

| DEFENSIVE AND COMPETITIVE BIDDING  |
|--|
| <b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>                    |
| General Style = Sound  |
| Reponses: Jump Raise = Preemptive (NV)   |
| Cue-Bid = Forcing raise  |
| New Suit = One Round Force   |
| jump shift = Strong  |
| In Balancing Position: Same  |
| <b>Take-out double:</b> can be light with shape                                |
| Responses: Natural   |
| Cue-Bid = Forcing raise  |
| Jump bid with 8+   |
|  |
|  |
| <b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Posh; Responses; Reopening)</b> |
| 2nd Position = 16 – 18   |
| Responses: Natural   |
| Cue-Bid = Forcing to game. Other maj 5+ cards                                  |
| 4th Position = 12-15   |
| Responses: Natural   |
|  |
|  |
|  |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>                           |
| Non Vulnerable = Weak  |
| Vulnerable= Opening Hand, good suit  |
| Responses new suit= natural, F1  |
|  |
| Reopen:  |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>                    |
| Michales   |
| Unusual NT   |
|  |

| LEADS AND SIGNALS            |                                |                                |            |
|------------------------------|--------------------------------|--------------------------------|------------|
| OPENING LEADS STYLE          |                                |                                |            |
|                              | Lead                           | In Partner's Suit              |            |
| Suit                         | 4th                            | Top or 3/4th                   |            |
| NT                           | 4th                            | Top or 3/4th                   |            |
| Subseq                       |                                |                                |            |
| Other: 2nd From 4 small      |                                |                                |            |
|                              |                                |                                |            |
| LEADS                        |                                |                                |            |
| Lead                         | Vs. Suit                       | Vs. NT                         |            |
| Ace                          | AKx; Axxx(+)                   | AK; AKx(+)                     |            |
| King                         | KQ; AK; KQ109x                 | KQ; AKJ10(x); KQ109(+)         |            |
| Queen                        | QJ; QJx(x)                     | QJ; QJx(+);<br>AQJx(+);KQx(+); |            |
| Jack                         | J10; J10x(+); KJ10x(+)         | J10;J10x(+); KJ10x(+)          |            |
| 10                           | 109; 109x(+); H109x(+);<br>10x | 109;                           |            |
| 9                            | 9x; 98x(+)                     | 98x(+)                         |            |
| Hi-X                         | Sx; xxS                        | Sx; Sxx; xSxx                  |            |
| Lo-X                         | HxS; HxSx(+); xSxx(+)          | HxS; HxxS(+);                  |            |
| SIGNALS IN ORDER OF PRIORITY |                                |                                |            |
|                              | Partner's Lead                 | Declarer's Lead                | Discarding |
| 1                            | 1                              | Hi/low = E Same                | Same       |
| Suit 2                       | 2                              | Hi=encouraging                 |            |
| 3                            | 3                              | S/P                            |            |

| W B F CONVENTION CARD   |
|---|
| <b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker: |
| <b>NCBO:</b>  |
| <b>PLAYERS:</b> Moazzem Hussain<br>Azizul Haque                 |
| EVENT (Open/Women/ <b>Senior</b> /Transnational)                |
| SYSTEM SUMMARY  |
| GENERAL APPROACH AND STYLE                                      |
| Natural, 5-card Major, Inverted minors                          |
| 1C-2+C 1D-4+D   |
| Limit jump raises over majors                                   |
| 1NT response = not forcing                                      |
| 1NT Opening: 15 - 17  |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>                    |
| 2C- Game forcing or 23+   |
| 2D- 3 way multi weak major, Strong minor 20-22 balanced         |
| 2H/2S- ACOL 2 Strong  |

|   |  |  |  |                                       |
|---|--|--|--|---------------------------------------|
|   |  |  |  | 2NT- Both Minors, below opening, (NV) |
|   |  |  |  | Opening (V)                           |
| <b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>         |  |  |  | 3NT- Gambling                         |
| See Note- 12  |  |  |  | Responses= 4D relay 4H/4S natural     |
|   | Signals (including Trumps):                            |  |  |                                       |
|   | Echo in trump suit shows ability to ruff               |  |  |                                       |
|   |  |  |  |                                       |
|   | <b>DOUBLES</b>   |  |  |                                       |
| <b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b> | <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>   |  |  |                                       |
| Double: Takeout up to 4 level NT bids to play         | May be light with classic shape                        |  |  |                                       |
|   | Cue = F until a suit is bid twice;                     |  |  |                                       |
|   | New suit = F1  |  |  |                                       |
| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>  | Reopen: same as above                                  |  |  | <b>SPECIAL FORCING PASS SEQUENCES</b> |
| Natural   | <b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b> |  |  |                                       |
|   | Supplementary sheet                                    |  |  |                                       |
|   |  |  |  |                                       |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>                 |  |  |  | <b>IMPORTANT NOTES</b>                |
|   |  |  |  |                                       |
|   |  |  |  |                                       |
|   |  |  |  | <b>PSYCHICS: RARE</b>                 |

