

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level= 6-17 HCP, usually 5+ cards, 4 cards overcall (possible), Direct 2 level= Usually Sound
Responses: New suit at 1-Level=F1(Unpassed), NF(Passed), At 2-level NF if ELC, if not then GF. Cue Bid=Usually promise fit or any 12+ hand.
Jump bids show FIT usually
CUE at 3 level= Mixed Raise, CUE at 4 level= SPL.
In balancing seat: General style same as above, strength-wise weaker.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 HCP Bal/semi-Bal, often promises stop, over 1m- may not have stop
Responses: Similar to INT opening
11-15 HCP, may not have stop
Responses: Similar to INT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Direct: WEAK
In balancing - Jumps are constructive
2NT shows two suits at 2/3, but at 4 <sup>th</sup> = (18)19-21 balance
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue (1x-2x) = Higher Rank suits (Sound In Vul)
Jump Cue(1x-3x)=1 suit (often minor) ask to bid 3NT with a stop if ‘x’ is not C
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Direct Seat:2C-MM, 2D-1M, 2H/S (+ minor 5+4+), DBL=Penalty vs 3 <sup>rd</sup> red if we’re white, Rest 4M & Longer m. 2N+=Extended DONT
Balancing =Dbl –1 Suit, 2X=DON’T style, 2N+=Extended DONT
Vs weak NT=, Dbl -Cards, 2C=MM,2D=1M,2M=+m, 2N+= pls ask
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O (Pass on RDBLE=Penalty), Leaping Michaels (5-5+)
Lebensohl after T/O of NAT 2X, 2NT-natural (15) 16-18 HCP, at 4 <sup>th</sup> 13-15
VS-1C/2C strong = Transfer & 2 suits overcall, 3N=long suit 6/7+
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>
RDBL=cards usually deny 4 FIT; 1X= (often Xfr) 4+ suit F,
1H/S-dbl-2D/H Good/bad raise PH & BPH, 1M-X-2M=Normal raise. Double Raise pre-emptive.
1X-(DBL)-3Y (double jump) = Fit, 4Y-Spl

