

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Style: natural/aggressive
1 level = Natural (5+ cards)
2 level = Natural (5+ cards)
Raise = Jumping is weak, cue is forcing, jump cue is splinter, 2NT = fit 4+sup, 10+hcp
Reopening = suit 7-13, double 7-10 or 14+ any
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Natural: 15-18 balanced (likely to have stopper in opponents suit)
Responses: like on our opening
Reopening: INT = 11-14 (if p has bid) 17-18 (if p has passed)
Responses: Only cue is forcing
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Usually Decent in neg vul.
Reopen: Shape or strong
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Modified Questem
1c(op) -2d upper two, 1c/d/h/s(op)-3c upper and lower
1c/d/s/h(op)- 2nt lower two suit, 2 level cue bid of opp upper two suit
1C (opp) -2c 5+c overall
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
double=penalty, 2c=singlesuiter, 2d=5+,4+ majors,
2h/2s=5+M & 4+minor, 2nt=5+,5+ minors, 3 level natarul preempt
In balancing seat
double=singlesuiter, 2c= C & any upper 4+/4+, 2d= D & a Major
4+/4+, 2H= 4+/4+ Majors, 2s= natarul, 3 level natarul preempt
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl= Takeout(15+any) upto 4H,4441/4432(11+any) ;
Response=Lebensohl
2NT= 16-18;
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Against 1C- dbl T/O, 1NT-Single suiter
Jump bid preemptive
Against 2C- 3c is c suit. 2nt is both minor weak, 4c majors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble = 10+ new suit = Forcing one round

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	Attitude	
Subseq	Attitude	Attitude	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax, Axxx(+)	AKx, AKJT, Axxxx(+)	
King	AKx, Kx, KQx	AKx, KQx	
Queen	QJT <sub>x</sub> , QJ98, Qx	QJT <sub>x</sub> , AQJ <sub>x</sub> , QJ <sub>xxx</sub>	
Jack	JT <sub>x</sub> , (A/K)JT, J <sub>x</sub>	JT <sub>x</sub> , (A/K)JT	
10	T9 <sub>x</sub> , (A/K/Q)T9 <sub>x</sub>	Same	
9	98 <sub>x</sub> , 9 <sub>x</sub>	Same	
Hi-X	Even	Same	
Lo-X	Odd	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	On A Suit pref, On K Attitude / count	Generally count, Attitude if dummy is winning	Lavinthal
Suit 2	Otherwise Count		
3			
1	A for Attitude, K for count, Q for unblock	Suit Preference	Lavinthal
NT 2	Count	Remaining count	
3	Suit Pref.		
Signals (including Trumps):			
Vs Suit: Trump suit echo, hi-lo higher suit, lo-hi lower suit			
VS NT: Reverse Smith eco (Low-Hi encourage)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with right shape			
1M dbl then 2d over 2c response from P shows D & oM, min., 3d is 18+ suit			
1m dbl if p is passed hand is generally t/o in Majors			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support double/redouble			
Negative , Lead directing			
1NT-2C*(opp)-double=stayman, lebensohl start if ops suit is known			
1C-1D(opp)-double=4 card Spade ; here 1S is 5+ card, 1H Natural 4+			

