

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	
General style: 8 HCP (good suit) to 17 HCP	
Usually 5 cards / rare 4 cards	
Responses: 1/1 and 2/2: (forcing 1); 1/2 No forcing	
Jump Raise = Preemptive	
Cue-Bid = 11+HCP Forcing raise or no	
New Suit jump = Forcing - fit	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
2nd position: 15-17 Bal	
Responses: bid as 1NT opening (if over opening Minor)	
Over 1M - 1NT: transfer impossible is Stayman	
4 th position: 9-14 Bal	
Responses: bid as 1NT overcall 2 nd position	
JUMP OVERCALLS (Style: Responses; Unusual NT)	
1. Suit: Natural. Weak. (5-7 cards)	
2. Suit: 1♠ - 2♠ = two suiter Major 5-5 Michaels (Note 4)	
1m - 2NT = 2 suiter ♠ and other m; 1M - 2NT = 2suiter minor	
Reopen: 1X - pass - pass - 2NT = 17-19 Bal; 2M = Weak 5 cards 12	
DIRECT & JUMP CUE BIDS (Style: Response; Reopen)	
1♠-2♠ = Natural	
1♠-2♠ = 2suiter Major	
1M-2M = 5-5 other M + m	
VS. NT (vs. Strong/Weak; Reopening; PH)	
• VS strong: DBL = solid suit minor (Penalty)	
2♠ = Landy (note) : 2♦ = (suit Major); 2♥♠ = (suit + 1 suit minor); 2 NT = (2suits minor) DBL = one suit minor	
• VS weak: DBL = 9-10 pts	
2♠ = Landy (note) : 2♦ = (suit Major); 2♥♠ = (suit + 1 suit minor); 2 NT = (2suits minor) DBL = one suit minor	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
VS Weak 2: 2NT = Nat 15-18 Bal; 4♠/♦ = 2 suiter ♠/♦ and other M	
VS 3 minor: 4♦ = 2 suiter M; VS 3♠: 2 suiter ♦ and ♥	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
NT	3 rd / 5 th	3 rd / 5 th	
Subseq	4 th	3 rd / 5 th	
Other:	(2 nd from 4 small cards)		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Axx(+)	AKx(+)	
King	AQ, KQ109x; KQx(+)	AKJ10(x); KQ109(+); KQJ(+)	
Queen	QJ, QJx(x); KQ	QJ, QJx(+); AQJx(+); DJ98	
Jack	J10; J1098; KJ10(x+)	J10; J10x(+); KJ10x(+); AJ10x(+)	
10	109; 109x(+); H109x(+); 10x	109; 109x(+); H109x(+); 10x	
9	9x; 98x(+)	9x; 98x(+)	
Hi-X	Sx; Sxx	Sx; Sxx; Sxx	
Lo-X	HxS; HxSx(+); Sxx(+)	HxS; HxSx(+); Sxx(+)	
SIGNALS IN ORDER OF PRIORITY			
Partner's Lead	Declarer's Lead	Discarding	
1 Hi/lo = encouraging	same	"S/P"	
Suit 2 Hi = enc and Count			
3 "S/P"			
1 Hi/lo = encouraging	Smith signal	Levinthal	
NT 2 Count (if possible)			
3			
Signals (including Trumps):			
Smith signal: Levinthal: Echo in trump suit shows ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style: Responses; Reopening)			
11-15 HCP with classic shape			
16+ All Distribution			
Responses: 8-11 = Jump; 11+ HCP = Cuebid			
Over opening Weak 2: 8+ = 2NT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO:	
PLAYERS: Dima Mohammed and Belkouch Abdellatif	
COUNTRY: Morocco	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-card Majors (French Standard)	
Longer Minor - 1D (5 cards) 1C (min 2 cards)	
1NT Opening: 15 - 17 Bal (16.5- cards Major) position	
2 over 1 response: 10+ HCP Forcing 1 Round	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♠ Opening = Strong forcing to game	
2♦ Opening = Multi, Weak Major 6 cards, bal ??-23.	
strong in minor	
2♥ Opening = strong H or : two suits (H and other) 8-11 pts	
2♠ Opening = strong S or : two suits (S and minor) 8-11 pts	
3NT Opening = Gambling	
Lebensohl after 2-level overcall of 1NT (Note 2)	
Negative Doubles to 4♦	
Overcalls:	
-vs 1NT: 2♦ : suit major (5 cards min)	
2♠ : two suits major (Landy : (Note 3)); 2♥: H + one su minor; 2♠: S+ one suit min; 2NT: two suits minors	
DBL: suit minor	
- Michaels Cue-bids (Note 4)	
SPECIAL FORCING PASS SEQUENCES	
1x - 2y - Pass	

