

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
1 level 6+ HCP, usually 5+ cards, 4 card overcall (possible), New suit F1. Single jump invite.		
2 level Sound. Responses: Cue Bid=Usually promise fit or any good hand.		
Re-open=Cards/Shape		
In Balancing Position: General style.		
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		
15-18 HCP Balanced may not have stop in case of minor		
Responses same as after 1NT opening		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
WEAK/Intermediate (Depends on seat/Vulnerability), 2NT shows two lowers unbid		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Direct Cue (1x-2x) = Michaels (Sound at Vul)		
VS. NT (vs. Strong/Weak; Reopening)		
2C-1 Suit, 2D-MM, 2H/S =With minor 5+4+		
Dbl -Cards/Penalty Oriented.		
Vs weak NT=Same		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
DBL=T/O , Cue bids=Like Michaels		
Lebensohl after T/O of NAT 2X, NT-natural (15-18 HCP)		
OVER OPPONENTS' TAKEOUT DOUBLE		
RDBL=Cards may have fit; 1X=4+ suit SF, 2X=5+F1		
2N=Invite		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
Suit	Lead	In Partner's Suit
NT	4th (3rd from 3), top from doubleton	4th (3rd from 3), top from doubleton
Subsequent	same	same
Other: Vs. NT, A asks for ATT and K for unblock Q		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK(+), Ax	Asks for ATT or CT, AKx, Ax(x)
King	KQ(+), AK	Asks UB, KQx, AKJ10(+), KQ109
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
1	ATT (High = ENCRG)	Count (Low = Odd)
Suit 2	Count (Low = Odd)	S/P (STD)
3	S/P (STD)	ATT (High= ENCRG)
1	ATT (High = ENCRG)	Rev Smith
NT 2	Count (Low = Odd)	Count (Low =Odd)
3	S/P (STD)	S/P (STD)
Signals (including Trumps): 1) Trump Echo vs Suit: Hi-Low in Trumps shows 3 and interest in ruffing		
2) Smith Echo vs NT: Std		
3) ATT=Std; Count, S/P Signal and Smith Echo; Discard Levinthal/OE		
DOUBLES		
Tends to have 3 cards in all 3 suits, unless strong 1 or 2 suited		
Takeout Dbl up to 4H, Responses nat after 1,3,4 level, lebensohl after weak2 Dbl		
Reopening : same as above, may be 1 Q less.		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
1) Negative double thru 3S 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 - A or void		
6) Double of Stayman or transfer bid - Shows suit		

W B F CONVENTION CARD		
CATEGORY: SENIOR		
Team: BANGLADESH		
PLAYERS: M Azizul Haque A T M Moazzem Hussein		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
SAYC, 5 card Majors (Semi F 1NT), 2+ Club, 4+ Diamonds, 2D =Multi, 2C=strong, 2H/S =Strong Acol 2, NMF, WJO		
INT =15-17 HCP (5 Major possible), 2N=minors (less than 12 HCP)		
Lebensohl		
RKCB=1430, 5N=Grand Slam Force, DOPI,ROPI		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2N=mm Less than Opening, 2D=multi 3 way		
IMPORTANT INFORMATION:		
We open with good 11+ HCP .		
3 <sup>rd</sup> seat opening can be light.		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
Third seat opening may be very 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	4H	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
		4	4H	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	4D	5+ card 11+ HCP	1S=4+ suit F 1, 1NT SF (Occasionally may have 4S), 2/1 10+ HCP, 2H=NF, 2NT =Jacoby, Spl/Cue	Like as above as possible	
		5	4H	same	Like as above as possible	Same as above	
INT				(14)15-17(18) Hcp, shortness and 5 Major/6 minor Possible	Stayman, Transfer, quantitative	Super accept (With 4 Card Supp) After Transfer	Lebensohl
2♣	*	0	4H	22+ Bal Or Game Going hand	2D=waiting, 2H=negative	Natural	Cards dbl/take out dbl etc..
2♦	*	0	4H	Weak in a M / 20-22 NT	2N=Forcing, 2M=P/C, New suit=NF	Natural	Neg dbl/cards dbl depending on the auction of the opponent
2♥		6	3S	6+H Acol 2	2NT =Forcing, New suit=NF	Feature/ Raise-3+/ pass	As above
2♠		6	4H	6+S Acol 2	Same as above	same as above	As above
2NT	*			Both minors	3H=GF ask	Distributions to be shown	
3♣		6+		Preemptive	New suit F1		
3♦		6+		Preemptive	New suit F1		
3♥		6+		Preemptive	New suit F1		
3♠		6+		Preemptive	New suit F1		
3NT				Gambling	4/5C=Pass/Correct		
4♣	*	0		Namyats H	4H=to play, else slam try		
4♦	*	0		Namyats S	As above		
4♥		7+		Preemptive			
4♠		7+		Preemptive			
4NT	*			Huge two suiter, usually mm	5C/5D=Preference		
5♣		7+		Preemptive		<b>HIGH LEVEL BIDDING</b>	
5♦		7+		Preemptive		4N RKCB=1430, Cue Bids, Splinter, DOPI, ROPI	
5♥		7+		Preemptive			
5♠		7+		Preemptive			