

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
At 1 level 6-17 HCP, usually 5+ cards, 4 card overcall (possible)
At 2 level Sound-Responses: New suit=F1(Unpassed), NF(Passed) Cue Bid=10+ Usually promise fit. 12+ may have No Fit.
Jump bids shows FIT Usually
CUE at 3 level= Mixed Raise, CUE at 4 level= SPL in OPP's suit.
In Balancing Position : General style same as above, strength wise weaker.
Responses - same as above
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
(15)16-18 HCP Balanced, Promises stopper in opponent's suit if Major
Responses same as after 1NT opening
11-15 HCP, doesn't promise stopper in opponent's suit
Responses same as after 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK
In Balancing - Jumps are Intermediate
2NT shows two lower unbid suits
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue (1x-2x) = Higher Rank suit (Sound In Vul)
Jump Cue (1x-3x)= Solid minor suit, invites 3NT
with a stopper if 'x' is not C
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Modified Landy:2C-MM, 2D-1M, 2H/S (With minor 5+4+)
Dbl -4 M & longer minor, DON'T at Balancing position.
Vs weak NT Dbl -14+ Cards, 2C=MM, 2D-1M, 2H/S (With minor 5+4+), 2N=Single suit strong, 3C/D=C/D & H Strong, 3H=H & S strong, 3S=S & a minor Strong
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O (Pass on RDBLE=Penalty), Leaping Michaels (5-5+ Game INV)
Lebensohl after T/O of NAT 2X, NT-natural (15-18 Hcp)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL -H, 1D/2D=S, 1H/2H=[S+C/H+D], 1S/2S=[H+S/D+C], 1N/2N= [S+D/H+C], 2X/3X=6+ suit weak, 3N=Solid 7 card
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL usually deny FIT; Transfer resposes in some cases
1H/S-dbl-2D/H Good raise In Bid Major, Double Raise Pre-emptive.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup> best, top from doubleton, second from small 4	3 <sup>rd</sup> /5 <sup>th</sup> best from honor, top from doubleton	
NT	4 <sup>th</sup> best, top from doubleton	4 <sup>th</sup> best, top from doubleton	
Subseq	same	same	
Other: Vs. NT, A asks for ATT and K or Q asks UB or Count			
<b>LEADS</b>			
	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Asks for ATT or CT, AKJ10(+)	
King	KQ(+), AK	Asks UB, AKx, KQx	
Queen	Qx, QJ, QJx, QJ10x	Asks CT	
Jack	KJ10, Jx, J10, J10x	KJ10, Jx, J10, J10x	
10	H109x, 109x, 10x	H109x, 109x, 10x	
9	9x	9x	
Hi-X	Xx, denies H	Xx, denies H	
Lo-X	Low promises atleast J	Low promises atleast J	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (Hi = ENCRG)	Count (Low = Odd)	ATT (High = ENCRG)
Suit 2	Count (Low = Odd)	S/P (STD)	Count (Low = Odd)
3	S/P (STD)	ATT (High = ENCRG)	S/P (STD)
1	ATT (High = ENCRG)	Rev Smith	1 <sup>st</sup> Discard lavinthal
NT 2	Count (High = Even)	Count (High = Even)	Count (High = Even)
3	S/P (STD)	S/P (STD)	S/P (STD)
Signals (Trumps): 1) Trump Echo vs Suit: Hi-Low in Trumps shows 3 and interest in ruff			
2) Rev Smith Echo vs NT: Low-High shows interest from both sides			
3) ATT=STD; Count, S/P Signal and Rev Smith Echo ; 1st discard Lavinthal			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Strength of immediate hand at 1 level=(10)11+ HCP, 2 level 13+, 3 level 14+			
Tends to have 3 cards in all 3 suits Unless very strong 1 or 2 suited			
Takeout Dbl upto 4H, Responses nat after 1,3,4 level, lebensohl after weak2 Dbl			
Reopening : same as above, may be 1 Q less.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1) Negative double upto 4h & after that values.			
2) Responsive dbl, Cards dbl, Competitive dbl and Co-operative dbl.			
