


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening)
1 LEVEL; CAN BE EXTREMELY LIGHT 6 HCP-16 NV
2 LEVEL; USUALLY SOUND 9/10
REOPENING; GOOD SUIT GENERALLY, CAN BE PRETTY LIGHT IN HCP except in balancing seat
INT OVERCALL (Responses; Reopening)
Our Overcall NT is natural, and the system is on. On opps NT overcall, dbl is penalty oriented, rest all natural and non-forcing at 2 level.
Bids at 3 levels are invitational/forcing (if opps bid is at 2 level)
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK WITH MIN 6 CARDS, SUIT QUALITY DEPENDS ON VULNERABILITY, QJ10XXX TYPICAL MINIMUM AT EQUAL COLOURS
Reopen: AT LEAST OPENING HAND WITH GOOD SUIT (bal seat)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIR CUEBIDS= MICHEALS (1m-2m shows both Majors) HCP 6+
JUMP CUEBIDS= ASKING STOPPER OF THE SUIT OPENED (USUALLY, A STRONG HAND WITH A LONG SOLID SUIT)
REOPEN= SAME AS DIRECT, DBL & BID is 16+
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)
VS STRONG NT; CAPP (all SEATs)
VS WEAK NT; DBL= 14+ BAL (1st seat), 11+ (last seat)
OTHERS = NAT CONSTRUCTIVE.
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL= T/O, CUE BID= STOPPER ASK, NT BIDS = STRONG BAL 15-18 OVER A WEAK 2, suit bid is natural and system in on.
MAYBE A TACTICAL BID ON 3 LEVEL or higher PREEMPT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
NT	4TH/Low with honour	4 TH /Low with honour	
Subsequent	4TH	4 TH , LOW FROM 3	
Other:	SAME, HIGH CARD MUD from 3 rags	Low from 3 with honour	
	LEAD GENERALLY ASKS SHIFT		
LEADS			
Lead	Vs. Suit	Vs. NT	
ACE	AK+,Ax(+)	4 th best, 2 nd best , MUD	
KING	KQ(+), AK	ASKS for count or honour drop	
QUEEN	QJ+,AQJ+, Qx	Asks for Count or COUNT or ATTITUDE	
JACK	J10, KJ10, AJ10, JX		
10	109, K109, A109,10X	SAME	
9	USUALLY, DBLTON	SAME	
Hi-x	DBLTON	Same or top of nothing	
Lo-X	3(+)	SAME	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATTITUDE	COUNT	Attitude, Hi Enc
Suit 2	COUNT		COUNT
3	SUIT PREF		SUIT PREF
1	ATTITUDE	COUNT	ATTITUDE
NT 2	COUNT		COUNT
3	SUIT PREF	Suit preference	SUIT PREF
Signals (including Trumps): NATURAL HI ENC CARDING & DISCARDS			
Hi lo Even			
ABILITY TO RUFF, TRUMPS PLAYED HI LO			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
PRETTY MUCH STANDARD AGREEMENTS			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

 Pakistan Bridge Federation CONVENTION CARD
CATEGORY: MIXED TEAM August 18, 2021
PLAYERS: Samira- Zia Naqi- Ahsan Qureshi
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJORS, 1D MIN 4 CARDS, 1C MIN DBTN, 5542
STRONG NT, 2/1 GF, CAPP. FORCING NT RESPONSE BY
UPH TO 1M OPENING. 1NT, 2NT OPENINGS MAY HAVE
SINGLETON (any) IN A PINCH, SO THAT A REVERSE IS
GENERALLY, A PURE HAND. 2WAY REVERSE DRURY, LEBENSOHL, 2H=ARTIFICIAL BUST ON 2C OPENING
RKC0314, INV MINORS, BERGEN RAISES & DIRECT SPLINTERS AFTER MAJOR/MINOR SUIT OPENINGS
DOPI/ROPI BELOW 5 OF OUR SUIT, DEPO ABOVE
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Garbage Stayman, 2NT-3S is minor suit Stayman. Puppet stay man
Opening 2H/S is min 6 cards less than opening hand, 2NT Ogust
NT OVERCALLS NATURAL. JUMP 2NT IS UNUSUAL/MICHAELS
1D-2D /, 1C-2C is Michaels, 1c/1d-2nt (lower 2 unbid suits)
HI ENC, NATURAL DISCARDS
3RD ,4TH SEAT MAJOR OPENINGS CAN BE 4 CARDS & EXTREMELY LIGHT
Help Suit Ask (game try)
NT opening may have singleton or can have 5-4 or even 7222
Support Double and Redoubles up to 2S
2NT opening is 19-22 balanced
System on after opponents bid a suit on NT opening , modified - lebensohl., see note 1.0
1NT Dbl Rdbl is transfer to Clubs (can be passed) weak
SPECIAL FORCING PASS SEQUENCES
Trap pass

