DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Aggressive overcalls. I level advances F1, 2/1 advances encouraging but NF, 2/2 advances F1

Reopening Jump Overcall = Intermediate, decent 6+ suit

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd/4th Live = (15+)16-18, System On

Reopening = 11 – 14(15) after 1m, 11-16(17) after 1M

After Reopening 1NT: 2♣ = Shape/Range inquiry, 2♦/♥/♠ = sign off, 3♣/♦/♥ = Inv+ transfer, 3♠ = 3 suited GF, short in an unbid M

JUMP OVERCALLS (Style; Responses; Unusual NT)

Light, but vulnerability sensitive.

Unusual NT = 2 lowest unbid suits

Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Jump cue = Looking for a stopper for NT, but may have a very strong 1 suited hand

VS. NT (vs. Strong/Weak; Reopening;PH)

2♣ = ♥+♠ (5/4+), 2♦ = ♥ or ♠, 2♥ = ♥ + m, 2♠ = ♠ + m, 2NT = ♦+♣

3m = Natural

Double Vs Strong = 4M + longer m

Double Vs Weak = 14+ bal

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Double = Take Out

Cue Bid = Asking stopper for 3NT or very strong single suited

Jump (after wk2) = Roman (That suit + next higher)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/lowest	Same, unless supported (then high from xxx)
NT	4th from honor or 5+, 2nd from 4 small, top from 3 small or 2 small (very rare)	
Subseq	Standard remainder count	

Other: Modified Smith vs NT (High from leader interest in shift but high from 3rd hand interest in continuation. Small from either is neutral)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK+	AKJT+, AQJT+
King	KQ+	AK+, KQ+
Queen	QJ+	AQJT+, AQT9+, KQT9+, QJx
Jack	KJT+, JT+, Jx (not frequent)	KJT+, JT9+, JT8+
10	KT9+, QT9+, T9+, Tx (not frequent)	KT9+, QT9+, T98(7)+
9		
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 (low = encouraging)	Count (low = even)	Attitude (low = encouraging)
Suit 2	Present Count (low = odd)		Present Count (low = odd)
3			
1	Attitude (low = encouraging)	Count (low = even) or Modified Smith if T2	Attitude (low = encouraging)
NT 2	Present Count (low = odd)		Present Count (low = odd)
3			

Signals (including Trumps): Upside Down Count and Attitude.

Trump echo = 3 cards

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Double = Take out through 5♦

1 level T/O double may be very light if shape suitable

W B F CONVENTION CARD

CATEGORY: Green

NCBO: PAKISTAN

PLAYERS: MUBASHIR PURI & KHALED MOHIUDDIN

EVENT (Open)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Modified Kaplan-Sheinwold

5-card majors (May be 4 in 3rd seat); Strong 2/1 responses and 1NT semi-forcing after major (M) openings

1♦-2♣ FG unless responder rebids 2NT/3♣/3♦ after 2♦/2♥ rebid by opener

Very light responses, Courtesy raises essential

Light Preempts first and 3rd seat

Competitive actions (Doubles and overcalls) may be very light

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
Cue = GF, Single Jump = Invitational
Double Jump = 6+ card suit, not much in HCP

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
1m – (1♥) – X Denies 4♠. 1m – (1♠) – X Attempts to deliver 4♥
Maximal Overcall Doubles
Doubles are take out if we have not found a fit yet, convertible values otherwise