3) Support Dbl/Rdbl - 3 card support (doesn't show extra values)			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Bridge Lovers</b>
<b>PLAYERS: Md. Moshir Rahman, &amp; Shah Ziaul Haque</b>
<b>EVENT (Open): Any</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card Majors (F INT), 2+ Club, 3+ Diamonds,
2D-Weak M, 2C-strong, 2H 5+H5+any, 2S 5+S5+ minor, Against dbl & 1 level O/C vs any suit frequent use of non-penalty DBL
1 <sup>st</sup> /3 <sup>rd</sup> seat NV preempts can be destructive; 2 <sup>nd</sup> /4 <sup>th</sup> preempts Const
1NT Opening: 1 <sup>st</sup> 2 <sup>nd</sup> 3 <sup>rd</sup> seat 10-13 in Fav Vul, else (14+) 15-17 HCP
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
after 1M-Dbl-2D/H-Good raise In Bid Major
3NT=Gambling
2-Way Drury (1M-2d= 3-card SUPP; 2c= 4-card SUPP) by passed hand
<b>IMPORTANT INFORMATION:</b>
After 2/1 GF any interference of opponent , Dbl by Opener or responder strongly suggests penalty, But we may takeout with unusual or min opening hand
<b>SPECIAL FORCING PASS SEQUENCES</b>
1m-(1N)-DBL=Business, After GF in competition any dbl against sacrifice bid suggest bid 1 more and pass suggest penalty
Pass & pull suggest Slam invite.
<b>IMPORTANT NOTES</b>
Third seat opening may be very weak,
<b>PSYCHICS: Rare But Possible</b>
4) Slam Dbl - Lightner for unusual lead
5) Rdbl doubled cue bid - A or void
6) Stayman or transfer bid dbl - Shows suit
7) Rosencranz double shows a top honour in partner's overcalled suit

OPENING	ARTIFICIAL IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	2+Card C 11+ HCP may have C<D (if bal 18-19)	Natural responses (4+ Suit)	Support shows 4+ fit, else natural 2C=11-14 usually 6+ card, Change of Suit at two level reverse.	In competition all bids are 1 round force, passed hand NF
1♦		3	4H	3+ card 11+ HCP	Nat responses (4+ Suit)	Support shows 4+ fit, else natural	Same as above
1♥		5	4D	5+ card 11+ HCP	1S 4+ suit F1, 1NT usually denies 4S, 2/1 GF	Support shows 4+ fit, else natural	Rev Drury
1♠		5	4H	5+ card 11+ HCP	Forcing 1NT, 2/1 GF	1N=14-16 in Fav vul, else 11-14 Bal	Rev Drury
1NT				1 <sup>st</sup> 2 <sup>nd</sup> 3 <sup>rd</sup> seat 10-13 in Fav Vul, else (14)15-17 HCP	Stayman, Transfer, Quantitative	Super accept (With 4 Card Supp) After Transfer	Neg Dbl, Lebensohl
2♣	*	0	4H	23+ Bal Or Game Going hand	2D (Waiting), Others bid are natural	Kokish,	Neg Dbl
2♦	*	0	4H	Weak in one M	2H-P/C, 2S-P/C, 2N-strong relay, 3H/3S P/C preemptive	2N-3C good pre-emptive, 3D-H, 3H-S bad pre-emptive	Neg dbl
2♥		5	3S	5+H 5 any suit 4-11 HCP	2S P/C, 2N-strong relay	Natural suit	penalty dbl
2♠		5	4H	5+S 5m 4-11 Hcp	2N-strong relay, 3C/D P/C, 3H 6+H 1 round forcing	Natural suit	penalty dbl
2NT				21-22 bal 5 major possible	Modified Puppet stayman, Transfer	Nat, Super accept	penalty dbl
3♣		6+		Preemptive	new suit force 1 round		
3♦		6+		Preemptive	new suit force 1 round		
3♥		6+		Preemptive	new suit force 1 round		
3♠		6+		Preemptive	new suit force 1 round		
3NT				Gambling	4C/4D pass correct		
4♣		7+		Preemptive			
4♦		7+		Preemptive			
4♥		+		Preemptive			
4♠		7+		Preemptive			
4NT				specific ace asking	5C no aces, 5D/5H/5S aces there, 5N C ace, 6C/D/H ace there +1		
5♣		8+		Preemptive		<b>HIGH LEVEL BIDDING</b>	
5♦		8+		Preemptive		RKCB=1430, Response : 5NT=Void with even number Key Cards; 6 Level bid=Void with Odd number Key cards, EKCB= 1403, Cue Bids, Splinter.	
5♥		8+		Preemptive		5NT specific K asking	
5♠		8+		Preemptive			