

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
8+ hcp 4/5+ cards, can be light in non vul and passed hand partner
Reopening is medium 6+ with good suit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct:(15)16-18 balanced, in case of minor may not have stopper
Balancing: (11)12-14 may not have stopper
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak preemptive,
Balancing seat: medium 6+ with good suit
Reopen: Usually strong
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Single cue bid: Upper two suit, 2nt: lower two, 3C: high & low
Dbl cue bid: stopper asking
If opps bid 2 suits in competition, bidding that suit shows stopper.
<b>VS. NT (vs. Strong/Weak; Reopening)</b>
<i>Against 14-16/15-17/16-18 direct seat:</i> Dbl: 5+m 4M, 2C: majors
2D: single suiter major, 2H/S: H/S+minor, 2nt: minors
<i>Balancing seat:</i> Dbl- single suiter, 2C: C+higher, 2D: D+higher
2H: both major, 2S: Single suiter S preemptive
<i>Against 8-12/12-14 direct and balancing seat:</i> Dbl: values
2C: MM, 2D/H-H/S, 2S/2NT-4S/H+longer m, 3m- constructive
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl: takeout, 2nt: 16-18, 3nt: to play
4C:C+ major, 4D: D+ major, 4nt: 2 places to play
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣</b>
Vs 1C strong: Dbl-H, 1D-S, 1H-Reds or Blacks, 1S- MM or mm, 1NT-rest, 2m-any strength, 2M-preemptive, 3 level – Destructive.
Vs 2C strong: same as 1C strong
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-(X)- transfer style
1m-(X)-transfer style

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subsequence	Remaining count	Remaining count	
Other: Reverse Smith Echo in NT defence			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AKx/AKxx+	
King	AK/KQ+	KQJ+ KQ10+	
Queen	QJ+	QJ10+	
Jack	J10+ / KJ10+	J109+/KJ10+	
10	109+/10x/H109+	109+/10x/H109+	
9	9x/H98+	9x/H98+	
Hi-X	Odd Count		
Lo-X	Even Count		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude, low enc	Count	High odd enc
Suit 2	Count, upside down	Suit preference	Low odd neutral
3	Suit preference		Even other two
1	Attitude, low enc	Reverse Smith echo	High odd enc
NT 2	Count, upside down	Count	Low odd neutral
3	Suit preference		Even other two
Signals (including Trumps):			
Trump echo shows higher suit interest or ruffing somewhere			
Upside down count attitude			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
12+ hcp usually 11 cards in other 3 suit, can be light if partner is passed hand			
Reopening Dbl can be light in case of trap pass with off shape			
Balancing dbl is 9+ hcp			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support Dbl upto 2H, Lead directing Dbls, Responsive dbl,			
Lightner dbl against slam contract asking for unusual lead			
Dbl against bergen raises is take out in bid major by opponent			
Rdbls usually penalty oriented, sometimes lead directing			
SOS Rdbl in case of penalty pass by opps			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>Team: Maximus</b>
<b>PLAYERS: Rashedul Hasan Ripon &amp; Bishwajit Saha</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card Major with Gazzili, 2+C & 4+D, 2/1 Game Forcing
2D: Weak in any major
2H/2S: 5H/S with 5 card any other
1nt: (14)15-17 hcp may have Singleton A/K
2nt: 20-21 hcp may have Singleton A/K
2C: 22+ hcp any or Game Forcing hand
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D: Weak in any major
Opening 3nt: Gambling solid 7 card minor, no outside A/K
<b>SPECIAL FORCING PASS SEQUENCES</b>
After GF sequence pass is forcing. If artificial bids are dbled,
Pass is forcing and shows worry. After value showing Rdbl, pass is forcing upto 2 level.
<b>IMPORTANT NOTES</b>
3 <sup>rd</sup> Hand opening may be light for lead purpose. Fav color 1 <sup>st</sup>
Hand & all 3 <sup>rd</sup> hand preempts are wide ranged.
<b>PSYCHICS: rare</b>

