

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General Style = Sound
Reponses : Jump Raise = Preemptive
Cue – Bid = Forcing raise
New Suit = Forcing – Jump shift = fit
In Balancing Position : Same
Take out double: Can be light / Shaped.
Responses: Natural. Cue Bid = Forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position = 16 - 18
Responses :Bid as INT opening
4 th Position = 10 - 12
JUMP OVERCALLS (Style; Responses; Unusual NT)
1 – Suit : Natural
Response – New suit = Forcing
2 – suit : 1C – 2D = 5H / 5S
Reopen: Cue bid = any good two suiter. 2NT = 19 - 21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue bid = Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
Capelitti
2C = one Major suit
2D = landy
2H / S = bic H / S and any
2NT bic minors
Double = One Minor Suit
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out doubles thru 4H
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
New suit forcing at 1 – level
Jump Shift non forcing
Double jump = Splinter / 2NT = limit raise or better

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit		3 rd / 5 th	
NT	4 th 3 rd / 5 th		
Subseq			
Other:	2 nd from 4 small		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Axxx(+)	AK; AKx (+)	
King	KQ; AK; KQ109x	KQ; AKJ10(x)	
Queen	QJ; QJx(x)(+)	AQJx(+); KQx(+)	
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+)	
10	109; 109x(+)	H109x(+); 10x	
9	9x; 98x(+)	98x(+)	
Hi-X	Sx; xxS	Sx; Sxx; xSxx	
Lo-X	HxS; HxSx(+); xSxx(+)	HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi / Lo = E Same	Same	Same
Suit 2	Hi = encouraging		
3	S / P		
1	Hi / Lo = E Same	Same	Same
NT 2	Hi = encouraging		
3	S / P		
Signals (including Trumps):			
Echo in trump suit shows ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape			
Cue = F until a suit is bid twice			
New suit = FI			
Reopen : same as above			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Dbl : After T / O Dble thru 4 H; after O/call			
Repeat same suit dble by Neg doubler = Take Out			
Over minor Michaels : Major = stopper			
Over Major Michaels: cue bid in opponents' major = limit raise			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:
PLAYERS: Andre O'Hana / Khalil BENSOUDA
EVENT (Open/Women/Senior/Transnational)
Zonal Africain 2021
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 – card Majors
Longer Minor – 1C if 3.3
Limit jump raises over majors
1NT response = semi forcing
1NT Opening 15 - 17
2NT Opening 20 - 21
2 over one game forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C Opening = strong , near Game Force – any suit,(s) any shape
2D Opening = multi = Weak Major,22/23 balanced, or strong in minor
2H/2S Opening weak bicolors
3NT Opening = Gambling
Michaels Cue - bids
Rubenshol after 2 – level overcall of NT
Negative Doubles to 3S
SPECIAL FORCING PASS SEQUENCES
Double jump in new suit = Splinter if minor over major
Jump Cue Bid by Opener = Splinter raise
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	11 – 21 HCP	Single raise weaker than double raise 2H = 5S and 4 H 8points 2D = 5+ C 10/12 HCP	4 th suit forcing game.Reserves by opener forcing. By responder = Game forcing Third suit = 1 Round Force	Jump Cue bid over overcall = splinter.Cue bid for overcall = asks for a stopper. Jump shift pre-emptive over overcalls
1♦		3	3S	11 – 21 HCP	Single raise weaker than double raise 2H = 5S and 4 H 8 points 3C = 5+ D 10/12 HCP	4 th suit forcing game.Reserves by opener forcing. By responder = Game forcing Third suit = 1 Round Force	Jump Cue bid over overcall = splinter.Cue bid for overcall = asks for a stopper. Jump shift pre-emptive over overcalls
1♥		5	3S	11 -21 HCP	1NT Semi Forcing. Bergen	Raises = limit. Re-raise = Preemptive	Cue Bid over Comp = Strong Raise
1♠		5	3S	11 – 21 HCP	As for 1H.	1S – 2C ; 2S – 3S = chelem	As for 1H
INT				15 – 17 Balanced	Stayman 4 Responses.4C = Bicolore minors. 4D = bicolore Major. 2NT = bicolore minors	Over Stayman : rebids are Major invitational,minor forcing	Dble at 3 – level shows values Dble at 2 – level is T/O
2♣			3S	Artificial strong.Near Game Force, any suit(s),any shape	Natural,positive requires good suit. 2D = neutral	Cheaper minor = second negative thru 3D	Natural
2♦				Multi : weak in Major.22/23 balanced.Strong in minor	2H / 2S Pass or Rectifie. 2NT forcing	After 2NT : 3C = weak in H. 3D = weak in S 3H = max in S. 3S = max in H. 3NT = 22/23	
2♥		5		Bic H and any 6 – 10 HCP	2NT = Asking for minor.3C = pass or corrige		Natural
2♠		5		Bic S and any 6 – 10 HCP	2NT = Asking for minor.3C = pass or corrige		Natural
2NT				20 – 21 Balanced	Stayman. Jacoby	4C = Transfert to D. 4D = 5/5 Majors. Game force	Natural Dble = Penalties
3♣		7		Pre-emptive	New Suit Forcing		
3♦		7		Pre-emptive	New Suit Forcing		
3♥		7		Pre-emptive	3S = Natural. Minors = cue bid		
3♠		7		Pre-emptive	4H = natural. Minors = cue bid		
3NT		7		Gambling	natural		
4♣		8		Pre-emptive	Natural		
4♦		8		Pre-emptive	Natural		
4♥		8		Pre-emptive	Natural		
4♠		8					
4NT				Blackwood	5 Keys. 41/30		

						HIGH LEVEL BIDDING
5♣						
5♦						
5♥						
5♠						