DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE				W DT CONVENTION CARD		
Natural, 1Level may be light, 2m usually better, 2M preemept, then	Lead In Partner's Suit					CATEGORY: Green	
Opps suit Q in immediate level 10 HCP, 3card	Suit			3/5, Top from supported no H		NCBO: Bangladesh	
2NT against M overcall 10+ HCP 4+ Support	NT				from supported 3	PLAYERS: Md Zahid Hossain	
21/1 ugumbi 11 o i o toum 10 i i i o upport	1,1	, 2, enoice			High from no H	Shah Zia-ulHaque	
3 Same M= 7-9 4+ against M OC	Subseq					EVENT Open	
In balancing position same, may be less HCP	Other: A asks for	Other: A asks for ATT and K or Q asks for unblock or Count					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
(14)15-17(18) HCP Balanced, Promises stopper in opponent's suit if Major	Lead			Vs. NT			
Responses same asafter 1NT opening	Ace			Asks forATTAKJ10(+)		GENERAL APPROACH AND STYLE	
In balancing position; Same	King			AsksUB, AKx, KQx		5 card Major, Better minor	
Responses same asafter 1NT opening	Queen			Asks CT		1NT = (14)15–17PC, BAL (little off-shape like 5M, 6m, 5431	
						possible)	
	Jack	J109x,, J10x		J109x, 10)x	2C = Any Strong GF or 22+	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x		109x		2D = 0.8 HCP 5 + H/S	
Weak, In Vul 3 Level good suit	9	9 98x,deniesH		98x,deniesH		2H/S = 8-115 + H/S	
2NT showstwo lower unbidsuits	Hi-X			Count//High shows interest/SP		2NT= 20-22 Balanced	
		interest/cour			Ü		
	Lo-X Count// Discourag		rage/SP	Count// I	Discourage/SP	3 rd Hand Light Opening	
Reopen: Constructive	SIGNALS IN	SIGNALS IN ORDER OF PRIORITY				Ganbling 3 NT with little side suite strength	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partr			Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2 D against m-MM ,1m-3C=high+low remaining suit 1m-2NT=lower	1 ATT	(Hi = ENCRG)	= ENCRG) Count)		1 st Discard Lav	Gambling 3 NT	
two							
	Suit 2 Count						
1M-2NT= Lowest 1M-2M= Highest two 1M-3C=Low+high	3 S/P (S						
		(High = ENCRG)			1st Discard lavinthal		
VS. NT (vs. Strong/Weak; Reopening;PH)			Count(High= Eve	_	Count(High= Even)		
Against Strong: 2C-MM, 2D-1M, 2H/S (With minor 5+4+)	3 S/P (S	3 S/P (STD) S/P (STD)			S/P (STD)		
Dbl –4 M & longer minor, DON'T at Balancing position.	Signals (including Trumps):						
Against Weak: Dbl -14+ Cards, 2C=MM, 2D-1M, 2H/S (With	Count Std, First discard Lav, Reverse Smith echo in NT						
minor 5+4+), 2N=Single suit strong 3 Level two suiters except 3S							
	DOUBLES						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)						
DBL=T/O	Double =10+HCP (after Partner's pass, may be weaker with shape)						
Leaping Michaels 4 level (5-5+ Game INV), 2M-3M-=long suit. Asking stopper					• •		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES	
DBL -H, 1D=S, 1H=[S+C/H+D], 1S=[H+S/D+C],	SPECIAL, AR	TIFICIAL &	COMPETITIV	E DBLS/	RDLS	After a GF sequence, against high level sacrifice pass promises interest to play	
1N=[S+D/H+C], 2X/3X=6+ suit weak, 3N=Solid 7 card	Depending on Vul and position. In vul against unpassed hand good HCP						
	In NV could be more distribution. Against passed hand could be light.						