X=MAJORS,INT=MINORS, OTHERS NAT LEAD DIRECTING	SUPP X, XX, 1nt -X-RDBL (SOS), RESPONSIVE X	NEG DBL up to 3S competitive, and up to 4h against pre-empts. 4S and Over 4S is penalty
DBL of artificial bid by Opps is suggesting suit/lead		
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
1 LEVEL RESPONSE F-1, 2 LEVEL JUMP is NF	INT-DBI by opponents – ignore as system is on	INT-2NT is transfer to Diamonds. To invite 2NT go via 2C 2NT bid is invitation and may not have a major
INT DBL RDL is forcing asks to bid 2C (may be corrected to 2D)		Puppet stayman on 2NT Checkback stayman
		PSYCHICS: RARE

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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4H	STANDARD AGREEMENTS ALL THE WAY	Natural responses with weak jump shifts 1/1 forcing, 1NT non-forcing, 2M to play, 2/1 GF		
1♦		4	4H		& 2 of same minor is Inv. Minor		
				3 rd /4 th seat Major opening can	3C=6-9 HCP with min 4 cards support, 3D=9-11		2C (3 cards support) 2D (4) is 2-way reverse Drury
1♥		4	4H	be very light & can have 4 cards If non-vul. First 2 seats, min 5	2H/S is 5-9 HCP min 3 cards, 3H/S & 4H/S is weak Can be with 0+ HCP. INT is F1 6-12pts	1M-1NT -3M is strong 17+, 4M is sign off	
1♠		4	4H	Cards and 11+HCP	2NT jacoby GF, splinter 9+ pts		
INT				15-17 (14 - 5 carder upgrade)	2C= stayman with or without Major, 2D/H=xfer Texas transfers. 4C gerber	Super accept with minimum values & 4 card 3M. Super acceptance with max & 4 cards bid 1 above transfer Super Acceptance for minor is 1 below	Over intervention please see note 1.0
					2S=3C, 2NT=3D, 3C=5-5 minors weak, 3D minor str 3H=3145/3154, 3S=1345/1354, Smolen forcing/NF		
2♣	Tick	0	4H	21+Bal or 17+ with 4 loser hand	2D waiting, 2H=DbI neg, 2S/3C/3D Nat forcing, 2NT = good heart suit	3NT=25/27 4NT=28+ System on	
						All strong 2NT is puppet or trx	
2♦	Tick	5/6	4H	Weak	2h/2s/3c forcing for one round, 2nt – ogust		
2♥		5/6		Hearts min 6 cards , rare 5	Any new suit F-1 , 2NT is Ogust	3C=Weak suit & hand, 3D=Weak hand Good 3H=Good hand weak suit, 3S=Good hand,	Suit Good Suit
2♠		5/6		Spades min 6 cards	Same as above	3NT is AKQxxx	
2NT				Natural 19-21	3C is puppet, 3D/H is transfer, 3S is minor ask (MSS)	3d- one or both majors, 3h/3s (5 cards) 3nt- no four card or 5 card major	4c by responder 4-4 major strong 4d by responder 4-4 major weak
3♣		6/7		Weak pre-emptive	New suit F1		
3♦		6/7		Weak pre-emptive	New suit F1		
3♥		6/7		Weak pre-emptive	New suit F1		
3♠		6/7		Weak pre-emptive	New suit F1		
3NT				Gambling with long minor	4C is pass or correct		

			may have outside control	5C is P or C		
4♣		7+	Natural Pre-emptive			
4♦		7+	Natural Pre-emptive			
4♥		7+	Pre-emptive, if vul then may be			
4♠		7+	a good hand with values in HCP			
4NT			Both minors 6-5weak, 5-5Strng			
5♣		8+	Pre-emptive		HIGH LEVEL BIDDING	
5♦		8+	Pre-emptive			
5♥		8+	Pre-emptive		STANDARD AGREEMENTS	
5♠		8+	Pre-emptive		DOPI/ROPI, DEPO above our level , EXCLUSION 0123	

Note 1.0

When we bid 1nt and opponents intervene, we will play the following system

- Us – they
- 1nt- 2c X is stayman, (may not have a major, and can be route to invitational 2nt, as if no intervention occurred), 2d /2h/2s/2nt transfers to H,S,C,D,
- 1nt- 2d X penalty oriented, 2h/2s to play, 2nt – invokes 3c by partner, which may be passed or corrected to 3d
- 1nt- 2h X penalty, 2s to play , 2nt lebensohl, forcing 3c,
 - 3d to play
 - 3h shows check in heart and no 4 card spade, values for game
 - 3s- invitational
- 1nt- 2s X penalty, 2nt lebensohl, forcing 3c,
 - 3d to play
 - 3h is invitational, 3s check in spades, and no 4 card heart, values for game
- 1nt- 2h/2s – 3nt (no check in enemy suit, 4 card other major and game values

- 1nt- 2d/2h- 3s forcing
- 1nt- 2s- 3h forcing

- 1nt – 2M- 3nt , no check in major bid, other major 4cards, game values
- 1NT-2m- 3nt, check in bid minor, and game values