DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				GNALS		
OVERCALLS (Style, Responses: 2/1 Level; Reopening)	OPENING LEADS STYLE						
-Take out double – One suiter – 1NT = 16-18H			Lead	d	In Pa	artner's Suit	♣ ■♠ ♦
Responses: 2 over 1: Forcing one over the Pass of J3	Suit	Н	Ix x x, x x x	x, E/O.	E/O.		WBF CONVENTION CARD
2 over 2: Forcing. 3 over 1: Fit 4 th + new suit 5 th .	N.T.	4	th best.		E/O, exc	ept ♣: 4 th best.	
-Level 3 = Weak. Cue = 11H + Fit. Direct raise = Preempt.	Subseq.	C	Count		,	•	Category: Natural -Green
-2 suiter: Responses: new suit: Nat forcing one.	Other: Vs. suit AKx(x)x						NCBO: Morocco
1NT OVERCALL (2 nd , 4 th Live; Responses, Reopening)	Other: Vs. slam in NT: E/O 2 nd of xxxx.						Event: Mixed 2025
2 nd 16/18H Responses:: Over one minor: Stayman + Transfer.				EADS			Players : Lahlou Fatim – Tazi Abderrahim
Over one Major: Transfer + impossible Transfer = Stayman	Lead		Vs; Sui	t		Vs. NT	SYSTEM SUMMARY
4 th 9/13H Responses: Idem	Ace	AKxx			A & Q: High Encour.		GENERAL APPROACH AND STYLE
	King	AK, I	KQx, Kx,	,	K: Cou	nt & Unblock	French Standard: 5 card Majors, 44 minors: the best; .33: 1.
	Queen		, , ,		$\mathbf{Q}\mathbf{J}(\mathbf{x}), \mathbf{K}\mathbf{Q}\mathbf{x}, \mathbf{Q}\mathbf{J}10$		Drury (Reverse) Repeat the Major = Less than opening.
JUMP OVERCALLS (Style, Responses, Unusual NT)	Jack				J10, KJ10, AJ10(x)		• • • • • • • • • • • • • • • • • • • •
1♥♠/3♣: ♦ + other major: Michael's Cue-bid.	10		H109(x)+, 109+, 10x.				(P) (P) 1 (P) 2 (P) 2 = Opening
Unusual 2NT: 2 lowest suiters.	9	9, 9x, H98+,		9 8x, H9		Vs. NT = Rubenshol.	
-Others at 3 rd , 4 th Level = Preempt.	Hi-x				\mathbf{x} x, \mathbf{x} xx, \mathbf{x} xxx(x)(x),		3 rd & 4 th Suit forcing.
Reopen:					Hxxx(x), Hxx		Roudi: Check back Stayman
DIRECT&JUMP CUE BIDS (Style, Responses Reopening)			S IN OR				3 rd seat can be very light.
1♥/2♥: 2 suiters ♠/♣. Responses: Cue bid = Strong.		Partne	er's lead	Declare	er's lead	Discarding	1♠ 1NT semi-Forcing , 2/1 GF
1♠/2♠: 2 suiters ♥ /♣. Direct raise to play.	Suit: 1st	E/O, 2	Xx: Enc	E/O, Xx	: Enc.	High Encour.	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Jump Cue at 3 rd level = Ask for stopper.	2 nd	E/O.		E/O.		E/O, X x: E.	
VS NT (Strong/Weak, Reopening, Responses)	3 rd	E/O.		E/O.		E/O.	
Overcall: Good opening (in bal.pos. Weak)	N.T : 1 st	E/O.		E/O, Xx	: Enc.		
X = 4 in Major, minor suit 5 th , Positive hand,	2 nd	E/O.		E/O, Xx	: Enc.		
2NT= Two minors 5/5	3 rd	E/O.					
2 ♣= Landy. Majors 5/5 or 5/4.	OTHER SIGNALS (including trumps): Smith						
2♦ = One Major 6 th (Like 2 ♦ multi).	Reverse cour						
$2 \checkmark A = 2 \checkmark A = 5/5 \text{ or } 5/4. \text{ Major } 5^{th} + \text{minor} \checkmark \text{ or} \checkmark.$	Vs. NT: Ace & Queen: High Encouraging.						
In Level 3: Idem	Over Partner's singleton: Suit Preference.						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
VS. PREEMTS (Doubles, Cue-bid, Jumps, NT)	DOUBLES						Psychics : Seldom
X = Take out. vs. 4 : X = Penalty possible, 4NT = 2 suiters.	TAKE-OUT DOUBLE						
$(2 \checkmark \spadesuit) 3 \checkmark \spadesuit = 2 \text{ minors } 55 (2 \checkmark \spadesuit) 4 \clubsuit \diamondsuit 55 \clubsuit \diamondsuit + \text{ other Major.}$	STYLE: can be light if shaped.						