SPECIAL FORCING PASS SEQUENCES
After we Open pass is Forcing when 1- Partnership is in GF auction. 2- An invitaional bid has been accepted. 3- A bid is forcing to a particular level not yet reached.
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	5♦	3 only if balanced 15+	May be ultra light. 1♦ = May be SHORT if no 4M and unsuitable for any ♣ raise and willing/prefer to play NT from opener's side. If responder has 4M he also has 5+♦ and at least 8/9 HCP. 1NT = 8-10 HCP, no 4M	1NT rebid = 15-17, may have 4M/OM	Responsive Doubles through 4♦
1♦		3	5♦	3 only if 4=4=3=2 and 15+	May be ultra light. 1M = 3+ (Similar to 1♦ above). 1NT = 8-10 no 4M	1NT rebid = 15-17, may have 4M/OM	Responsive Doubles through 4♦
1♥		5 (4) 4 in 3rd/4th seat only	5♦	9-23 HCP; usually not 12-13 if 5♥332	1♠/NT may be very light. 2♥ = Not terrible, 3♥ = Preemptive, 2NT = 13-15 HCP, stoppers. 2♠ = ART, limit. 3♣ = Jacoby. 3♦ = ART, 4+ trumps, some SPL, 9-11(12) HCP, GF. 3♠ = ART, 4+ trumps, some SPL, 12-15 HCP. 4m = Void, 4+ trumps, 12-15 HCP	1NT rebid (over 1♠) = 15-17, less than 3 ♠ 2♣ (over 1♠/NT) = F1. Natural or 15-17 3=5=(32), or any 16+	May be 4 cards in 3rd/4th seat. Fit Jumps in competition and after passed hand. Single Jump Shift = inv+, F1 while Double Jump Shift = Semi preemptive, 10+ cards in the two suits
1♠		5 (4) 4 in 3rd/4th seat only	5♦	9-23 HCP; usually not 12-13 if 5♠332	1NT may be very light. 2♠ = Not terrible, 3♠ = Preemptive, 2NT = 13-15 HCP, stoppers. 3♣ = Jacoby, 3♦ = limit. 3♥ = ART, 4+ trumps, some SPL, 9-11(12) HCP, GF. 3NT = Artificial, 4+ trumps, some SPL, 12-15 HCP. 4m = Void, 4+ trumps, 12-15 HCP	2♣ (over 1NT) = F1. Natural or 15-17 5♥332, or any 16+	May be 4 cards in 3rd/4th seat. Fit Jumps in competition and after passed hand. Single Jump Shift = inv+, F1 while Double Jump Shift = Semi preemptive, 10+ cards in the two suits
INT				11+ 14 HCP, includes 5M332, 2=4=5=2, 2=4=2=5, some 5431 or 4441 stiff honors, some 2=2=4=5 and even 2=2=5=4 hands; 6 card minor acceptable if hand is otherwise not worth opening (or in 3rd seat); usually 3+ controls	2♣ = Stayman, promises 4+M unless responder passes opener's reply 2♦ = ♥ any strength or any 4441 GF or 5/5 ♣+♦ GF or BAL Grand Slam try 2♥ = ♠ any strength 2♠ = ♣ any strength or INV to 3NT w/o 4M 2NT = ♦ any strength or weak ♣+♦ 3♣ = ♦ + ♣ INV		
2♣	X			STRONG	23+ HCP or GF suit oriented		

2♦	X			6♥ or 6♠, 5-10 HCP	2♥/♠ = Pass/Correct, 2NT inv+ INQ (Then 3M=min, 3♣/♦ = Corresponding M, max)	(See notes for suggested defense **[S01]**)	Natural, 6+ card decent suit, Intermediate in 4th seat
2♥		4		4+♥/4+♠, 5-10 HCP (Usually not enough for game facing 22(45) 15 HCP, no voids, usually not 4441)	3♣/♦ = To play, 2NT inv+ INQ, 3M = Preemptive	(see notes for responses **[S02]** and suggested defense **[S03]**)	Natural, 6+ card decent suit, Intermediate in 4th seat
2♠		5		5+♠/5+m, 5-10 HCP	2NT asks minor, 3m/♥ = own suit to play		Natural, 6+ card decent suit, Intermediate in 4th seat
2NT				21-22 HCP	Stayman, Transfers, Smolen, MSS		
3♣		7 (6)					
3♦		7 (6)					
3♥		7					
3♠		7					
3NT				7-8 card solid M with at most one K or 2 Q outside. NF			
4♣				Preemptive			
4♦				Preemptive			
4♥				Classical			
4♠				Classical			
4NT							
5♣				Preemptive		**HIGH LEVEL BIDDING**	
5♦				Preemptive			
5♥				Raise one level each w/ trump A or K			
5♠				Raise one level each w/ trump A or K			