DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS STYI					
8+ hcp 4/5+ cards, can be light in non vul and passed hand partner		Lead			tner's Suit	CATEGORY: Green	
	Suit	3 <sup>rd</sup> /5 <sup>th</sup>		3 <sup>rd</sup> /5 <sup>th</sup>		Team: Bangladesh Open	
	NT	2 <sup>nd</sup> /4 <sup>th</sup>		3 <sup>rd</sup> /5 <sup>th</sup>		PLAYERS: Rashedul Hasan Ripon & Bishwajit Saha	
	Subsequei	nce Remainii	ng count	Rema	ining count		
	Other: Reverse Smith Echo in NT defence (small enc)						
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
Direct:(15)16-18 balanced, in case of minor may not have stopper	Lead	Vs. Suit		Vs. N	T		
Balancing: (11)12-14 may not have stopper	Ace	AK+	AK+		AKxx+	GENERAL APPROACH AND STYLE	
	King	AK/KQ+	AK/KQ+		KQ10+	5 Card Major with Gazzili, Better minor, 2/1 Game Forcing	
	Queen	QJ+ KQ1			+ KQ109+	2D: Weak in any major	
	Jack	J10+ / K.	10+	J109+	/KJ10+	2H/2S: 5H/S with 5 card any other	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	0 109+/10x/H109+		10x/H109+		1nt: (14)15-17 hcp may have Singleton A/K	
Weak premptive,	9	9x		9x/10	9x+	2nt: 20-21 hcp may have Singleton A/K	
	Hi-X	Odd Cou	nt			2C: 22+ hcp any or Game Forcing hand	
	Lo-X	Even Co	ınt				
Reopen: Usually strong	SIGNALS	S IN ORDER O	PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's	Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Single cue bid: Upper two suit, 2nt: lower two, 3C: high & low		Attitude, low end			High odd enc	2D: Weak in any major	
Dbl cue bid: stopper asking		Count, upside do	wn Suit prefere	ence	Low odd neutral	Opening 3nt: Gambling solid 7 card minor, no outside A/K	
		Suit preference			Even other two	Weak 1nt: range 10-13 in fav vul 1st & 2nd seat	
		Attitude, low end		nith echo	High odd enc		
VS. NT (vs. Strong/Weak; Reopening)		Count, upside do	wn Count		Low odd neutral		
Against 14-16/15-17/16-18 direct seat: Dbl: 5+m 4M, 2C: majors	3	Suit preference			Even other two		
2D: single suiter major, 2H/S: H/S+minor, 2nt: minors	Signals (in	ncluding Trumps)	:				
Balancing seat: Dbl- single suiter, 2C: C+higher, 2D: D+higher	Trump ecl	ho shows higher s	uit interest or ru	ffing som	ewhere		
2H: both major, 2S: Single suiter S premptive	Upside do	wn count attitude					
Against 8-12/12-14 direct and balancing seat: Dbl: 14+ hcp no 5M			DOUBLE	S			
2C: both major, 2D/H: transfer H/S, 2S: 4S 6+m,2nt: 4H 6+m, 3C/D: constructive NF, 3H/S: Premptive H/S							
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	JT DOUBLES (S	Style; Response	s; Reopen	ing)		
Dbl: takeout, 2nt: 16-18, 3nt: to play	12+ hcp u	12+ hcp usually 11 cards in other 3 suit, can be light if partner is passed hand					
4C:C+ major, 4D: D+ major, 4nt: 2 places to play	Reopening Dbl can be light in case of trap pass with off shape						
	Balancing	dbl is 9+ hcp					
VS. ARTIFICIAL STRONG OPENINGS- i.e., 1♣ or 2♣						SPECIAL FORCING PASS SEQUENCES	
Vs 1C strong: X-5+H, 1D-5+S, 1H- 2 suiter colors, 1S- 2 suiter ranks, 1nt: 2 suiter S+D or H+C, 2C/D: wide range NF, 2H/S: premptive 6+H/S, 3 levels are premptive	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				After GF sequence pass is forcing		
Support Dbl upto 2H, Lead directing Dbls, Responsive dbl,							
	Lightner dbl against slam contract asking for unusual lead						
OVER OPPONENTS' TAKEOUT DOUBLE		Dbl against bergen raises is take out in bid major by opponent				IMPORTANT NOTES	
1M-(X)- transfer style		Rdbls usually penalty oriented, sometimes lead directing				3 <sup>rd</sup> hand opening can be light and less cards, overcall and take out dbl can be light if partner is passed hand, 3 <sup>rd</sup> hand prempt is wide.	