(2♥♠)2NT = 16-19H. (13/16H in bal.pos) Stayman. Transfers							
VS. ARTIFICIAL STRONG OPENINGS-i. e. 14 or 24	IN BAL.POS. 8H & +. Responses: Idem						
(2*) X = Suit *.						DOUBLES	
$(2 \bullet) X = \text{Suit} \bullet.$	Over control						
OVER OPPONENTS' TAKE OUT DOUBLE	Over Stayman X: XX with pretty long suit .						
XX= 9H & +, and 2 other suiters 4 ^{ths} .	Over Transfer X: XX fit, with no interest to play the hand.						
New suit = 7H et +.			-9 .7 - 0	- 1	P-	<i>y</i>	
Raises: 5H & +, Truscott in Maj. Reverse Truscott in minors.							
realbob. 511 & 1, 11uboott in maj. rectorse 11uboott in iniiois.							

					OPENING DESCRIPTION		
1 &		Min. N° of cards	Neg. Double	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION (Modification over competition)	AFTER PASS
1.				BAL 12-14H. 1 with 33 minors.	 • 2♥or 2♠: = 5/5 Majors • 3♠: Preempt Fit 5 th • 2♦: 11DH. Fit 4th or 5 th 	➤ After 1NT: ➤ X = 9H +. ➤ After 1NT: Landik=less than 8H	
1 •		3 Thru J		Judgment with 44 minors.	: ▶ 1♥♠: 4 th or +. : ▶ 1NT: 6-10H		▶ 1 ♦ 1NT: 6-10H. ▶ 1 ♦ 2NT: 11HL.
1 •				See 1♣.	: ▶ 2♥ or 2♠ =5/5 Majors : ▶ 3♣: 11DH. Fit 4 th ▶ 3♦: Preempt Fit	Over 1♦: ▶ Idem see 1♣.	
1♥		5 Thr		May be 4-card suit 3 rd & 4 th .(for lead)	: ▶1NT: Semi-Forcing.	Over 1♥: After X ▶ 2♣: natural Weak	1 ♥♠ 1NT: 5/ 11H.
1♥					 : ▶ 2♥: 5-10DH. ▶ 3♥: Preempt Fit 4th : ▶ 3♣ Fit 4th > 11DH, 3♦ Fit 4th 11DH : ▶ 4♥: Preempt 	 Truscott: 2NT:11dh Fit 4th. Super Truscott: 3NT:12H Fit 4th. 2♥: Preempt fit: 3rdor 4th. 	 ▶ 2♣ Drury, ▶ 2NT: 5/5 minors. ▶ Jump new suit: 5th + fit 4th 11 HI
1 ♥ 1♠		5	Thru 4 min.	May be 4-card suit 3 rd & 4 th .(for lead)	: ▶2NT: 15-17H BAL. fit: 3 rd or 4 th . : ▶3NT: 12-14H BAL. fit: 4 th .	Over 1♠: After X ▶ 2♣, 2♦: natural Weak	
1 A			-	15 15 1	: Idem see: 1.	: ▶ Idem see 1♥.	: ▶ Idem see 1♥.
1NT		BAL.	Thru 3♠	15-17H	: > Stayman 3 réponses + Transfers		
1NT		DAL.	3010	May be very good 14H.	: > 2 \Lambigus or Tf \Lambigus or ask force.	Opener weak: ▶ 2NT. Strong: ▶ 3♣.	
1NT				May have 5M or 6m.	: ▶3♣: Transfer ◆	Responder after Transfer Maj: ▶ 2NT* GF	
1NT	37	C.		May have Splinter K.	: > 2NT : 5/5 or 5/4 minors.	Rubenshol	
2♣	X	Strong		22-23H BAL may have 5 th Maj.	: ▶ 2♦: Relay.	Over 2NT: Idem see 2NT	
2 ♦	X	Forcing game.		24H et + BAL. 24DH et +, One or Two suiters.	: ▶ 2♥ = Neg Relay: ▶ 2♠: 1 Ace Maj. : ▶ 2NT: 8H + or 2 Kings (no void).	Over 2NT: Idem see 2NT	
2♥		guine		Any shape.	: ▶3♣♦: Ace♣♦: ▶3♥♠: KQxxxxx. : ▶3NT: 2 Aces.		
2♥		6		Preempt 6-10H:	: ▶ 2NT = Try bid 14-16H, or 21H et + : ▶ 2♠: Forcing 3♣/3♦: Not Forcing		May be 5/4minors.
2♠		6		Preempt 6-10H:	: ▶ Idem see: 2♥.		
2NT		BAL.		20-21H, (May have 5M or 6m.).	Stayman, Transfer correction with fit	Rubenshol	
3♣♦		7		6-10H. Good suit in 1 ^{er} & 2 nd pos.			
3♥♠		7		6-10H Preempt (no 2 Aces).			Suit 6/4 : défensive.
3NT	X	8		Preempt. One suit minor	: ▶ 4♣ (weak) Pass or Correct 4♦		
4NT	X	6/6or 6/5		minors minimum 6/6 or 6/5	: ▶5♣ (weak) Pass or Correct 5♦		
5♣♦		9 ou 8/4		Preempt.			