

DEFENSIVE AND COMPETITIVE BIDDING

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

1 level= 6-17 HCP, usually 5+ cards, 4 cards overcall (possible), Direct 2 level= Usually Sound

Responses: New suit at 1-Level=F1(Unpassed), NF(Passed), At 2-level NF if ELC, if not then GF. Cue Bid=Usually promise fit or any 12+ hand.

Jump bids show FIT usually

CUE at 3 level= Mixed Raise, CUE at 4 level= SPL in OPP's suit.

In balancing seat: General style same as above, strength-wise weaker.

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

15-18 HCP Bal/semi-Bal, often promises stop, over 1m- may not have stop

Responses: Similar to 1NT opening

11-15 HCP, may not have stop

Responses: Similar to 1NT opening

JUMP OVERCALLS (Style: Responses; Unusual NT)

Direct: WEAK

In balancing - Jumps are constructive

2NT shows two lower unbid suits at 2/3, but at 4th= (18)19-21 balance

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

Direct Cue (1x-2x) = Higher Rank suits (Sound In Vul)

Jump Cue(1x-3x)=1 suit (often minor) ask to bid 3NT with a stop if 'x' is not C

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

Direct Seat:2C-MM, 2D-1M, 2H/S (+ minor 5+4+), DBL=Penalty vs 3rd red, Rest 4M & Longer m. 2N+=Extended DONT

BPH =Dbl -1 Suit, 2X=DON'T style, 2N+=Extended DONT

Vs weak NT=, Dbl -Cards, 2C=MM,2D=1M,2M=+m, 2N+= pls ask

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

DBL=T/O (Pass on RDBL=Penalty), Leaping Michaels (5-5+)

Lebensohl after T/O of NAT 2X, NT-natural (15) 16-18 HCP

VS-1C/2C strong = Transfer overcall or 2 suits, 3N=long suit 6/7+

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL=cards usually deny 4 FIT; 1X= (often Xfr) 4+ suit F,

1H/S-dbl-2D/H Good/bad raise, 1M-X-2M=Normal raise.

Double Raise pre-emptive.

1X-(DBL)-3Y (double jump) = Fit, 4Y-Spl

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5 (3rd from 3), top from doubleton	3/5 (3rd from 3), top from xx or xxx
NT	4th (3rd from 3), top from doubleton	4th (3rd from 3), top from doubleton
Subsequent	same	same
Other	Vs. NT, A/Q asks for UB and K asks Count	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+), Ax	Asks UB AKJ10(+), AQJ10(+), Ax
King	KQ(+), AK	KQx, KQ10, AKx,
Queen	Qx, QJ, QJx, QJ10x	Asks UB of J or CT, KQ109
J	Jx, J10, J10x(+)	Jx, J10, J10x(+)
10	KJ10(+), J09x, 10x	KJ10, AJ10(+), J09x, 10x
9	H109x, 9x	H109x, 9x
X	XXXX, XXXXX	XXXX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	ATT (Low = ENC)	Count (Low = even)	O/E + Lavinthal
Suit 2	Count (Low = Even)	Often count	Often count
3 S/P		Rare S/P	Rare S/P
1	ATT (Low = ENCRG)	Rev Smith	1 st Discard lavinthal
NT 2	Count (Low = even)	Often count	Often count
3 S/P		Rare S/P	Rare S/P

Signals (including Trumps): 1) Trump Echo vs Suit, if ruffing interest, Else Usually S/P

2) Rev Smith Echo vs NT: Low-High shows interest from both sides

DOUBLES

Tends to have 3 cards in all 3 suits, unless strong 1 or 2 suites

Takeout Dbl upto 4H, Responses nat after 1,3,4 level, lebensohl VS weak-2 Dbl

Reopening: same as above, may be a Q less.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1) Negative double up to 4H.

2) Responsive dbl, Cards dbl, Competitive dbl and Co-operative dbl.

3) Support Dbl/RDbl - 3 card support (doesn't guarantee extra values)

4) Slam Dbl - Lightner for unusual lead 5) Rdbl doubled cue bid - A or void

6) Dbl of Stayman or transfer bid - Natural 4+ usually

W B F CONVENTION CARD

CATEGORY: Open

Team: ASPIRANT BD

PLAYERS: ZAMAN_ASIF

EVENT :Any

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 Game Force, 5 cards Major (SF 1NT), 2+ Club, 3+ Diamonds,

2D (weak in a M), 2C-strong, 2H/S =2 suits weak in nature

Frequent WJO; Transfer responses in competition

Plenty of non-penalty DBL

Pre-empt are of wide ranges-Depending on Vul/Seat

1NT Opening: (14+) 15-17 HCP (off shape & 5 Major possible)

Rubensohl/Lebensohl

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1C-2S or 1D-3C (Art Raise -Weak or GF any short), 1C=1D 2+ (often 3 / 4+)

1X-1Y(can be 3, very often 4+).1H-2S or 1M-2N (Various Raises-Pls ask),

2C/2N= Drury vs 1M opening at 3rd/4th seat

2D/H/S/3C= are natural 5+ suit at 4th

3NT=Gambling at 1/2 Seat, to play at 3/4 Seat.