OPENING	TICKET	IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU					
					DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣			2	4H	12-21 hcp, if 18-19 bal D may be longer than C	1C-1D/1H/1S nat, 1nt:8-10, 2C:12+ 5+C, 2D:10-11 5+C, 2H:5+S 4+H 4-9 hcp, 2S: weak C or GF with shortness, 2nt: bal inv, 3C: 7-9 5+C, 3D/3H/3S: splinter, 3nt: to play	Natural Progression, Two-way checkback.	Transfer approach in competitive bidding.	
1♦			4	4H	12-21 hcp, if 18-19 bal 5 card D is confirmed	1D-1H/1S nat, 1nt:6-10, 2C:12+ 5+C, 2D:10+ 5+D, 2H:5+S 4+H 4-9 hcp, 2S: inv with C, 2nt: bal inv, 3C: weak D or GF with shortness, 3D:7-9 5+D, 3H/3S/4C: splinter, 3nt: to play	Natural Progression, Two-way checkback.	Transfer approach in competitive bidding.	
1♥			5	4H	12-21 hcp	1H-1S nat, 1nt: semi forcing, 2C: GF 0+C, 2D: GF 5+D, 2H: 7-9 3 H, 2S: MR/3fit, 2nt:4fit lim/3fit lim with suit, 3C/3D-nat inv, 3H: preemptive, 3S: void splinter, 3nt/4C/4D: Splinter, 4H: preemptive	Relay asking for shape, high to low Gazzili for 1H-1S & 1H-1NT	Transfer approach in competitive bidding. Reverse Drury	
1♠			5	4H	12-21 hcp	1S-1nt: semi forcing, 2C: GF 0+C, 2D: GF 5+D, 2H: GF 5+H, 2S: 7-9 3S, 2nt: 7-12 3/4fit, 3C/3D/3H: nat inv, 3S: preemptive 3nt: void spl, 4C/D/H: spl, 4S-preemptive.	Relay asking for shape, high to low Gazzili for 1S-1NT	Transfer approach in competitive bidding. Reverse Drury	
INT					(14)15-17 may have singleton A/K	Stayman, all suit transfer, 1nt-3C: 5M asking, 3D: 53 in both M, 3M: short in M minors. 4m: H/S transfer, 4M to play.	Natural Progression.	Transfer Lebensohl	
2♣	y		0	4H	22+ hcp or any GF	2C-2D: waiting Kokish (0-2 CP, A-2, K-1) 2H: 3+ CP, 2S/3C/3D/3H: C/D/H/S suit with 2 of 3. 2nt: minors.	2C-2D-2nt (22-24), 2C-2D-2H-2S-2nt (25-27), 2C-2D-3C-3D (asking 4M), 2C-2D-3M (4M with 6+D)	Dbl weak, pass strong, nat take out	
2♦	Y		5+	4H	Weak in a major 4-10 hcp	2D-2H/2S/3H/3S: p/c, 2nt asking strength, 3D: invite, 4C: transfer major, 4D: bid your major, 4M to play (forcing pass enabled)	2D-2nt-3C: good preempt (3D relay), 3D/3H (transfer bad hand), 3nt (solid M)	Dbl penalty if m, p/c if M, new suit in competition indicates lead mostly.	
2♥			5	3S	5H+any 4-10 hcp	3C/4C/5C: pass or correct, 2nt asking for minor GF 4H to play	Natural progression	Dbl penalty, new suit in competition indicates lead mostly.	
2♠			5	3H	5S+any minor 4-10 hcp	3C/4C/5C: pass or correct, 2nt asking for minor GF 4S to play	Natural progression	Dbl penalty, new suit in competition indicates lead mostly.	
2NT					20-21 hcp may have singleton A/K	Muppet stayman, transfer, minor stayman,	Natural progression	Natural progression	
3♣			6+		Premptive 6/7+ cards, dbl is penalty after opponents' intervention				
3♦			6+						
3♥			6+						
3♠			6+						
3NT	y		7		Gambling, solid 7+ cards minor, no outside A/K, 4C/5C is pass or correct, 4D: slam in, Dbl after opponents' intervention is penalty				
4♣			7+		To play preemptive				
4♦			7+						
4♥			7+						
4♠			7+						
4NT			No bid		To play preemptive				
5♣			8+						
5♦			8+						
5♥			8+						
5♠			8+						
								<b>HIGH LEVEL BIDDING</b>	
								DOPI, ROPI, DEPO, RKC (1430), EKC, PMKC for preemptive opening & 2C-2D response (1 <sup>st</sup> step 0, 2 <sup>nd</sup> step 1 no Q, 3 <sup>rd</sup> step 1 yes Q)	