

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level=7+ HCP 4+ Cards, 2 Level=10+ HCP 5+ Cards
Responses: Cue Bid=Forcing with Cards, New suit F1.
Re-opening=2-Level Bids may be shaded
At balancing Position: General style.
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd seat= 15-18 HCP Bal/semi Bal, 4 th seat=11-14 Bal/semi Bal
Responses: Cue and 3-level Bids are forcing, Others=NF
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK/Intermediate (Depending on Vulnerability), 2NT shows two lower unbid
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue (1x-2x) = Michaels (Sound at Vul),
Response: Same level NT=ask m
VS. NT (vs. Strong/Weak; Reopening)
2C-1 Suit, 2D-MM, 2H/S =With minor 5+4+
Dbl –Cards/Penalty Oriented. 3X=Good suit Pre-empt
Vs weak NT=Same
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=Co-operative, Cue bids=Like Michaels
2NT-Natural (16-18 HCP)
OVER OPPONENTS' TAKEOUT DOUBLE
RDBLE=Cards 10+ Hcp usually deny primary fit; 1X=4+ suit F1,
Jump in PD's= Pre-emptive, Else Ignoring the Dbl

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	4th (3rd from 3), top from doubleton	4th (3rd from 3), top from doubleton	
NT	4th (3rd from 3), top from doubleton	4th (3rd from 3), top from doubleton	
Subsequent	same	same	
Other: Vs. NT- A asks for unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Asks for UB, AKJ10(+),	
King	KQ(+), AK	Asks for CT/UB KQx , KQ109, AKx	
Queen	Qx, QJ, QJx, QJ10x	Qx, QJ, QJx, QJ10x	
Jack	KJ10, Jx, J10, J10x	KJ10, Jx, J10, J10x	
10	H109x, 109x, 10x	H109x, 109x, 10x	
9	9x	9x	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	ATT (High = ENCRG)	Count (Low = Odd)	Std
Suit 2	Count (Low = Odd)	S/P (STD)	Count (Low =Odd)
3	S/P (STD)	ATT (High= ENCRG)	S/P (STD)
1	ATT (High = ENCRG)	Rev Smith	Lavinthal
NT 2	Count (Low = Odd)	Count (Low =Odd)	Count (Low = Odd)
3	S/P (STD)	S/P (STD)	S/P (STD)
Signals (including Trumps): 1) Trump Echo vs Suit: interest in ruffing			
Smith peter, where possible Suit preference signal.			
DOUBLES			
Tends to have 3 cards in unbid suits, Or strong any shape			
Responses:1X=3+suit 0-8, single jump=4+suit 9-11, 1N=8-11 Bal/semi Bal, Cue=12+ any			
Reopening: 4 th seat may be light.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1) Negative double thru 3H usually.			
2) Dbl after Over call=Penalty Oriented			
3)Frequent Off Shape Takeout Dbl with good strength			
4) Slam Dbl - Lightner for unusual lead 5) Rdbl doubled cue bid – 1 st round/ KQ			
6) Double of Stayman or transfer bid - Shows suit			
7) Balancing Dbl= May be strength wise weaker			

W B F CONVENTION CARD
CATEGORY: SENIOR
Team: BANGLADESH
PLAYERS: K. Muzharul Haque M Jahirul Haque - ATM Moazzem Hussain
Sayed Ahmed - Dewan Mohammad Hanzala
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
SAYC, 5 card Majors (Semi F 1NT), 2+ Club, 4+ Diamonds [Nat Responses]
1NT =15-17 HCP (5 Major possible), Transfer, Lebensohl etc.
2C=strong, 2D/H/S=Weak, 2N=20-22 Bal/Semi Bal
NMF, WJO, RKCB=3014
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1N/2N=3S Sort of Quantitative
1M-3M= Natural limit, 1H/S=3S/3N Good Spl
IMPORTANT INFORMATION:
We open with good 11+ HCP.
3 rd seat opening can be light.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Third seat opening can be light,
PSYCHICS: Rare but Possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	2	3S	2+Card C 11--21 HCP	1X=4+ suit, 1N=NF, 2C=10+ 5C+	1N=min, 1Y=4+, 2X=min, 3X=good hand	In competition, all 1 level bids are F1, Passed hand NF
1♦		4	3S	4+ cards 11-21 HCP	1X=4+ suit, 1N=NF, 2D=10+ 4+	1N=min, 1Y=4+, 2X=min, 3X=good hand	Same as above
1♥		5	3S	5+ card 11-21 HCP	1S=4+ suit F 1, 1NT= SF, 2/1 10+ HCP,2H=NF, 3S=Good Spl else Cue	Like as above as possible	
1♠		5	3H	same	3N=good Spl, rest as above as possible	Same as above	
INT				(14)15-17(18) Hcp, shortness and 5 Major/6 minor Possible	Stayman, Transfer, quantitative, 3S=Quant, 3C=minors	Super accept	
2♣	*	0		23+ Bal Or Game Going hand	2D=waiting,2H=negative, 2S=Nat, 2N=5+H	Natural	Cards dbl.
2♦		6		Weak	2NT =Asking, F1, New suit=F1	3 new suits =Feature with good preempt	Penalty dbl
2♥		6		weak	2NT =Asking, F1, New suit=F1	3 new suits =Feature with good preempt	Penalty dbl
2♠		6		weak	Same as above	same as above	Penalty Dbl
2NT				20-22 Bal	Baron, transfer, 3S=Quant		Cards Dbl
3♣		7+		Preemptive	New suit F1		
3♦		7+		Preemptive	New suit F1		
3♥		7+		Preemptive	New suit F1		
3♠		7+		Preemptive	New suit F1		
3NT				Gambling	4/5C=Pass/Correct, 4D=ask short	4N=no, 4M=Short, 5m=Other minor short	
4♣		7+		Preemptive			
4♦		7+		Preemptive			
4♥		7+		Preemptive			
4♠		7+		Preemptive			
4NT	*			Specific Ace	5C=0, 5D to 6C=aces there, 5N=2 Aces		
5♣		8+		Preemptive		HIGH LEVEL BIDDING	
5♦		8+		Preemptive		4N RKCB=1430, Cue Bids, Splinter	
5♥		8+		Preemptive			
5♠		8+		Preemptive			