OVER OPPONENTS' TAKEOUT DOUBLE

- After pass: RDBL is Drury
- Jump in suit opening = Weak

IMPORTANT NOTES

Jump Cue Bid by Opener = Splinter raise
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♠		2	4♦	11 - 21 HCP	Single raise weaker than double raise jump Majors (1♠ - 2M): weak; 1♦ = 4H min; 1♥ = 4S min; 1♠ = trans for NT, 1NT = weak 5D; 2♠ = 11pts + 5D Single raise weaker than double raise jump Majors (1♦ - 2M): weak,	4th suit forcing Third suit = 1 Round Force	
1♦		5	4♦	11 - 21 HCP		4th suit forcing Third suit = 1 Round Force	
1♥		5	4♦	11 - 21 HCP	1NT not forcing, 5+ points. Raises = limit. 2NT = FG (15-17 raise or no) (Note 1) 1NT not forcing, 5+ points. Raises = limit. 2NT = FG (15-17 raise or no) (Note 1)	Raises = limit. Re-raise = Pre-emptive General principles as above Raises = limit. Re-raise = Pre-emptive General principles as above	
1♠		5	4♦	11 - 21 HCP	Stayman (2C); Puppet Stayman (3C FG) Transfert (note 7)	Over Stayman: rebids are Major Invitational, minor forcing	
INT		Bal		15-17			
2♣	✗	-	-	Strong Forcing Game	Responses to aces (Note 5)	natural	natural
2♦	✗	-	-	Multi: weak Major or strong minor, or Bal 22-23	2NT asks for feature if maximum	natural	natural
2♥		5	-	Strong H or 2 suits H and other 8 to 11 points	New suit forcing	3X = max (9-11) K or As in X 4X = singleton; 3NT = AKQxxx	natural
2♠		5		Strong S or 2 suits S and minor 8 to 11 points	New suit forcing	3X = max (9-11) K or As in X 4X = singleton; 3NT = AKQxxx	natural
2NT		Bal		20-21 balanced 5 major possible	Puppet Stayman (Note 7)	3M = 5 cards M 3♦ = no 5 cards M; possibility: one or two Majors (4 cards) 2NT - 3♦ > ♦ = 5♦ + 4♥ 2NT - 4♦ > ♦ = 5♦ + 4♥	Natural DBL = penalties
3♣		6		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions: light	New suit forcing		
3♦		6		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions: light	New suit forcing		
3♥		7		Pre-emptive	New suit forcing		
3♠		7		Pre-emptive	New suit forcing		
3NT		7		Gambling (solid suit minor)			
4♣		7		Pre-emptive (light)			
4♦		7		Pre-emptive (light)			
4♥		8		Pre-emptive (light)			
4♠		8		Pre-emptive (light)			
5X		8		Pre-emptive (light)			

HIGH LEVEL BIDDING

Five - Ace Blackwood : RKC (Note 6)

Splinters

Cue Bids and Control

CATEGORY: Green
NCBO: Open- 2008 World Mind Sport Games, Beijing-China
PLAYERS: Dinia Mohammed -Abdellatif BELKOUCH
COUNTRY: Morocco

SUPPLEMENTARY SHEET

Note 1: Bergen:

1♥/1♠ pass 3♣ = 11-14 Raise 3 cards

1♥/1♠ pass 3♦ = 11-14 Raise 4 cards

1♥/1♠ pass 3NT = 12-14 Bal 4 cards

1♥/1♠ pass 2NT = 15-17 bal Raise or no

Note 2: Lebensohl:

2NT forces 3♣. Responder may now pass or make a minimum bid in a suit, NF

2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

1NT	(2x)	2NT	(p)
3♣	(p)	3x	= stayman GF No Stopper
1NT	2x	3x	= stayman GF with Stopper

Note 3: Landy:

vs No Trump:

2♣ shows at least four cards in each major suit = Landy

1NT - 2♣ - ?

2♦ = relay to play the better major

2NT = strong inquiry (cue-bid!)

~~1NT - 2♦/♥/♠ or 3♠ = Transfert~~
~~1NT pass pass 2X = Natural~~

Note 4: Michaels Cue Bids:

1♠ - 2♦)

1♦ - 2♦) Both Majors 5(+)/5(+)

1♥ - 2♥ = 5♠ + 5 minor

1♠ - 2♠ = 5♥ + 5 minor

1m - 2NT = 5♥ + 5 other minor

1M - 2NT = Both Minors 5(+)/5(+)

Note 5: Responses after 2♣ Opening

2♦ = 0 Ace and <8 pts

2♥ = 1 Ace

2♠ = 2 Ace

3x = 6 cards with out ace or 2 Kings

2NT = 8+ or 2 King;

3NT = 2 Aces + a void

Note 6: R K C B

(4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses:

- 5♣ = 3 or 0
- 5♦ = 4 or 1
- 5♥ = 2
- 5♠ = 2 + Queen of Trumps
- 5NT = 2 + a void
- 6X = 1 + a void

Note 7: Responses to 1NT and 2NT Opening

a) Stayman

1NT - 2♣:

- 2♦ = No Major
- 2♥ = 4♥
- 2♠ = 4♠

1NT - 2♠

- 2♦ - 4♠ = 4♠ + 6♥

1NT - 2♣

- 2♦ - 4♦ = 4♥ + 6♠

b) Puppet Stayman

2NT - 3♣:

- 3M = 5 cards M
- 3♦ = no 5 cards M ; possibility : one or two Majors (4 cards)

b) Transfers

1NT -

- 2♦ = 5+ ♥
- 2♥ = 5+ ♠
- 2♠ = 5+ ♣
- 2NT = Not
- 3♣ = ~~5+♦~~

*TRANSFER ♦ or natural.
puppet stayman FG*

2NT -

- 3NT = 5♠ + 4♥; or 4♠ + 4♥
- 4♦ = 5♥ + 5♠

Same

c) Subsequent Bids:

1NT - 2♣

- 2♦ - 3♥ = 4♥ + 5♠
- or 3♠ = 4♠ + 5♥

1NT 2♣

- 2any 3♣ = forcing