

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>	
1-level = 7+ HCP, 2-level=10+ HCP	
Response: cue bid forcing, new suit forcing for one round	
Reopening: 2-level bids may be shaded	
<b>INT OVERCALL (2nd/4th Live; Responses: Reopening)</b>	
2nd seat=15-18 HCP	
4th seat= 11-14 HCP	
Response: cue bid or 3-level bids forcing, others passable	
<b>JUMP OVERCALLS (Style: Responses: Unusual NT)</b>	
Weak non-vulnerable, intermediate when vulnerable	
Unusual NT=cheapest unbid suits	
Reopen:	
<b>DIRECT &amp; JUMP CUE BIDS (Style: Response: Reopen)</b>	
Direct: Michaels cue	
Response: lowest available NT= Minor asking	
<b>VS. NT (vs. Strong/Weak; Reopening:PH)</b>	
Cappelletti, 3♠/♥/♣ = Pre-emptive good suit.	
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Double = co-operative	
Cue bid ♠/♥=Majors, cue bid ♠/♣=other Major + Minor	
NT=16-18 HCP	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠</b>	
1♠-INT=Minors, 1♠-2♠=Majors, others natural	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
Redouble 10+ HCP no trump support, interest to penalise opponents	
Jump raise = pre-emptive	
Others natural, ignoring the DBL	

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
Suit	Lead	In Partner's Suit
NT	Standard	Standard
Subseq	4 <sup>th</sup> best, standard	Standard
Other: Against NT Ace for unblock		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	AKx(+) lead A is for unblock	
King	AK,KQ(+) AKQx, AKJx, KQx(+)	
Queen	QJ10(+), QJ(+), Qx	
Jack	KJ10x, J10x, Jx	J10x(+), Jx(+)
10	A(K,Q)109x, 109x, 10x	109x, 10x, 109x(+)
9	98x-9x	98x, 9x
Hi-X	xXxx-xXx	Xxxx, xXx
Lo-X	KxxX, QxX, JxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Hi-Lo: Encrg	Hi-Lo: Encrg
Suit 2	Hi-Lo: Even	Hi-Lo: Even
3	suit preference	suit preference
1	Hi-Lo: Encrg	Hi-Lo: Smith pter
NT 2	Hi-Lo: Even	Hi-Lo: Even
3	suit preference	suit preference
Signals (including Trumps) Trump echo for self		
suit signal where possible, Smith pter		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style: Responses: Reopening)</b>		
Tolerance for other suits or strong hand		
Responses: 0-6=best suit, 9-11=jump, 12+=cue, 8-11 bal=NT with stopper		
Reopening double: 4 <sup>th</sup> seat may be light.		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Light in balancing seat if short in opponent suit. On interference=values		
Responsive: up to 3♥		
Lightner double, Redouble shows 1 <sup>st</sup> round control or EQ		

W B F CONVENTION CARD	
<b>CATEGORY:</b>	
NCBO: Bangladesh Senior Team	
<b>PLAYERS:</b> K Muzharul Haque	
Jahirul Haque	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
2-card ♠, 4-card ♠, natural raises	
5-card major, natural and limit raises, game raise=pre-emptive	
Special splinter jump support (1♥-3♠, 1♠-3NT)	
INT =15-17, 4-suit transf., special quantitative raise (1 NT-3♠)	
2♠ =23+HCP or GF, responses 2♥ waiting, 2♥ super negative,	
2 NT=♥ suit	
2 NT = 20-22 balanced, Baron, transfer, special quantitative	
raise (2 NT-3♠)	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2♥/2♥/♠ = weak	
3♠/♥/♣ = pre-emptive	
3NT = gambling with long Minor	
4NT = specific Ace asking	
4-level and 5-level suit openings = pre-emptive	
Cappelletti against opponent NT	
Michaels cue bid	
Unusual NT showing 2 lowest unbid suits	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
BKCB, responses 0/14	
<b>PSYCHICS:</b> Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	√	2	3♥	} 12-21 HCP	} Natural raises } 1-level suit=6+HCP, jump shift=16+ HCP } double jump shift shows cheapest NT stopper } 1NT=6-9, 2NT=16+, 3NT to play	Natural responses 2NT after 1-level response=18-19 3NT after 2-level response=18-19	
1♦		4	3♥				
1♥		5	3♦	} 12-21 HCP	} natural and limit raises, game raise=pre-emptive } 1♥-3♣ or 1♠-3NT=13-15 HCP 4-card+ support, } unspecified shortness	1♥-3♣-3NT=shortness asking, response 4♣/♦=short in bid suit, 4♥=short in ♠ 1♠-3NT-4♣=shortness asking, response 4♦/♥=short in bid suit, 4♠=short in ♣	
1♠		5	3♥				
1NT		2		15-17 HCP balanced	2♣=Stayman, 2♦/♥=transfer to ♥/♠ respectively, 2♠=transfer to ♣, 2NT=transfer to ♦, 3♣=Minors, pass or correct, 3♠=quantitative raise for slam	Super accept against Major transfer=4-card+ support, shortness in bid suit, NT with no Shortness. Against Minor transfer=at least one of top 3 honours	Jump shift=fit showing, 10+ HCP
2♣	√			23+HCP or game forcing	2♦=constructive, 2♥=super negative (0-3 HCP) 2NT=♥ suit, others natural biddable suit	Any suit re bid 1RF	
2♦		6		} Weak	} 2NT=forcing for one round } New suit Forcing for one round	Against 2NT show outside feature (A, K or Q) with upper range points	
2♥		6					
2♠		6					
2NT				20-22 HCP, balanced	3♣=Baron, 3♦/♥=transfer to ♥/♠ respectively, 3♠=quantitative raise for slam		
3♣		7		} Pre-emptive	} New suit forcing, NT= To play		
3♦		7					
3♥		7					
3♠		7					
3NT	√			Gambling, solid minor	4♣/5♠=pass or correct, 4♦=Singleton asking	4♥/♠=singleton in bid suit, 5♣/♦ singleton in other minor, 4NT=no singleton	
4♣		8		} Pre-emptive			
4♦		8					
4♥		8					
4♠		8					
4NT	√			Specific Ace asking	5♣=no Ace, 5♦/♥/♠/6♣=bid suit Ace, 5NT=2		
5♣		9		} Pre-emptive		HIGH LEVEL BIDDING	
5♦		9					
5♥		9					
5♠		9					