

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
8- 15 HCP	
5+ good suit	
Jump CUE = FIT + SPL	
<b>INT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	
2 <sup>nd</sup> = NAT ( 15 – 18 ) , System on	
4 <sup>th</sup> = BAL , 11 - 14	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Weak	
2NT = Egyptian Micheals	
Reopen: BAL	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Egyptian Micheals	
1X - 2X = 2 highest unbid suits	
1X – 3♣ = 2 lowest unbid suits	
1X – 2NT = highest & lowest unbid suits	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
Cappilitti in 2 <sup>nd</sup>	
NAT in 4 <sup>th</sup> Except 2♣ Majors	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
T/O DBLS	
Optional DBLS	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
NAT O/C	
NAT T/O DBLS	
<b>OVER OPPONENTS' TAKEDOUT DOUBLE</b>	
Suits bid = NAT , NF	
RDBL = ONLY FORCE	
Bergin raises apply , all supports bids = PRE	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup>	4 <sup>th</sup>	
NT	4 <sup>th</sup>	4 <sup>th</sup>	
Subseq			
Other: Mud or 2 <sup>nd</sup> best in bad suits			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x) , Axxx . A	AK(x) , Axxx . A	
King	AK , KQ(x) , Kx , K	KQ10(x) , Kx , AK	
Queen	QK , OJ10x , QJ9, Qx	QJ10(x) , QJ9(x)	
Jack	J109x, Jx , J , JQ	J109x, Jx , J108x	
10	HJ10(x) , 109xx , 10x	HJ10(x) , 109xx , 10x	
9	H109(x) , 98x)x) , 9x	H109(x) , 98x)x) , 9x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	UDCA	UDCA	UDCA
Suit 2	UDCA	UDCA	UDCA
3	UDCA	UDCA	UDCA
1			
NT 2			
3			
Signals (including Trumps): Attitude / Smith			
UDCA			
DOUBLES			
TAKEDOUT DOUBLES (Style; Responses; Reopening)			
T/O General style = 11+ HCP			
ACCEPTING UNBID SUIS			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
RESP DB LS			
OPTIONAL DBLS			
LIGHTNER DBLS			
SUPP DBLS			

Standard Egyptian Convention Card ( S.E.C.C )	
<b>CATEGORY:</b> GREEN	
<b>NCBO:</b> EGYPT	
<b>PLAYERS:</b> Manal Sallam – Moaaz Hammam	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 Cards M , 4 Cards ♦	
Inverted minor raise	
1M / 1 NT = F1	
1NT = 15-17 balanced or semi balanced	
2 over 1 = GF	
O/C = 8 – 15 HCP	
2NT = 20 – 22 Balanced or semi	
Bergin raises	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
3 NT = Solid minor	
NAMYATS ,	
Lebenshol after Opps Wk 2 & Multi.	
2♦ =WK in one major 4-7 points	
2♥ = WK ♥ 8-11 points	
2♠ = WK ♠8-11 points	
2♣ = ART GF	
4 ♣ = ♥ , 8-8.5 tricks ; 2 Aces	
4♦ = ♠ , 8-8.5 tricks ; 2 Aces	
1♣ - 2♣ = NAT O/C	
1♣ - 2♦ = EGY Micheals	
SPECIAL FORCING PASS SEQUENCES	
OVER OPPS SAVE WILLING TO BID ON	
2♣ OPENER PASS AFTER INTERV.	
IMPORTANT NOTES	
<b>PSYCHICS:</b> RARE	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♦	11 - 21 HCP	L1 = NAT , 2♣=inv m GF , 2 X = WK 1NT = 8-10	Over inv m = Stoppr(s), 2♥/♠ = stopper ♥♠ , 2 NT = stoppers both M	
1♦		4	4♣	11 - 21 HCP	L1=NAT , 2♦ = inv m GF , 2X = wk , NT=8-10	Same like 1♣	
1♠		5	4♦	11 – 21 HCP ; 5 cards	1NT = F1 , 2♠ = 8-10 , 2X=GF , Bergin raise	, SPL , PRE	
1♥		5	4♦	11 – 21 HCP ; 5 cards	1NT = F1 , 2♥ = 8-10 , 2X=GF , Bergin raise	, SPL , PRE , 2♠ = WK	
INT				15 – 17 , BAL or Semi Bal	2♣ = asking for M , TRF , Jacoby & ms , level 3 = NAT		
2♣	X	0	4♠	23+ or 3-3.5 losers	2♦=R , 2♥/♠ = G.Suit ; ST , 3♣/♦ = G.S; S.T 2 NT = S.T , 8+ HCP or 2 KEY Cards	2♣-2♦ , 2♥ = ♥ or 25+ , 2♠ = R 2NT = 25+ , 3♥ = ♥ , 3X = ♥ +X	
2♦	X	0	4♠	6 ♥/♠ WK 4-7 points	2♥ = R , 2♠ = R + short ♠ , 3♣/♦ = NAT ; NF 2NT = F1 , 3 or 4 / ♥ = P/C ; PRE		
2♥		5	4♦	6 ♥ WK 8-11 points	2NT = F1		
2♠		5	4♦	6 ♠ WK 8-11 points	2NT = F1 ,		
2NT			4♦	19 – 21 HCP , could have 5 M , BAL or Semi Bal	Puppet Stayman , TRF	3NT = to play	
3♣		6	4♦	6 – 10 , Preempts	NEW Suit = F1		
3♦		6	4♦	6 – 10 , Preempts	NEW Suit = F1		
3♥		6	4♦	6 – 10 , Preempts	NEW Suit = F1		
3♠		6	4♦	6 – 10 , Preempts	NEW Suit = F1		
3NT		7	4♦	Solid m ; 8 tricks	4/5/6/7 ♣ = P/C		
4♣	X	7	4♦	11+ pts , Good ♥ suit , 8-8.5 tricks ; 2 Aces	4 ♥ = to play Any = cue		
4♦	X	7	4♦	11+ pts , Good ♠ suit , 8-8.5 tricks ; 2 Aces	4 ♠ = to play Any = cue	HIGH LEVEL BIDDING	
4♥		8	4♠	TO PLAY , COULD BE ANY			
4♠		8		TO PLAY , COULD BE ANY			
4NT				Both minors ; 7+ pts			
5♣				TO PLAY , COULD BE ANY			
5♦				TO PLAY , COULD BE ANY			
						5 KCB	
						DOPI , ROPI	
						Q of Trump asking	
						Splinter , Josephine , CUE-bids	
						Control asking bids	