DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		NALS	FARRUKH AND TEHSIN CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENINO	G LEADS STYLI	E		
SOUND OVERCALLS,		Lead		In Partner's Suit	CATEGORY:
JUMP RAISE = PREEMPTIVE	Suit	3/5		3/5 or Hi/low	NCBO: PAKISTAN
CUE BID = LIMIT OR BETTER, FORCING	NT	2/4 or M	U <b>D</b>	Low from Honor	PLAYERS: FARRUKH LIAQAT / TEHSIN
					GHEEWALA/HSAN ASKARI
NEW SUIT = 10+ HCP FORCING	Subseq				EVENT : OPEN TEAMS
	Other: UI	OCA carding and	Discards.		41
12/20 OZZDO GAZZ (enduth za po					OVORDAY GAN OLA DAY
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS	<b>T</b> 7 G •		N. N.	SYSTEM SUMMARY
2nd Position = 4M and 5+minor (9-15 HCP)	Lead	Vs. Suit	7. 4	Vs. NT	CENEDAL ARROGACILAND CENTE
4th Position = 12 – 15 ( system On by Responder )	Ace	AKxx, AI		AKxxx, AKx	GENERAL APPROACH AND STYLE
ReOpening = 18 – 19	King Oueen	KQ, AK,	xxxx, QJx	KQxxx, KQx AQJxx, QJxxx, QJx	2/1 GAME FORCE NATURAL 5 CARD MAJOR
	Jack		JTxx, JTxx,	JTxx, KJTxx, JTxx,	5533 OPENINGS
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		9x, QT9x, Tx	AT9x, KT9x, QT9x, Tx	SEMI FORCING NT OVER 1 MAJOR
	0	9xx, 9x	. 7x, Q17x, 1X	9xx 9x	1NT OVER 1 MINOR = 7-10 HCP
1-Suit : Natural, Responses - New suit = forcing 2-suit:- Weak 6+ 6-11	Hi-X	Xxx, Xx,		Xxx Xx	INTOVER I WIINOR – 7-10 HCF
2-suit:- Weak 6+ 6-11	Lo-X	AXX, AX,		AXX AX	
Reopen: Asks for stopper		IN ORDER OF	DDIODITY		-
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's L	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 – Direct Cue bid = Michaels		Attitude	Count	Lavinthol	2. Opening = strong, near GF - any suit(s) any shape
2 – Jump Cue Bid = Asks For Stopper	Suit 2		Suit Pref	Standard	$2 \bullet \text{ Opening} = \text{Weak } 6 + \text{$\psi/$} \qquad (3-8 \text{ HCP})$
2 Jump Cut Dia 115k5 1 01 Stopper		Suit Pref	Suit I I CI	Standard	2♥ Opening = Weak Major 6+ (8-11 HCP)
		Attitude	Count	Lavinthol	2 Opening = Weak Major 6+ (8-11 HCP)
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2		Suit Pref	Standard	3NT Opening = Gambling
Direct Seat = MULTI LANDY			SuitTiei	Standard	
		3 Suit Pref Signals (including Trumps): SMITH ECHO			Michaels Cue-bids
DBL = 4M/5m, 2♣ = Both Majors, 2♠ = Any one Major	_			10	Unusual 2NT
2♥/♠ = Major + minor, 2NT = Both minors	Trump Ec	ho = Ability to r	uff or 3 cards		-
Balancing Seat = NATURAL	_		DOUBLES		-
	_		DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	T DOUBLES (St	vle: Resnonses	Reonening)	
Take out doubles thru 4♥		O DBLS, NEW			<b>  </b>
4NT = T/O in any 2 suits	5501151	, C DDDS, I'L W	11,00		1
Jumps Over Weak 2 = Leaping Michaels (2 Lower suits)	1				1
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 & or 2 &	1				SPECIAL FORCING PASS SEQUENCES
1. DBL = MAJORS, 1NT = MINORS	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				WHEN GAME FORCE IS ESTABLISHED
24 DBL = MAJORS, 2NT = MINORS					
ET DEL MAUNO, ENT - MINORO	SUPPORT DBL, SUPPORT REDBL UPTO 2♥ NEG DBL UPTO 4♠				1
OVER OPPONENTS' TAKEOUT DOUBLE	REOPENING DBL				IMPORTANT NOTES
REDBL = 10+ HCP,	DOPI, ROPI				INV MINOR, BERGEN, REV DRURY, JAC 2NT