| OPENING | TICK IF<br>ARTIFICIAL | MIN. NO. OF<br>CARDS | NEG.DBL<br>THRU |   |  |  |  |
|---------|-----------------------|----------------------|-----------------|---|--|--|--|
|         |                       |                      |                 | DESCRIPTION   | RESPONSES  | SUBSEQUENT ACTION  | COMPETITIVE & PASSED<br>HAND BIDDING   |
| 1♣      |                       | 2                    | 3♠              | 11 - 21 HCP   | Inverted raise<br>Strong jump shift (1♣ - 2 any)                         | 4th suit forcing: game forcing; Reverses<br>by<br>opener forcing;<br>by responder = Game forcing; Third suit<br>= 1<br>Round Force | Jump Cue-bid over overcall =<br>Splinter Cue<br>bid for overcall = asks for a<br>stopper Jump<br>shift pre-emptive over<br>overcalls |
| 1♦      |                       | 4                    | 3♠              | 11 - 21 HCP   | Inverted raise<br>Strong jump shift                                      | As above<br>- NOTE 5 -   | As above   |
| 1♥      |                       | 5                    | 3♠              | 11 - 21 HCP   | 1NT not forcing, 5+ points Raises =<br>Limit. Raise<br>Strong jump shift | Raises = limit. Re-raise = Pre-emptive<br>General principles as above  | Cue bid over Comp = Strong<br>Raise  |
| 1♠      |                       | 5                    | 3H              | 11 - 21 HCP   | As for 1♥  | As for 1♥; 1♠-2♠; 2♠-3♠= limit   | As for 1♥  |
| INT     |                       |                      |                 | 15-17 balanced  | 3 way transfer/ stayman<br>Note -6                                       | Over Stayman: rebids are Major<br>invitational,<br>minor forcing   | Dble values.<br>Penalty  |
| 2♣      |                       | 0                    | 3♠              | Artificial, strong - near Game<br>Force, any suit,(s) any shape | See Note- 7  | Cheaper minor = second negative thru'<br>3♦  | Natural  |
| 2♦      |                       | 0                    | 3♠              | Multi 3 way<br>Weak Major<br>20-22 NT<br>Acol in Minor          | 2NT – Relay<br>See Note 6  | 3C- good premp H<br>3D- good permp S<br>3H- bad permp H<br>3S bad permp S  | Natural  |
| 2♥/2S   |                       | 5                    |                 | A Col-2, Strong   | 2NT weak<br>See Note   | 3N -20-22 4C/4D Acol<br>New suit forcing   | Natural  |
| 2NT     |                       |                      |                 | Minors  | 3H relay<br>See note   |  | Natural<br>Dbl = Penalties   |
| 3♣      |                       | 6                    |                 | Pre-emptive   | New Suit forcing   |  |  |
| 3♦      |                       | 6                    |                 | Pre-emptive   | New Suit forcing   |  |  |

|      |  |       |  |             |                             |  |  |
|------|--|-------|--|-------------|-----------------------------|--|--|
| 3♥   |  | 6     |  | Pre-emptive | 3♠Natural. Minors = cue-bid |  |  |
| 3♠   |  | 6     |  | Pre-emptive | 3♥Natural. Minors = cue-bid |  |  |
| 3NT  |  | 7 C/D |  | Gambling    | Natural                     |  |  |
| 4♣   |  | 7     |  | Pre-emptive | Natural                     |  |  |
| 4♦   |  | 7     |  | Pre-emptive | Natural                     | Slam Approach and Conventions (including all Slam-Interest Bids)<br><br>Five- Ace Blackwoods: RKCB (Note 6) Cue Bids<br>Splinters<br>GSF |  |
| 4NT  |  |       |  | Blackwood   |                             |  |  |
| 5♣/D |  | 8     |  |             |                             |  |  |



## WBF Standard Card Supplementary Sheet

### **Note 1: Note 1: Michaels Cue Bids:**

(1♣) — 2♣

(1♦) — 2♦

Both majors 5(+) / 5(+)

(1♥) — 2♥ = 5♠ + 5 minor

(1♠) — 2♠ = 5♥ + 5 minor

All jumps in known suits are PRE (but may be tactically strong)

### **Note 2: Lebensohl:**

After partners 1NT and opponents suit bid

2NT forces 3♣. Responder may now pass or make a minimum bid in a suit, NF

2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

### **Note 3: Opener's Splinter Raise**

Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-forcing splinter raise.

### **Note 4: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)**

5♣ = 0 or 3

5♦ = 1 or 4

5♥ = 2

5S = 2+ Trump Q

### **Note 5: Partners bid after opponents intervention of partners suit bid – Not forcing**

## Note 6: Responses to 1NT Opening

1NT - 2♣:

1NT – 2C (Stayman)

2♦ = 5♥

2♥ = 5+♠

2♠ = 5+♣ or ♦

2NT = Nat

3Any – six card two top honors

4♦ = transfer to H

4H = transfer to S

## Note 7:

2C (23+ or Game force)

2D (waiting bid)

2H (0-3, not a K)

2S/3C/3D/3H

5+ two top honors

## Note 8:

2D – 2H

Pass or Correct /2NT/4C or 4D

2D- 2S (Playable up to 3H)

2D- 2NT (forcing)

3C- Good preempt in H

3D - Good preempt S

3H –Bad preempt in H

3NT – Good preempt in S

4C/4D – 20-22

Acol C/D

**Note 9:**

2H/2S  
(Acol 2, Strong)  
2NT Weak  
3C/3D forcing  
3H/3S (Trumps support & 1 Ace)  
4H/4S(denies Ace)

**Note 10:**

2NT (Both Minor) – Responders 3H is relay  
Openers rebid  
3S (5-5 weak)  
3NT (5-5 strong)  
4C (6-5)  
4D (5-6)  
4 NT (6-6)

**Note 11:**

3NT – 4D (Relay)  
(Gambling)  
Openers rebid  
4H/4S – Short  
5C- D- Short  
5D – C Short

**Note 12:**

After Opponents 1NT  
(Astro)  
2C – Single suit (any)  
2D – Both major  
2H/2S – H/S & any minor  
2NT – Both minor  
Duble – Penalty