

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBFC Convention Card
OVERCALLS(Style: Responses; 1/2level; Reopening)	OPENING LEADS STYLE			
1 and 2 level overcalls may be weak HCP wise		Lead	in Partner's Suit	
	Suit	Low from 3 plus cards	Low from 3 plus cards	
	NT	2/4th	2/4th	
	Subseq	Low from good suit, Hi from Bad	Low from good suit, Hi from Bad	
	Other:	Deviations from the above are generally suit preference signals.		
				Category : Green
				Country: Pakistan
				Event: National Trials
				Players: Rubina Hai - Shahnaz Bomboat
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
15- 18, with Systems On	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
	Ace	from holdings like: AK(x), Ax, Axx etc.	from holdings like: AK(x), Ax, Axx etc.	2/1 (Game Force).
	King	from holdings like: AK, KQ, Kx, K(xx)	from holdings like: AK, KQ, Kx, K(xx)	Cappilletti, Transfers, Stayman, RKC, Micheals, Unusual NT, Reverse Bergen
15- 18. , Sys ON on 4th Seat	Queen	from holdings like: QJ, Qx, O(xx)	from holdings like: QJ, Qx, O(xx)	
	Jack	from holdings like: J10, Jx, J(xx)	from holdings like: J10, Jx, J(xx)	
JUMP OVERCALLS(Style: Responses; Unusual NT)	10	from holdings like: 10(x)	from holdings like: 10(x)	
1-Suit: Preemptive	9	top of nothing	top of nothing	
2-Suit: Preemtive	Hi-x	from doubleton	from doubleton	
	Lo-x	from 3 or more cards	from 3 or more cards	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	SIGNALS IN ORDER OF PRIORITY			1N-2N= Inv without 4 card major
DIRECT and JUMP CUE BIDS (Style: Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding
Direct cue bids are forcing for 1 round any hand.	Suit:1st	Attitude/ Count	Suit preference or Neutral	High Encourages (Std)
Jump cue bids are splinnters.	2nd	Suit preference or Neutral		
Mucheals and Unusual NT	3rd	Suit preference or Neutral		
	NT: 1st	Attitude/Count	Suit preference or Neutral	High Encourages (Std)
VS. NT(vs. Strong/Weak; Reopening:PH)	2nd	Suit preference		
Cappilletti,Sysyem of Over Intervention except double	3rd	Suit preference		
	Signals (including Trumps): Standard Carding and Discards			
				- Unusual NT, Michaels.
	DOUBLES			
	TAKEOUT DOUBLES(Style:Responses;Reopening)			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	May be weak if shapely.			
Doubles: Take out or strong hand				
				SPECIAL FORCING PASS SEQUENCES
				If Game has been bid voluntarily and the opponents bid to sacrifice. However, the partner can
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			also make a judgemental pass.
Natural	Double and bid may be off shape and strong			
				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
				Third Seat Major openings may be very weak HCP wise and can have 4 carder Major.
OVER OPPONENTS' TAKE OUT DOUBLE				
Redouble shows values (9+)				Psychics: Rare but possible.

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 C		3		Convenient Minor	natural, New Suit Forcing	Cue bids are forcing	Cue bids are forcing one round
1D		3		Convenient Minor	natural, New Suit Forcing	Cue bids are forcing	Cue bids are forcing one round
1H / S		5 (4)		can have 4 cards by a passed hand.	2C may be 3 carder with GF Reverse Begen: 3C=9-11 with 4 plus trumps Splinters	Cue bids are forcing	Cue bids are forcing one round
1 NT	✓			Can have 6+ card minor, singleton honour and two doubletons	Transfers, Stayman, 2N=Inv without major	Cue bids are forcing	Cue bids are forcing one round
2 C	✓			Balanced 22+, or distributionally strong	2D is waiting, 2H is bust. All other suits are natural: atleast 5 carder	Cue bids are forcing	Cue bids are forcing one round
2 D	✓			Preemptive, 0-11 HCP	2NT is forcing (invitational) 2H/S 3C is one round forcing	3N with max natural 3D with minimum	Shows more distribution
2 H		6 (5)		Preemptive, 0-11 HCP	2N asks for shortness	Generally preemptor bids once.	Same as unpassed
2 S		6 (5)		Preemptive, 0-11 HCP	2N asks for shortness	Generally preemptor bids once.	Same as unpassed
2 NT				20 - 21	Normal staymen, Smolens, Quantitative, transfers, MSS	Cue bids are forcing	N/A
3 C		7(6)		Preemptive, 0-11 HCP			
3 D		7(6)		Preemptive, 0-11 HCP			
3 H		7(6)		Preemptive, 0-11 HCP			
3 S		7(6)		Preemptive, 0-11 HCP		High Level Bidding	
3 NT	✓			To Play, Some hand where 9 tricks possible	4c Pass or correct sequence, 4D initiates GF P/C, 4H/4S/5c/5d.. own suit		
4 C		7(6)		Preemptive, 0-11 HCP			
4 D		7(6)		Preemptive, 0-11 HCP			
4H		7(6)		Preemptive (or Constructive Bid against PH)			
4S		7(6)		Preemptive (or Constructive Bid against PH)			
4NT				Both minors (strong or weak)	Pass or correct sequence		
5C		7(6)		Preemptive (or Constructive Bid against PH)			
5 D		7(6)		Preemptive (or Constructive Bid against PH)			
5 H		7(6)		Preemptive (or Constructive Bid against PH)			
5 S		7(6)		Preemptive (or Constructive Bid against PH)			
5NT				Both minors (strong or weak)	Pass or correct sequence		