W B F CONVENTION CARD	
<b>CATEGORY:</b> Green	
<b>NCBO:</b> Bangladesh	
<b>Players:</b>	
Pranta Sarker	Mahamudul Hasan Sumon
Mohammad Alauddin	Hasan Al Banna
Md Habib	Shohidul Islam
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
1C/1D = 2+/4+ cards	
1H/1S = 5+ cards	
1NT Opening: 15-17 (May have singleton A/K or 6 card suit)	
2NT Opening: 21-22 (May have singleton A/K or 6 card suit)	
<b>2 OVER 1 Response: FORCING GAME</b>	
2c Over 1h/1s opening is gf (0+ c), Over 1d gf (4+c)	
RKCB: 1430, DOPI, ROPI	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Light Openings in fav. Vul 3rd seat	
2D is 19-21 imbalanced or 20 bal	
2H response over 1 minor opening = 5-8 HCP 5+S/4H	
2S response over 1 minor opening = 9-11 HCP 5+S/4H	
1C-2D = 5+C, 7-9 hcp, no 4M, 1D-3C=4+D, 7-9 hcp	
1C-2C, 1D-2D 10+, rebid 3C/3D from opener/responder is minimum	
Gazzili after 1M opening!	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
Forcing pass active on immediate seat when we showed game value, it shows no A/K/Q in ops suit. Pass then pull shows Big hand, slam try	
<b>IMPORTANT NOTES</b>	
Preempts are wild on 1 <sup>st</sup> & 3 <sup>rd</sup> seat, specially in NV	
2h/2s can have 5 card	
<b>PSYCHICS: Very Rare</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4S	10-21HCP	1D/1H/1S—Natural with 4+ cards&6+hcp;1NT-6-10	Reopening 2NT by opener is 18-19; 1c-1nt-2nt (15-16)	On passed hand 1c-2c is 10-11. 1c-2d is 8-9
1♦		4	4S	10-21HCP	2C-4+C,10+; 2D- 5+C& 7-9; 2H- 5+S,4+H 5-8; 2S-5+S,4+H 9-11, 2NT- 10-12; 3C-preempt, 3D/3H/3S- SPL; 3NT-13-15 ,4nt quantitative	1C-1H/1S-3D ( 18-19 with 4 card H/S) 1c-1 H/S-2 H/S (4card support) After 1c-2c-2d/2h/2s nat stopper showing	On passed hand 1d-2d is 10-11. 1d-3c is 8-9
1♥		5	3S	10-21HCP	1S-4+S,6+ hcp; 1NT-6-11(may have H support), 2C-0+C 12+, 2D-5+D 12+,2H- 3card H 8-10, 2S- 8-10 mini spl, 2NT- 4+H 12+, 3C-4+H 10-11, 3D- 4+H 7-9, 3H- 4+H 0-7, 3S/4C/4D splinter, 11-14	1H-2H-2S(unknown shortness) 2NT(Help needed in S) 3C/3D(Help needed in C/D)	Reverse drury on passed hand – 2c 4card support 10-11, 2d 3card support 10-11
1♠		5	4H	10-21HCP	Same as 1H	1S-2S-2NT(unknown shortness)	
INT			3S	15-17 HCP ; May have 6 card minor suit or singleton A/K	2C – stayman; 2D/H/S/NT—H/S/C/D transfer Garbage stayman, smolen , 3C-Both Major,	3C Shape Asking after stayman and Major transfer.	Lebenshol after interfere if suit is known, otherwise system on, lebensohl dbl is t/o
					3D-Both Minor,3H/3S-H/S with minor, 4C gerber, 4D/4H Texas transfer, 4nt quantitative		If ops showing 2 suiter(majors/minors) then dbl is penalty at least one, all dbl penalty afterwards
2♣	√			23+bal or any hand with 4 loser or less	2d positive, 2h negative, Muppet style after 2nt rebid from opener		
2♦	√			Strong singlesuiter / 3 suiter or 20 bal.	2h relay, 2s any 4441 (2nt relay, then bid singleton), 2nt 20 bal (Muppet), 3c or above nat, strong suit	If interference comes then dbl from opener is t/o, 2nt strong, others nat. suit	
2♥		6		Weak; 0-11 HCP	New suit forcing. 2NT forcing relay	After 2NT – 3C good suit bad HCP, 3D bad suit good HCP, 3H all bad, 3S all good	3H/3S from responder is nf, other bid forcing
2♠		6		Weak; 0-11 HCP	Same as 2H	After 2NT – same as 2h	Same as above
2NT				21-22; May have singleton A/K or 6 card minor suit	3C-Modified Puppet Stayman, 3S-Minor stayman 3D/3H/3NT/4C- H/S/C/D transfer, 4D/4H Texas transfer, 4nt quantitative.	2NT-3C-3D any 4 card major, 3H no Major, 3S 5+S, 3NT 5+H 2nt – 3c – 3h (no M) – 3s (minor stayman)	
3♣		6		Preemptive; 0-11 HCP		2nt - 3d/3h – 3h/3s (accepting transfer means fit, if no fit then opener will bid 3s(4+ card) or 3nt, new suit afterwards is nat. 5+ card	
3♦		6		Preemptive; 0-11 HCP			
3♥		6		Preemptive; 0-11 HCP			
3♠		6		Preemptive; 0-11 HCP			

3NT	√			Long solid minor	4C-Pass/correct, 4D-slam try		
4♣	√			Namyats	7+H, solid suit, at best a Q outside		
4♦	√			Namyats	7+S, solid suit, at best a Q outside		
4♥		7		To play	Worse than 4c		
4♠		7		To play	Worse than 4d		
4NT	√			<b>Both minor</b>			
5♣		8		To play		<b>HIGH LEVEL BIDDING</b>	
5♦		8		To play		RKC 1403, 5 level jump other than agreed suit is void-asks other KC	
5♥		8		To play		DOPI-ROPI After interference.	
5♠		8		To play		4NT on opponents 4M is two places to play	
						Q asking after 4nt RKC response: Immediate bid is Q ask (if not agreed suit)	
						Going back to own suit in 5 level (in case of major) / in 6 level (in case of minor)	
						Is NO Q, bidding new suit is Q and K in that suit, 5NT is Q but no side K.	
						Specific K ask: 5nt is specific K ask, above the line response	