OVER OPPONENTS' TAKEOUT DOUBLE	Takeout Dbl upto 4H					IMPORTANT NOTES	
DBL= 10+ usuallydenyfit Reopening : same asabove, maybe 1 Q less.						We often upgrade/downgrade hands based on distribution	
	Rdbldoubledcuebid- Aorvoid						
						PSYCHICS: Rare	

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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE &PASSED HAND BIDDING			
1*		3+	4H	11+ HCP	1D may be artificial if less than 8 and no 4M, 1 M=4+ Suit, 1NT=10-12, 2C =GF, 2D=10-11(12) 5+c, 2H=5S4H NF 2S=mixed raise, 2NT=Bal Invitation 3C=premempt C	Against 2H, 2S to play, 2NT asking 3C-5413 3D-5431 3H- Bad 55 3S-55 Good 3NT-all 5422	In competition all bids are 1 round force, passed hand NF			
1 ♦		3+	4H	11+ HCP, 3+D	1M 4 card, 2C=GF 4+C, 2D=GF, 2H=5S4H NF 2S= Mixed raise, 2NT=Bal Invitation, 3C =10-11 (12) 5D 3D=Preempt	Against 2H, 2S to play, 2NT asking 3C-5413 3D-5431 3H- Bad 55 3S-55 Good 3NT-all 5422	4H			
1♥		5+	4D	11+ HCP 5+H	1S=4+S, 1NT=3-11, 2C any GF, 2D=5+D GF, 2H=7-9, 3H, 2S=Balnce 10-11 (12) 2NT=4+H, GF 3C=4+H, 10-11,3D=7-9 4+H 3S=Void splinter	Various shape asking bids	Rev Drury			
1 🖍		5+	4H	11+ HCP 5+S	1NT=SF, 2C any GF, 2D/H=5+D/H GF 2S=7-9 3S 2NT=4+S GF 3C= 4+S 10-11,3D=7-9 4+S, 3H=10- 11(12) 3S Balance	Various shape asking bids	Rev Drury			
INT			4H	14+-17HCP, can be a little bit off-shape (5M, 6m, 54, stiff H)	2C=Stayman, 2D/H/S/NT transfer to H/S/C/D 3C=5 card M asking , 3D=MM GF, 3H=mm GF 3S=minor Stayman	Various shape asking bids				
2*	*	0	4H	Any Strong or GF	2D-relay, 2H=Weak, 2S/2NT/3C/3D=S/H/C/D Good 5 H/S 6 card C/D 2 of top three H	Various Relay				
2♦	*	5+	4H	0-8 Weak in one M	2H-P/C, 2S-P/C, 2N-strong relay, 3H/3S P/C preemptive3C any GF	2N-3C good pre-emptive, 3D-H, 3H-S bad pre-emptive				
2♥		5+	3S	8-11 5+H	2NT asking	Bid shows feature in that suit 3H all bad 3NT good suit	Penalty Dbl			
2.		5+	4H	5+S	2NT asking	Same above	Penalty Dbl			
2NT				20-22 bal 5 major possible	Muppet, 3D/H-H/S xfer 3S-minor Stayman 4C/D/H/S=H/S/C/D GF+	Nat, Super accept				
3 .		5+		Preemptive	new suit force 1 round					
3♦		5+		Preemptive	new suit force 1 round					
3♥		6+		Preemptive	new suit force 1 round					
3♠		6+		Preemptive	new suit force 1 round					
3NT				Gambling	4C/4D pass correct					
4 .		7+		Preemptive						
4♦		7+		Preemptive						
4♥		+		Distributional/Preemptive						
4 ♠		7+		Distributional/Preemptive						
4NT				specific ace asking	5C no aces, 5D/5H/5S aces there, 5N C ace, 6C/D/H ace there +1					
5 .		8+		Distributional/Preemptive		HIGH LEVEL BI	DDING			
5♦		8+		Distributional/Preemptive		RKCB=1430, Response: 5NT=Void with even number KeyCards; 6 Level bid=Void with Odd number Key cards, EKCB= 1430, Cue Bids, Splinter.				
5♥		8+		Distributional/Preemptive		5NT specific K asking				
5♠		8+		Distributional/Preemptive						