Rest we bid as if there was no double. New suit = F1	SOS REDBL OVER 1NT DBL				ATT MINOR DEROEM, REV DROWT, ONC ENT
2/1 of minor = non forcing. 2 below Major = Good Raise	SOS REDBL BY OPENER OVER 1C DBL				PSYCHICS: VERY RARE
g		, <b>23</b>			

	, AL	OF					
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.	Yes	3	4.	11 - 23 HCP	Inverted Min, 1X = F1, 1NT = 7-10. 2NT = 11-12	4th suit game forcing; Reverses forcing;	Jump Cue bid = Splinter
					2 Major = 9-11 HCP, 3♣ = Preempt	3 <sup>rd</sup> Suit = F1,	, ,
1♦		3	4♠	11 - 23 HCP	Inverted Min, $1X = F1$ , $1NT = 7-10$ . $2NT = 11-12$	4th suit game forcing; Reverses forcing;	Jump Cue bid = Splinter
					2 Major = 9-11 HCP, 3♦ = Preempt	$3^{rd}$ Suit = F1,	Jump Cue bid = Splinter, Drury
1♥		5	4♠	11 - 23 HCP	Forcing NT, Bergen, Jacoby 2NT, Splinters	Long Suit, Game try, Jump Shift = 14-16	2 = 4 cards 7-11, $2 = 3$ cards
					<b>3</b> ♥ = Preempt,	Gazilli if 24 rebid by opener	Jump Cue bid = Splinter, Drury
1♠		5	4♠	11 - 23 HCP	Forcing NT, Bergen, Jacoby 2NT, Splinters	Long Suit, Game try, Jump Shift = 14-16	2 = 4 cards 7-11, $2 = 3$ cards
INT				15 – 17, Can Have Singlton H	Stayman, Transfers, Smolen, 34=5-5 Minor Wk.	Over 2♣, 2NT = Both Maj, 3M = 5M Max	DBL = PENALTY
					$3 \spadesuit = 5-5 \text{ Min GF}, 3 \heartsuit / 3 \spadesuit = 31(45) / 13(45) \text{ GF}$		
2.	Yes	0	4♠	9 Tricks in any Suit OR	$2 \spadesuit = \text{Waiting}, 2 \heartsuit / \spadesuit = 5 + \text{card}, 2 \text{ of } 3 \text{ Top Honor}$	2NT = 22-23, 3NT = 24-25	
				22+ HCP Any Shape	$3 \clubsuit/ \spadesuit = 5 + 2 \text{ 0f top 3 Honours}$	Any Suit = 9 Playing Tricks	
2♦	Yes	0	4♠	6♥/♠ 3-8 HCP	2NT Asks Description	3♣ = Any good pre-empt,	3♦ asks = 3M by responder Nat
					3♣/♦ = 6+ Cards GF	3♦/♥ = Bad Preempt in ♥/♠ respectively	Responder Sets the Contract
2♥		6	4 🖍	6+♥ 8-11 HCP	2NT asks Description, New Suit = F 1	3♣ Min can have short, 3♦ Max no short	3♦ ask, Resp 3♥ No Shortness
					4 NT = RKCB 1430	3♥/♠ Max ♣/♦ short, 3NT Max OM short	3♠ short ♣, 3NT Short ♦
2 🏚		6	4♠	6+ <b>♦</b> 8-11 HCP	2NT asks Description, New Suit = F 1	4♣/♦ = 6M – 4minor	4 OM shortness
					4 NT = RKCB 1439		
2NT	1			20 - 21, Can Have Singlton H	Stayman, Transfers, 3♠= Puppet to 3NT	Super Acceptance	
					3NT=6+minor GF, 4♣= 6+♦ GF		
3♣		6		6+♣ 6 - 11 HCP	New Suit = F 1, 4 NT = RKCB	REBID = No Support, 1430	
3♦		6		6+♦ 6 - 11 HCP	New Suit = F 1, 4 NT = RKCB	REBID = No Support, 1430	
3♥		6		6+♥ 6 - 11 HCP	New Suit = F 1, 4 NT = RKCB	REBID = No Support, 1430	
3♠		6		6+♠ 6 - 11 HCP	New Suit = F 1, 4 NT = RKCB	REBID = No Support, 1430	
3NT	Yes			Solid Minor	<b>4♣</b> Pass or correct, <b>4♥/♠</b> = To Play		
<b>4♣</b>		7		7+♣ 6 - 11 HCP	4 NT = RKCB	1430	
4♦		7		7+♦ 6 - 11 HCP	4 NT = RKCB	1430	
4♥		7		7+♥ 6 - 11 HCP	4 NT = RKCB	1430	
4.		7		7+♠ 6 - 11 HCP	4 NT = RKCB	1430	
4NT	Yes			Specific Ace Ask	<b>5♣</b> = No A, Else Bid Cheapest Ace	5NT = AA, 6x = xA and one more high A	
5 <b>.</b>		8		8+4 6 - 13 HCP		HIGH LEVEL BIDDING	
5♦		8		8+♦ 6 - 13 HCP			
	<del>                                     </del>						