

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
8+ hcp 4/5+ cards, can be light in non vul and passed hand partner
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct:(15)16-18 balanced, in case of minor may not have stopper
Balancing: (11)12-14 may not have stopper
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak preemptive,
Reopen: Usually strong
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Single cue bid: Upper two suit, 2nt: lower two, 3C: high & low
Dbl cue bid: stopper asking
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Against 14-16/15-17/16-18 direct seat: Dbl: 5+m 4M, 2C: majors
2D:single suiter major, 2H/S: H/S+minor, 2nt: minors
Balancing seat: same
Against 8-12/12-14 direct and balancing seat: Dbl: penalty
2C:single suiter, 2D: majors, 2H/S:H/S+minor, 2nt: minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl: takeout, 2nt: 16-18, 3nt: to play
4C:C+ major, 4D : D+ major, 4nt: 2 places to play
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1C strong: transfer style(Dbl-D,1D-H,1H-S,1S-C) 1nt:single suiter, 2C: C+H, 2D: D+H, 2H:H+S,2S:S+m, 2nt: minors
Vs 2C strong: same as 1C strong
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-(X)- transfer style
1m-(X)-ignoring dbl

<b>LEADS AND SIGNALS</b>			
<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>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subsequence	Remaining count	Remaining count	
Other: Reverse Smith Echo in NT defense			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AKx/AKxx+	
King	AK/KQ+	KQJ+ KQ10+	
Queen	QJ+	QJ10+	
Jack	J10+ / KJ10+	J109+/KJ10+	
10	109+/10x/H109+	109+/10x/H109+	
9	9x/H98+	9x/H98+	
Hi-X	Even Count		
Lo-X	Odd Count		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude, high enc	Count	No interest in discarded suit. High card indicates higher suit, low card indicates lower suit
Suit 2	Count, standard	Suit preference	
3	Suit preference		
1	Attitude, high enc	Reverse Smith echo	No interest in discarded suit. High card indicates higher suit, low card indicates lower suit
NT 2	Count, standard	Count	
3	Suit preference		
<b>Signals (including Trumps):</b>			
Trump echo shows higher suit interest or ruffing somewhere			
Standard carding, lavinthal discard			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
12+ hcp usually 11 cards in other 3 suit, can be light if partner is passed hand			
Reopening Dbl can be light in case of trap pass with off shape			
Balancing dbl is 9+ hcp			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support Dbl upto 2H, Lead directing Dbls, Responsive dbl,			
Lightner dbl against slam contract asking for unusual lead			
Dbl against bergen raises is take out in bid major by opponent			
Rdbls usually penalty oriented, sometimes lead directing			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: Green</b>
<b>Team: Maximus</b>
<b>PLAYERS: Arifur Rahman/Syed Salman Saeed/Bishwajit Saha</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card Major with Gazzili, 4+card D, 2/1 Game Forcing
2D: Weak in any major
2H/2S: 5H/S with 5 card unknown minor
1nt: (14)15-17 hcp may have Singleton A/K
2nt: 20-21 hcp may have Singleton A/K
2C: 22+ hcp any or Game Forcing hand
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D: Weak in any major
Opening 3nt: Gambling solid 7 card minor , no outside A/K
<b>SPECIAL FORCING PASS SEQUENCES</b>
After GF sequence and opponent sacrificing pass is forcing
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU								
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING				
1♣		2	4H	12-21 hcp, if 18-19 bal D may be longer than C	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 up the line stopper showing	Natural progression				
1♦		4	4H	12-21 hcp, if 18-19 bal 5 card D is confirmed	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 up the line stopper showing	Natural progression				
1♥		5	4H	12-21 hcp	1H-1S nat, 1nt:semi forcing, 2C: GF 0+C, 2D: GF 5+D, 2H: 8-10 3 H, 2S mini spl (8-10), 2nt: 10-12 bal 4+H, 3C/3D: MR 7-9 hcp, 3H: preemptive, 3S: void splinter, 3nt/4C/4D: Splinter, 4H: preemptive	Relay asking for shape, high to low Gazzili for 1H-1S & 1H-1NT	Natural progression 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: 8-10 3S, 2nt:mini splinter(8-10), 3C/3D: MR 7-9 hcp, 3H: 10-12 4+S bal, 3S: void splinter, 3nt/4C/4D: Splinter, 4H: preemptive	Relay asking for shape, high to low Gazzili for 1S-1NT	Natural progression Reverse Drury				
INT				15-17 may have singleton A/K	Stayman, all suit transfer, 1nt-3C:4351/3451,3D:4315/3415,3H:3145/3154,3S:1345/1354, 4C/4D:H/S transfer, 4H/S to play	System on	Lebensohl				
2♣	y	0	4H	22+ hcp or any GF	2C-2D:promises 2Q or better, 2H: negative, 2S/2nt/3C/3D: S/H/C/D with top 2 of 3	After rebid 2nt, puppet stayman, transfer, rest natural.	Dbl weak, pass strong, nat take out				
2♦	Y	5+	4H	Weak in a major 4-10 hcp	2D-2H/2S/3H/3S:p/c,2nt asking strength,4C:transfer major	2D-2nt-3C:good preempt(3D relay),3D/3H(transfer bad hand),3nt(solid M)	Dbl penalty				
2♥		5	3S	5H+any minor 4-10 hcp	3C/4C/5C: pass or correct, 2nt asking for minor GF 4H to play	Natural progression	Dbl penalty				
2♠		5	3H	5S+any minor 4-10 hcp	3C/4C/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	Puppet stayman,transfer,minor stayman,	Natural progression	Natural progression				
3♣		6+		Preemptive 6/7+ cards , dbl is penalty after opponents intervention							
3♦		6+									
3♥		6+									
3♠		6+									
3NT	y	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							
4♣				To play preemptive							
4♦		7+									
4♥		7+									
4♠		7+									
4NT				To play preemptive							
5♣		8+						<b>HIGH LEVEL BIDDING</b>			
5♦		8+						DOPI, ROPI, DEPO, EKC			
5♥		8+									
5♠		8+									