1C-1M-rebid 2D (ART), 1D-1M-rebid 2OM(ART)

IMPORTANT INFORMATION:

We open with good 11+ HCP (at 1st,2nd,4th seat vulnerable),

May be a Q less in case of NV, we emphasize on distribution rather than HCP. 3rd seat opening can be very light.

Relays/transfer after 1M opening & in competition

After 2/1 GF, Dbl of interference strongly suggests penalty, but we may takeout with unusual or min opening hand

SPECIAL FORCING PASS SEQUENCES

1X-(1N)-DBL=Business. When we open & show GF in competition any dbl suggest penalty, Pass=forcing after redbl at lower level and only after GF auction.

Pass & pull suggest Slam invite.

IMPORTANT NOTES

Third seat opening may be very light,

PSYCHICS: Rare but possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	2+Card C 10+ HCP may have 6D (if bal 17-19)	1D=2+ if 6/7 Bal, 1M=3+ suit (often 4), 1N=NF, 2C=GF, 2H=Ms 54++ NF, 2S=ART, 2D=inv C	1N=min, 1Y=4+, 2C=min, 3C=good hand, 2BM=3+Fit, 2D=4+Fit	In competition, all 1 bid are F1, often transfer, passed hand NF
1♦		3	4H	3+ cards 10+ HCP	1X=3+ suit, 1N=NF, 2D=invite+, 2S=inv 6+C	Almost same as above	Same as above
1♥		5	4D	5+ card 10+ Hcp	1S=3+ suit F 1, 1NT SF (Rare, may have 4S), 2/1 GF, 2H=NF, 2S/NT=ART Raise, 3-C/D=inv 6+suit	Few relays after 2/1 GF, 2C=Gazzilli type	2C/2N = Drury vs passed pd
1♠		5	4H	same	As above, 2N=Various raises, 3-new suit=inv 6+	Same as above	same as avobe
INT				(14)15-17(18) Hcp, 5M/6m possible, may be off shape	Stayman, Transfer, Quantitative	Super accept (4 fit & max)	Rubensohl
2♣	*	0		21+ Bal Or Game Going hand	2D=0-2CP, 2H=3+CP, 2NT=Minors, else transfer	Kokish (GF), As suggested or some Relays	Cards dbl/take out dbl etc..
2♦	*	0	2M	Weak in a M	P=D, 2M=P/C, 2N=R inv+, 3C=any 1 Suit strong, 3D=inv in M, 3H/S=P/C, 3N/4M=To play/Own suit	Strengths are preferred	Neg dbl/Penalty dbl depending on the auction of the opponent
2♥		5		5+H 5 Any (mb 4) 0-11 Hcp	2NT Relay, 2S=P/C, 3D=5+S GF, 3S=Nat inv	Strengths are preferred	As above
2♠		5		5+S 5m (mb 4) 0-11 Hcp	Same as above, 3C=P/C, 3D=5+H inv+, 3H=NF	same as above	As above
2NT				19-21 5M/6m & unbal possible	Muppet Stayman, Transfer	Nat, Super accept,	
3♣	5+			Pre-emptive, wide Range NV	3D=ART Forcing, New suit F1, 4D=ORB		
3♦	5+			Pre-emptive, wide Range NV	New suit F1, 4C=ORB		
3♥	5+			Pre-emptive, wide Range NV	New suit F1, 4C=ORB		
3♠	5+			Pre-emptive wide Range NV	New suit F1, 4C=ORB		
3NT				Gambling In ½ Seat, to play at 3/4	4/5C=Pass/Correct, 4D=ask short	4M=short, 5m=Om short, 4N=no short	
4♣	6+			Pre-emptive, wide range			
4♦	6+			Pre-emptive, wide range			
4♥	6+			Pre-emptive, wide range			
4♠	6+			Pre-emptive, wide range			
4NT	*			Specific Ace asking	5C=no, 5X=that ace, 5N=C, 6X=X & any higher	HIGH LEVEL BIDDING	
5♣	7+			Pre-emptive, wide range		RKCB=1430, Response: 5NT=Void with even number Key Cards; 6x but trumps=Void Odd number Key cards, EKCB=0314, Cue Bids, Splinter, D IPO, RIPO=>1403	
5♦	7+			Pre-emptive, wide range		5NT specific K asking	
5♥	7+			Pre-emptive, wide range			
5♠	7+			Pre-emptive, wide range			

Please feel free to ask. Thank you.