

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive overcalls. 1 & 2 level transfer advances can be weak or strong but nat advances are NF, Higher advances nat GF
Reopening Jump Overcall = Intermediate, decent 6+ suit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Live = 15-18, System On
Reopening = 11 – 14 after 1m, 12-16 after 1M
JUMP OVERCALLS (Style; Responses; Unusual NT)
Light, but vulnerability sensitive.
Unusual NT = unbid minor(s) + any M
Jump overcall at unfavourable = Intermediate 6+ suit
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue (immediately after opening) = Looking for a stopper for NT
Jump cue (after partner's overcall) = Mixed raise (7-9 HCP, 4 trumps)
VS. NT (vs. Strong/Weak; Reopening)
2♣ = M+ M (4/4+), 2♦ = one M 6+, 2♥ = ♥ + minor, 2♠ = ♠ + minor, 2NT = ♣ + ♦, 3♣/3♦ = natural
Same in reopening position
Double = 14+ balanced
Double after a weak NT and a stayman or transfer bid = 14+ bal.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = Take Out
Cue Bid = Asking stopper for 3NT or very strong single suited
Jump (after wk2) = Roman (Bid suit + higher)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl= Majors, 1N= minors, others natural
OVER OPPONENTS' TAKEOUT DOUBLE
New suit at 1 level F1, 2 level NF, 2N = Limit+, Jump raises = weak
Single jump in a new suit = fit showing
Double jump in a new suit = splinter
Flip flop over 1m doubled, 2M-1= good raise over 1 M doubled

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd lowest	Same, unless supported (then high from xxx)	
NT	4 th from honour or 5+, 2 nd from 4 small, top from 2 or 3 small cards	Low from 3 cards with an honour, otherwise high or middle, 4 th from length	
Subsequent	Standard remainder count		
Other: Std Smith vs NT (High from either hand shows interest in continuation. Small from either is neutral)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Axx+, AK	AQJT+, Ax+	
King	AK+, KQx	Power, asks unblock or count	
Queen	KQxx+, AQJ+	AQT9+, KQT9+, KQxx+, QJx	
Jack	QJT+, JTx, Jx	AQJT+, QJT+, JTx, Jx	
10	KJT+, JT9x+, Tx	KJT+, JT9+, T9x, Tx	
9	KT9+, Q109+, 9x	KT9+, Q109+, 9x	
Hi-X	Even number of cards		
Lo-X	Odd number of cards		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Std remainder count		Std remainder count
3			
1	Attitude	Count or Smith if T2	Attitude
NT 2	Std remainder count	Suit preference	Suit preference
3			
Signals (including Trumps): Upside down Count and Attitude.			
Trump echo = 3 cards or desire to ruff or SP			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Double = Take out through 5♦			
T/O double may be very light if shape suitable			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Doubles are takeout if we have not found a fit yet, convertible values otherwise			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: PAKISTAN
PLAYERS: YASSER RAHIM & ARSLAN MANSOOR
EVENT (Open)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF with light openings and aggressive preempts
Transfers after 1C opening, so open most balanced hands with 1C even with longer D, 1D opening is unbal or semibal with 6+D
5-card majors (May be 4 in 3rd seat); Strong 2/1 responses and 1NT semi-forcing after major (M) suit openings
14-16(17) 1NT openings (may have singleton honour with awkward shape)
Very light openings & responses, Courtesy raises essential
Very light Pre-empts first NV and 3rd seat wide ranging
Competitive actions (Doubles and overcalls) may be very light
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D= both Majors 4+4+ weak hand
After a takeout double of our 1M opening we use (CIMX);
In response to 1C we have; 1D= 4+H, 1H=4+S, 1S= no 4M 5+hcp
1N= 6+C, 2C= 6+D, 2D/H = 6+H/S weak or strong
1N-2C-2any-3C/3D is shape ask, 1N-3C is muppet, 3any is spl
2M can have 5 card suits, 2N asks, 3C= 5 card suit, others=6cards
SPECIAL FORCING PASS SEQUENCES
Pass then pull is a slam try, direct 5 level bids competitive
Direct double in forcing situation is discouraging
IMPORTANT NOTES
King vs. NT is a power lead (asks unblock or count)
Rusinow leads from 4+ suits (2 nd of touching honours led)
End signal and leaping & nonleaping Michaels
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	5♦		May be very light.		
1♦		4	5♦		May be very light.		
1♥		5 (4)	5♦	9-23 HCP	1♠/NT may be very light.		
1♠		5 (4)	5♦	9-23 HCP	1NT may be very light.		
INT	14-17				2♣ = Stayman, 2♦/♥ = Transfers 2♠ = size ask or ♣s 2N = ♦s 3♣ = Puppet 3♦ = GF splinter in any minor 3♥ = GF spl in ♠ 3♠ = GF spl in ♥		
2♣	X			STRONG	23+ HCP or GF suit oriented		
2♦	X	0		weak both majors	2NT = strong ask, others P/C		
2♥		5			2NT = strong ask, others P/C		
2♠		5			2NT = strong ask, others P/C		
2NT					21-22 balanced		
3♣		6					
3♦		6					
3♥		6					
3♠		6					
3NT				Solid minor with at most one K outside, maybe better in 3 rd 4 th			
4♣				Preemptive			
4♦				Preemptive			
4♥				Preemptive			
4♠				Preemptive			
4NT				Minors			
5♣				Preemptive		HIGH LEVEL BIDDING	
5♦				Preemptive			