

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Natural - new suit Forcing 1 round - jump shift fit & good suit
Jump cue-bid splinter - 2 NT bad raise - jump raise fit + limit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 16-18 HCP, responses Stayman & transfers
4 th 10-15 HCP GREEN VUL , 13-15 HCP RED VUL , range Enquiry Stayman & Transfers
JUMP OVERCALLS (Style; Responses; Unusual NT)
1♣/♦ 2♦ = majors 1 any minor 2NT = lowest 2 suits
1♥ 2♥ = ♠ and any minor 2NT = minors
1♠ 2♠ = ♥ + any minor 1♠ 2 NT = minors
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1 Any 3 Same = Asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 1 suited hand (strong if ♠) 2♣ = ♣ + any
2♦ = ♦ + major 2♥ = ♥ + ♠
2♠ = ♠ 2NT = both minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O, Natural NOTRUMP bids, leaping Michael's
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
1 over 1 forcing, 2 over 1 non-forcing
Redouble 10+ HCP

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	4 th best	4 th best
NT	4 th best	4 th best
Subseq		
Other:		
LEADS		
Lead	Vs. Suit	
Ace	AKx	AKx
King	KQx or AK bare	KQJx or KQ10x
Queen	QJx	QJ10x or KQx
Jack	J10x or Jx	J10x or Jx
10	109x or KJ10x	109x or A or K J10x
9	9 top of nothing or seq	9 seq or top of nothing
Hi-X	Doubleton	Doubleton
Lo-X	MUD-LEAD	MUD-LEAD
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Discarding
1	Count	Reverse smith echo
Suit 2	Attitude	Count
3		
1	Count	Smith echo
NT 2	Attitude	Count
3		
Signals (including Trumps):		
Odd / Even discard		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
3 other suites or 17+ HCP any Distribution		
Responses natural, only cue bidding is forcing		
Reopening: double either 3 other suites or 13+ HCP		
Responses natural, only cue bidding is forcing		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Responsive DBL ,		
Lightner DOUBLES		

W B F CONVENTION CARD
CATEGORY
NCBO:
PLAYERS: HANY DAGHER EGY&500008
RITA GHOSN
EVENT all events
SYSTEM SUMMARY
2 Over 1 Game Forcing
Major by 5, ♦ by 4+, ♣ by 2+
Inverted minor Game Forcing, 2♣ Strong
2♦=22/23 balanced or weak any major
2♥/2♠ = 2 suited M+m
1 NT forcing
1 NT (good 14) 15/17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Game Forcing
2♦=22/23 balanced or weak any major
2♥/2♠ = 2 suited M+m
3NT Solid minor
4♣/♦ namyats
SPECIAL FORCING PASS SEQUENCES
According to Vulnerability, PASS could be forcing at high level
IMPORTANT NOTES
Frequent light opening in 3rd seat according to Vulnerability
3 rd seat pre-empts are often weak
PSYCHICS: Rare but Possible / Aggressive Style

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		2	4♥	Natural 10-21	Inverted minor G.F , 3 weak	1♣ - 2♣ - 2♦, 16+ HCP asking for value		
1♦		4	4♥	Natural 10-21	Inverted minor G.F , 3 weak	1♦ - 2♦ - 3♣, 16+ HCP asking for value		
1♥		5		Natural 10-21	1NT F1R, 2NT Jacoby, Bergen raises	1♥-1NT-2NT =18 any distribution Not 5\5	Drury 3 card fit 4♣\4♦ fit show	
1♠		5	4♥	Natural 10-21	1NT F1R, 2NT Jacoby, Bergen raises		Drury 3 card fit 4♣\4♦ fit show	
INT			4♥	Ex (14) 15-17 HCP	2♣ Stayman, Smolen, garbage Stayman, Texas Xfer	range Enquiry		
2♣			7♥	Game forcing	2♦ = relay	After intervention Pass forcing X bad hand If Double Pass forcing XX bad hand		
2♦			6♥	Strong 22/23 balanced or weak any major	2h /sp pass or correct 2NT asking about suit and strength			
2♥		5♥+		5♥+ minor 5-11 HCP	2NT = asking for strength and other minor			
2♠		5♠+		5♠ +minor 5-11 HCP	2NT = asking for strength and other minor			
2NT				(19) 20-21 HCP	3♣ Puppet Stayman, 3♦\♥ transfer, 3♠ = minor or both	Smolen		
3♣		6+		Pre-empt				
3♦		6+		Pre-empt				
3♥		6+		Pre-empt				
3♠		6+		Pre-empt				
3NT								
	√	7+		Solid minor	4♣,4♦,5♣,5♦ = Pass or Correct			
4♣	√			NAMYATS	4NT ask p to cue-bid the outside ace			
4♦	√			NAMYATS	4NT ask p to cue-bid the outside ace			
4♥		7+		Pre-empt				
4♠		7+		Pre-empt				
4NT	√			Pick minor game value				
5♣		8+		Pre-empt				
5♦		8+		Pre-empt				
5♥		8+		Pre-empt				
5♠		8+		Pre-empt				
5NT	√			Pick minor slam value				
HIGH LEVEL BIDDING								
							RKCB:1/4 – 0/3, 5NT = 0-2-4 + void, 6♣ = 1-3-5+ void	
							JOSEPHINE, DOPI ROPI same RKCB answers	