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5 (3rd from 3), top from doubleton	3/5 (3rd from 3), top from xx or xxx	
NT	4th (3rd from 3), top from doubleton	4th (3rd from 3), top from doubleton	
Subsequent	same	same	
Other: Vs. NT, A/Q asks for UB and K asks Count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Asks UB AKJ10(+), AQJ10(+),Ax	
King	KQ(+), AK	KQx,KQ10, AKx.	
Queen	Qx, QJ, QJx, QJ10x	Asks UB of J or CT, KQ109	
J	Jx, J10, J10x(+)	Jx, J10, J10x(+)	
10	KJ10(+),109x, 10x	KJ10, AJ10(+),109x, 10x	
	H109x, 9x	H109x, 9x	
	xxxxx, xxxxxx	xxxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	1 ATT (Low = ENC)	Count (Low = even)	O/E + Lavinthal
Suit 2	Count (Low = Even)	Often count	Often count
3	S/P	Rare S/P	Rare S/P
	1 ATT (Low = ENCRG)	Rev Smith	1 <sup>st</sup> Discard lavinthal
NT 2	Count (Low = even)	Often count	Often count
3	S/P	Rare S/P	Rare S/P
Signals (including Trumps): 1) Trump Echo vs Suit, if ruffing interest, Else maybe S/P			
2) Rev Smith Echo vs NT: Low shows interest from both sides			
DOUBLES			
Tends to have 3 cards in all 3 suits (Major emphasized), maybe strong 1 or 2 suites or strong Balance.			
Takeout Dbl upto 4H, Responses nat after 1,3,4 level, lebensohl VS weak-2 Dbl			
Reopening: same as above, may be a Q less.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1) Negative double up to 4H.			
2) Responsive dbl, Cards dbl, Competitive dbl and Co-operative dbl.			
3) Support Dbl/RDbl - 3 card support (doesn't guarantee extra values)			
4) Slam Dbl - Lightner for unusual lead      5) Rdbl doubled cue bid - A or void			
6) Dbl of Stayman or transfer bid – Natural 4+ usually			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>Team: BANGLADESH</b>
<b>PLAYERS: A H M Kamruzzaman</b>
<b>Md. Alauddin</b>
EVENT (Open): <b>Bermuda Bowl</b>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF, 5 cards M, (maybe 4+ at 3 <sup>rd</sup> ) [SF INT], 2+ Club, 3+ Diamonds,
2D (weak in a M), 2C-strong, 2H/S =2 suits weak in nature. 2D/H/S=Nat at 4th
Frequent WJO, Transfer responses in competition
Plenty of non-penalty DBL
Pre-empts are of wide ranges-Depending on Vul/Seat
INT Opening: (14+) 15-17 HCP (off shape & 5 Major possible)
Rubensohl/Lebensohl
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C-2S or 1D-3C (Art Raise -Weak or GF any short), 1C=1D 2+ (often 3 / 4+)
1X-1Y (can be 3, very often 4+).1H-2S or 1M-2N (Various Raises-Pls ask),
2C/2N= Drury vs 1M opening at 3 <sup>rd</sup> /4 <sup>th</sup> seat
2D/H/S/3C= are natural 5+ suit at 4th
3NT=Gambling at 1/2 Seat, to play at 3/4 Seat.
1C-1M-rebid 2D (ART), 1D-1M- Rebid 2N (ART)
IMPORTANT INFORMATION:
We open with good 11+ HCP (at 1 <sup>st</sup> ,2 <sup>nd</sup> ,4 <sup>th</sup> seat vulnerable),
May be a Q less in case of NV, we emphasize on distribution rather than HCP. 3 <sup>rd</sup> seat opening can be very light.
Relays/transfer after 1M opening & in competition
After 2/1 GF, Dbl of interference strongly suggests penalty, but we may takeout with unusual or min opening hand
SPECIAL FORCING PASS SEQUENCES
1X-(1N)-DBL=Business. When we open & show GF in competition any dbl suggest penalty, Pass=forcing after redbl at lower level and only after GF auction.
Pass & pull suggest Slam invite.
IMPORTANT NOTES
Third seat opening may be very light,
<b>PSYCHICS: Rare but possible</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	2+Card C 10+ HCP may have 6D (if bal 17-19)	1D=2+ if 6/7 Bal, 1M=3+ suit (often 4), 1N=NF, 2C=GF, 2H=Ms 54++ NF, 2S=ART, 2D=inv C	1N=min, 1Y=4+, 2C=min, 3C=good hand, 2BM=3+Fit, 2D=4+Fit	In competition, all 1 bid are F1, often transfer, passed hand NF
1♦		3	4H	3+ cards 10+ HCP	1X=3+ suit, 1N=NF, 2D=invite+, 2S=inv 6+C	Almost same as above	Same as above
1♥		5	4D	5+ card 10+ Hcp	1S=3+ suit F 1,1NT SF (Rare, may have 4S), 2/1 GF,2H=NF, 2S/NT =ART Raise, 3-C/D=inv 6+suit	Few relays after 2/1 GF, 2C=Gazzilli type	2C/2N = Drury vs passed pd
1♠		5	4H	same	As above, 2N=Various raises, 3-new suit=inv 6+	Same as above	same as above
INT				(14)15-17(18) Hcp, 5M/6m possible, may be off shape	Stayman, Transfer, Quantitative	Super accept (4 fit & max)	Rubensohl
2♣	*	0		21+ Bal Or Game Going hand	2D=0-2CP,2H=3+CP, 2NT-Minors, else transfer	Kokish (GF), As suggested or some Relays	Cards dbl/take out dbl etc..
2♦	*	0	2M	Weak in a M	P=D, 2M=P/C, 2N=R inv+, 3C=any 1 Suit strong, 3D=inv in M, 3H/S=P/C, 3N/4M=To play/Own suit	Strengths are preferred	Neg dbl/Penalty dbl depending on the auction of the opponent
2♥		5		5+H 5 Any (mb 4) 0-11 Hcp	2NT Relay, 2S=P/C, 3D=5+S GF, 3S=Nat inv	Strengths are preferred	As above
2♠		5		5+S 5m (mb 4) 0-11 Hcp	Same as above, 3C=P/C, 3D=5+H inv+, 3H=NF	same as above	As above
2NT				19-21 5M/6m & unbal possible	Muppet Stayman, Transfer	Nat, Super accept,	
3♣		5+		Pre-emptive, wide Range NV	3D=ART Forcing, New suit F1, 4D=ORB		
3♦		5+		Pre-emptive, wide Range NV	New suit F1 ,4C=ORB		
3♥		5+		Pre-emptive, wide Range NV	New suit F1, 4C=ORB		
3♠		5+		Pre-emptive wide Range NV	New suit F1, 4C=ORB		
3NT				Gambling In ½ Seat, to play at 3/4	4/5C=Pass/Correct, 4D=ask short	4M=short, 5m=Om short, 4N=no short	
4♣		6+		Pre-emptive, wide range			
4♦		6+		Pre-emptive, wide range			
4♥		6+		Pre-emptive, wide range			
4♠		6+		Pre-emptive, wide range			
4NT	*			Specific Ace asking	5C=no, 5X=that ace, 5N=C, 6X=X & any higher		
5♣		7+		Pre-emptive, wide range		HIGH LEVEL BIDDING	
5♦		7+		Pre-emptive, wide range		RKCB=1430, Response: 5NT=Void with even number Key Cards; 6x but trumps =Void Odd number Key cards, EKCB= 0314, Cue Bids, Splinter, DIPO,RIPO=>1403	
5♥		7+		Bid 6 with xxx+ or 1 Honor, 7 with 2 honors		5NT specific K asking	
5♠		7+		Same as 5H			

Please feel free to ask. Thank you.