

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 (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> seat=15-18 HCP
4 <sup>th</sup> 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♣-1NT=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>			
	Lead	In Partner's Suit	
Suit	Standard	Standard	
NT	4 <sup>th</sup> best, standard	Standard	
Subseq			
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	Discarding
1	Hi-Lo: Enrg	Hi-Lo:	Hi-Lo: Enrg
Suit 2	Hi-Lo: Even	Hi-Lo: Even	Hi-Lo: Even
3	suit preference	suit preference	suit preference
1	Hi-Lo: Enrg	Hi-Lo: Smith peter	levinthal
NT 2	Hi-Lo: Even	Hi-Lo: Even	Hi-Lo: Enrg
3	suit preference	suit preference	
Signals (including Trumps): Trump echo for ruff			
suit signal where possible, Smith peter			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Tolerance for other suits or strong hand			
Responses: 0-8=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 KQ			

W B F CONVENTION CARD
<b>CATEGORY:</b>
NCBO: Bangladesh Senior Team
PLAYERS: 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)
1NT =15-17, 4-suit transf., Lebensohl, special quantitative raise(1NT-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>
RKCB, responses 0314
PSYCHICS: Rare

**Name: Azizul Haque and Moazzem Hussain**

OPENING	Tick if Artificial	Min No of Cards	Neg. DBL Thru	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣		2	3♠	12-21 HCP	Inverted Raise 1-level suit=6+HCP, JUMP SHIFT=16+HCP 1 NT=6-9, 2NT=16+,3NT to play	Natural responses 2NT after 1-level responses=18-19 3NT after 2-level responses=15-17	
1♦		.4	3♠				
1♥		5	3♠				
1♠		5	3♠				
1NT		2		15-17 HCP balanced	4 suit transfer.	Supper 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.	
2♣	√			23+HCP or game forcing	2♦ = CONSTRUCTIVE, 2H = SUPER NEGATIVE (0-3 HJCP) 2NT= H suit, others natural biddable suit	Any suit re bid IRF	
2♦				Multi-2way ACOL Eight and Half Playing tricks	2NT = forcing for one round New suit forcing for one round		
2♥							
2♠							
2NT				20-22 HCP, balanced	3 Club = Baron, 3♦ / ♥ = transfer to ♥ / ♠ respectively.	4♥/♠= singleton in bid suit, 5♣/♦ singleton in other minor, 4NT= no singleton	
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♣	√	8		Pre-emptive	5♣= no Ace, 5♦/♥/♠/6♣= bid suit Ace, 5NT=2		
4♦		8					
4♥		8					
4♠		8					
4NT				Specific Ace asking			
5♣		9		Pre-emptive			
5♦		9					
5♥		9					
5♠		9					