1m-(X)- transfer style						PSYCHICS: rare	
						F 5 1 CHIC5; Fare	

ZIZ	TICK IF ARTIFI	MIN. NO. OF CARDS	NEG.DB L THRU							
OPENIN G				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*		2	4H	12-21 hcp, if 18-19 bal 5D/6m possible	1C-1D/1H/1S nat,1nt:8-10,2C:12+ 5+C,2D:10-11 5+C, 2H:5+S 4+H 4-9 hcp, 2S: weak C or GF with shortness,2nt: bal inv, 3C: 7-9 5+C, 3D/3H/3S: splinter, 3nt: to play	After 1C-2C natural progression, any partner bids NT confirms major stopped. 2way checkback and XYZ applied	Transfers in competition, Good bad 2nt applied			
1 •		3	4H	12-21 hcp except 5D(332) 18- 19 hands	1D-1H/1S nat,1nt:6-10,2C:12+ 5+C,2D:10+ 5+D, 2H:5+S 4+H 4-9 hcp, 2S: inv with C,2nt: bal inv, 3C: weak D or GF with shortness, 3D:7-9 5+D, 3H/3S/4C: splinter, 3nt: to play	After 1D-2D & 1D-2C natural progression, 2way checkback and XYZ applied	Natural progression, Good bad 2nt applied			
1♥		5	4D	12-21 hcp	1H-1S nat, 1nt: semi forcing, 2C: GF 0+C, 2D: GF 5+D, 2H: 7-9 3 H, 2S: Bal inv 3H or MR, 2nt: Bal inv 4H or unbal inv 3H, 3C/3D: nat inv, 3H: premptive, 3S: 10-12 spl any, 3nt/4C/4D: Splinter 13+, 4H: premptive	Relay asking for shape, high to low Gazzili for 1H-1S & 1H-1NT	Transfer in competition Reverse Drury			
1 🛧		5	4H	12-21 hcp	1S-1S:1nt: semi forcing, 2C: GF 0+C, 2D: GF 5+D, 2H: GF 5+H, 2S: 7-9 3S, 2nt: wide range 3+S 7-12, 3C/3D/3H: nat inv,3S: premptive,3nt: spl 10-12, 4C/D/H: spl 13+, 4S: premptive	Relay asking for shape, high to low Gazzili for 1S-1NT	Natural progression Reverse Drury			
INT				(14)15-17 may have singleton A/K	Stayman, all suit transfer, 3C: 5M searching, 3D: 53 M, 3H/3S: short minor basis	1nt-2c-2D/2H/2S: 3C is shape asking After transfer and bidding minor, we show fit no fit dbl fit bids	Lebensohl			
2*	У	0	4H	22+ hcp or any GF	2C-2D 0-2 CP kokish, 2H: 3+ CP, 2S/3C/3D/3H: transfer style good suit, 2nt: minors	2C-2D-2nt is 22-24, via 2H is 25-26, 3nt is long minor	Dbl weak, pass strong, nat take out			
2♦	Y	5+	4H	Weak in a major 4-10 hcp vul dependent	2D-2H/2S/3H/3S: p/c,2nt asking strength,4C: transfer major	2D-2nt-3C: good prempt (3D relay),3D/3H (transfer bad hand),3nt (solid M)	Dbl penalty			
2♥		5	3S	5H+any 4-10 hcp vul dependent	3C/5C: pass or correct, 2nt asking for minor GF 4H to play	Natural progression	Dbl penalty			
2.		5	3Н	5S+any minor 4-10 hcp vul dependent	3C/5C: pass or correct, 2nt asking for minor GF 4S to play	Natural progression	Dbl penalty			
2NT				20-21 hcp may have singleton A/K or 6m	Puppet stayman, transfer, minor stayman,	Natural progression	Natural progression			
<b>3</b> ♣		6+		Premptive 6/7+ cards, dbl is pena.	lty after opponents' intervention					
3♦		6+								
3♥		6+								
3♠		6+								
3NT	у	7		Gambling, solid 7+ cards minor, no outside A/K, 4C/5C is pass or correct, 4D: slam in, Dbl after opponents' intervention is penalty						
<b>4</b> ♣		7+		To play premptive						
4♦		7+								
4♥		7+								
4 🖍		7+								
4NT		No bid		To play premptive						
5 levels		8+				HIGH LEVEL BI DOPI, ROPI, DEPO, EKC	DDING			
				1		,,,,,,				