-12 HCP, balanced or unbalanced
	Jump:	Splinter (singleton or void), some extras, but not game forcing
	Double jump:	Void
	3 NT:	To play
	4♣	RKCB
	1♠ - 2♣	
	2♦ - 2♥:	Asks if 2♦ is natural or 18-19 HCP balanced
	2♠:	Singleton ♠
	2 NT:	18-19 HCP balanced
	3♣:	2-2-4-5
	3♦:	5♦ and 6 ♣
	3♥:	Singleton ♥
	3♠:	Void
	1♦	2♦
	2♥: Natural 4M or 18-19 HCP Bal	
	1♦ - 2♦	INV+ (10+HCP), 4+supp
	2♥ - 2♠:	Asks if 2♥ is natural or 18-19 HCP balanced
	2 NT:	18-19 HCP balanced
	3♣/♠:	Singleton ♣/♠
	3♦:	2-4-5-2
	3♥:	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♦	7-9 HCP, 5+supp
	2M/3♦	G/T asking for stopper for NT, and than 3m and 4m are NF
	2 NT:	ASK for shortage, and than 4m is NF
	3♣:	NF, no interest in game
	Jump:	Splinter (singleton or void), extras, GF
	Double jump:	Void
	3 NT:	To play, can be 18-19hcp balanced
	4♣	RKCB
	1♦ - 2♥	7-9 HCP, 4+supp
	2♠/3♠/3♥	G/T asking for stopper for NT, and than 3m and 4m are NF
	2NT	ASK for shortage, and than 4m is NF
	3♦:	NF, no interest in game
	3 NT:	to play, could be 18-19 HCP balanced
	3♠/ 4♣/4♥:	Splinter (singleton or void), extras, GF
	4♦:	RKCB
1C	1m -	1M
	2M -	2NT= ASK
	3♣:	3M SUPP, 11-13HCP
	3♦:	3M SUPP, 13-14 HCP
	3M:	4M SUPP bal. 11-12/13 hcp
	3oM:	4M supp, oM=singleton
	3NT:	3M supp with 6m (AKQxxx)
	4m:	4M supp + 6m
	4om:	4M supp, om=singleton
	4M:	4M support, bal. 13-14 hcp
	4oM:	4M supp, oM= VOID, 14+ HCP
1D	1♠ - 1♦	
	1 NT	2♣: ART. ASK
	2♦	min cards in Major, min or max HCP
	2M	4M, 11-13 HCP
	2NT	Max cards in Majors, 11-13 HCP
	3♣	5m, 11 - 13 HCP
	3♦	5m, 13-14 HCP
	3M	4M, 13-14 HCP
	3NT	MAX cards in Majors, 13-14 HCP
	1m - 1M	
	1 NT	2♣:Check-back
	2♦	min cards in Major, min or max HCP, than 2NT by opener is NF
	2M	3M supp, 11-13HCP
	2oM	4oM, 11-13HCP
	2NT	Max cards in Majors, 11-13 HCP
	3♣	3M supp + 5m, 11-13HCP
	3♦	3M supp + 5m, 13-14 HCP
	3M	3M supp, 13-14 HCP
	3oM	4oM, 13-14 HCP
	3NT	MAX cards in Majors, 13-14 HCP
	1♣	1♦
	1 NT	2M= 6♦+4M INV 9-11HCP

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Note #	Description	
2	Responses to 1M opening	
	Opener	Responder
	1M	2M = 3 SUPP, 7 - 10 HCP
	new suit	G/T with 3+ suit. Opener accepts with A,K,Q
	1M	2M
	2NT: Art. Ask	3♣: 3SUPP, 9-10 HCP (Max hand)
		3♦: 3 SUPP, 8-9 HCP (Ok hand)
		3M = 3 SUPP, 6-7 HCP min hand
	1M	3♣ = 4 SUPP, 7 - 9 HCP, bal or unbal.
	3♦=ASK for hand quality	3M = 7-8 HCP, Bal
		3oM/4m/4oM: 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

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

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4A	Responses to 2♣ opening	
	Opener	Responder
	2♣	2♦: 4 -7 HCP with 5M or 6m, or 4+ HCP no 5+M or 6+m 2♥: 0-3 HCP 2♠: 5+ ♠, 7+ HCP 2NT: 5+ ♥, 7+ HCP 3m: 6+ m, 7+ HCP 3M= 6+M, semi solid 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♣:	5+ cards, GF
	3♦:	5+ cards, GF
	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 SUPP) 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
	3M:	6M

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Note #	Description	
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♠
	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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	Players:	YOUSUF <u>JAN MOHAMMAD</u>, <u>SHAHAB SARKI</u>
Note #	Description	
6A	<u>Balancing NT in 4th posi</u>	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	<u>Over Opponents 1NT</u>	
	Aggressor	Advancer
Opener (1NT)	X: 5+m & 4M, 8+HCP	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	<u>After interference over 1NT opening</u>	
	Opener	Responder
	1NT - (2M) -	2NT: Ask opener to bid 3♣
	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	<u>Over T/O X of 2M (opp)</u>	
	Aggressor	Advancer
(2M)	X	2NT: Ask opener to bid 3♣
	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 ♠