

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1/2 Level; Reopening)</b>
Natural, 1Level may be light, 2m usually better, 2M preempt, then
Opps suit Q in immediate level 10 HCP, 3card
2NT against M overcall 10+ HCP 4+ Support
3 Same M= 7-9 4+ against M OC
In balancing position same, may be less HCP
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
(14)15-17(18) HCP Balanced, Promises stopper in opponent's suit if Major
Responses same as after INT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, In Vul 3 Level good suit
2NT shows two lower unbid suits
Reopen: Constructive
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2 D against m-MM , 1D-2H MM against artificial 1D
1M-2NT= Lowest 1M-2M= Highest two 1M-3C=Low+high
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Against Strong: 2C-MM, 2D-1M, 2H/S (With minor 5+4+)
Dbl –4 M & longer minor, DON'T at Balancing position.
Against Weak: Dbl – HCP, 2C-Single Suiter, 2D-MM, 2H- H and m, 2S S and m
2N=Single suit strong 3 Level two suiter except 3S
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O
Leaping Michaels 4 level (5-5+ Game INV), 2M-3M=- stopper asking
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL -H, 1D=S, 1H=[S+C/H+D], 1S=[H+S/D+C],
1N= [S+D/H+C], 2M- Based on Vul pre-empt 2m- both constructive and destructive, 3 level suits all destructive, 3N=Solid 7 card
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL= 10+ usually deny fit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5, Top from Dblton	3/5, Top from supported no H	
NT	4/2, choice in poor suits	4/2, Low from supported 3 Card H, High from no H	
Subseq			
Other: A asks for ATT and K or Q asks for unblock or Count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace/King	AK(+), Ax	Asks for ATT AKJ10(+), King for count	
King	KQ(+), AK	Asks UB, AKx, KQx	
Queen	Qx, QJ, QJx, QJ10x		
Jack	J109x,, J10x	J109x, J10x	
10	109x	109x	
9	98x, denies H	98x, denies H	
Hi-X	High shows interest/count/SP	Count/High shows interest/SP	
Lo-X	Count// Discourage/SP	Count// Discourage/SP	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (Hi = ENCRG)	Count	1 <sup>st</sup> Discard Lav
Suit 2	Count (Low = Odd)	ATT (High = ENCRG)	
3	S/P (STD)	S/P (STD)	
1	ATT (High = ENCRG)	Rev Smith	1 <sup>st</sup> Discard lavinthal
NT 2	Count (High = Even)	Count (High = Even)	Count (High = Even)
3	S/P (STD)	S/P (STD)	S/P (STD)
Signals (including Trumps):			
Count Std, First discard Lav, Reverse Smith echo in NT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Double =11+PC (after Partner's pass, may be weaker with shape)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Depending on Vul and position. In vul against unpassed hand good HCP			
In NV could be more distribution. Against passed hand could be light.			
Takeout Dbl upto 4H			
Reopening : same as above, may be 1 Q less.			
Rdbl doubled cue bid - A or void			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Bangladesh</b>
<b>PLAYERS: Md Moshur Rahman</b>
<b>Shah Zia-ul Haque</b>
EVENT Open
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card Major (SF INT), Better minor
1NT = [(14)15-17], BAL (little off-shape like 5M, 6m, 5431 possible)
2C = Any Strong GF or 22+
2D = 3-8 HCP 5+H/S
2H/S = 8-11 5+ H/S
2NT= 20-22 Balanced
3 <sup>rd</sup> Hand Light Opening
Gambling 3NT with little side suit strength
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Gambling 3 NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
After a GF sequence, against high level sacrifice pass promises interest to play
<b>IMPORTANT NOTES</b>
We often upgrade/downgrade hands based on distribution
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+	4H	11+ HCP	1D may be artificial if less than 8 and no 4M, 1M=4+ Suit, 1NT=10-12, 2C=GF, 2D=10-11(12) 5+c, 2H=5S4H NF 2S=mixed raise, 2NT=Bal Invitation 3C=preempt C	Against 2H, 2S to play , 2NT asking 3C-5413 3D-5431 3H- bad 5422 3S-55 3NT-good 5422, XYZ	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 5422 3S-55 3NT-good 5422, XYZ	
1♥		5+	4D	11+ HCP 5+H	1S=4+S, 1NT=SF, 2C any GF, 2D=5+ GF D, 2H=7-9, 3H,2S=Balance 10-11 (12 ) 2NT=4+H, GF 3C=4+H, 10-12,3D=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+ GF D/H, 2S=7-9 3S 2NT=4+S GF 3C= 4+S 10-12,3D=7-9 4+S, 3H=10-11(12) 3S Balance, 3NT Void splinter	Various shape asking bids	Rev Drury
INT			4H	14+–17PC, 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	22+ or GF	2D-relay, 2H=Weak, 2S/3C/3D/3H=C/D/H/S Good 6 Card suit with 2 of top three H	Various Relay	
2♦	*	5+	4H	(3-8hcp) Weak in one M	2H-P/C, 2S-P/C, 2N-strong relay, 3H/3S P/C pre-emptive 3C any GF	2N-3C good pre-emptive, 3D-H, 3H-S bad pre-emptive	
2♥		5+	3S	(8-11) 5+H	2NT asking	Various shape	Penalty Dbl
2♠		5+	4H	(8-11) 5+S	2NT asking	Bid shows feature in that suit	
2NT				(20-22) bal 5 major/6minor possible	Muppet stayman, 3D/H-H/S xfer 4C/D/H/S=H/S/C/D GF slam try	Nat, Super accept	
3♣		6+		Pre-emptive	new suit force 1 round		
3♦		6+		Pre-emptive	new suit force 1 round		
3♥		6+		Pre-emptive	new suit force 1 round		
3♠		6+		Pre-emptive	new suit force 1 round		
3NT				Gambling	4C/4D pass correct		
4♣		7+		Pre-emptive			
4♦		7+		Pre-emptive			
4♥		+		Distributional/Pre-emptive			
4♠		7+		Distributional/Pre-emptive			
4NT				specific ace asking	5C no aces, 5D/5H/5S aces there, 5N C ace, 6C/D/H ace there +1		
5♣		8+		Distributional/Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
5♦		8+		Distributional/Pre-emptive		RKCB=1430, Response : 5NT=Void with even number Key Cards; 6 Level bid=Void with Odd number Key cards, EKCB= 1430, Cue Bids, Splinter.	
5♥		8+		Distributional/Pre-emptive			
5♠		8+		Distributional/Pre-emptive			