



WBFF Convention Card

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBFF Convention Card Category i.e. Green / Blue / Red / HUM / Brown Sticker: Country: EGYPT Event: Open Players: Ahmed Omran - Ahmed Yousry
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			
General Style = Sound		Lead	in Partner's Suit	
Reponses: Jump Raise = Preemptive	Suit	3rd / 5th	3rd / 5th	
Cue-Bid = Forcing raise	NT	4th	3rd / 5th	
New Suit = Forcing - jump shift = Fit	Subseq			
In Balancing Position: Same	Other:	2nd from 4 small		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
2nd Position = 15 - 18	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
Responses: Bid as 1NT opening	Ace	AKx; Axxx(+)	AK; AKx(+)	Natural, 5-card Majors
Natural	King	KQ; AK; KQ109x	AKJ10(x); KQ109(+)	Short C (2+) if 4-4 in the Majors
4th Position = 11 - 15	Queen	QJ; QJx(x)	QJ; QJx(+); AQJx(+); KQx(+);	Constructive & Limit jump raises over 1Major openings
Responses: 2C = Size ask, otherwise natural	Jack	J10; J10x(+)	J10; J10x(+);	1NT response over 1M = Forcing and Semi Forcing by a passed hand
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	109; 109x(+); HJ10x(+); 10x	109; 109x(+); HJ10x(+)	1NT response over 1m = 11 HCP, BAL may have 4 or 4-4 in the Majors
1-Suit: Natural; Responses - New suit = forcing	9	9x; H109x(+);	9xx; H109x(+); J98x(+)	1NT Openings: 14+ - 17
2-Suit: 2-suit:- 1C - 2D = 5H/5S	Hi-x	Sx; xxS	Sx; Sxx; xSxx	2 OVER 1 Responses Forcing to game
	Lo-x	Sx; Sxx; xSxx	HxS; HxxS(+);	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: Cue = any good two suiter. 2NT = 19-21	SIGNALS IN ORDER OF PRIORITY			2C Opening = strong, near Game Force - any suit,(s) any shape
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Partner's Lead	Declarer's Lead	Discarding	2D Opening = Weak in H or S 6+ (5-10 HCP) (Note 7)
Direct Cue Bid = Michaels (Note 1); only after 1D-2D	Suit: 1st	Hi/lo = E	Same	2H Opening = Weak H + m, 5-5 (5-10 HCP) (Note 8)
1C-2C = Natural overcall	2nd	low=encouraging	Same	2S Opening = Weak S + m, 5-5 (5-10 HCP) (Note 8)
	3rd	S/P	Same	3NT Opening = Gambling, No outside Ace of King (7/8 running tricks in C or D)
	NT: 1st	lo/Hi = E	Same	Michaels Cue-bids
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	low=encouraging	Same	2NT overcall = highest and lowest suits
vs. Strong: Multi-Landy (Note 3)	3rd			Rubensohl after 2-level overcall of 1NT (Note 2)
vs. Weak: Modified Landy (Note 4)	Signals (including Trumps):			Negative Doubles to 3S
	Echo in trump suit shows preference			
	DOUBLES			
	TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	May be light with classic shape			
Take out doubles thru 4H	Cue = F until a suit is bid twice			
	New suit = F1			
	Reopen:same as above			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
1D = H or S, bad overcall. Just for signal lead or some competition.	Responsive Dbl: After T/O Dble thru 4H; after o/call thru 4S			
1M = Nat constructive, we might own the hand and bid game.	Repeat same suit dble by Neg doubler = T/O			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1NT = Minors, 2C = D or both Ms	Over minor Michaels: cue bid in opponents' lowest minor = limit raise+			XYZ (Note 5), RKCB 1430, Spiral 2NT (Note 12), Drury over 1M opening (Note 11)
2H = H + m, 2S = 6 spades Wk, Level-3 All pre-emptive bids	Over minor Michaels: cue bid in opponents' highest minor = unbid M; limit raise+			Double Jump in new suit = Bergin raise if minor over major
OVER OPPONENTS' TAKE OUT DOUBLE	Over Major Michaels: cue bid in opponents' lowest major = limit raise+			Jump Cue Bid by Opener = Splinter raise
Double Jump = Splinter / 2NT = limit raise or better	Over Major Michaels: cue bid in opponents' highest major = unbid m; limit raise+			Psychics:
New suit forcing at 1-level, Transfers over 1M-x				Rare
Jump Shift non-forcing				

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		2	3S	11 - 21 HCP	Single raise = GF, Double raise = pre-emptive, 1D = 2+, 1NT = 11 BAL	4th suit forcing = Game forcing	Jump Cue-bid over overcall = Splinter
					2D = WK in H/S, 2H = 11-12 HCP Bal or (GF Splinter any) or 10-11 HCP with 5+C	Reverses by opener = Forcing	Cue-bid for overcall = Fit
					2S = Splinter any 8 -11 or 7-9 ♣ Raise	Reverses by opener = Game forcing	Jump shift pre-emptive over overcalls
					2NT = 3.3.3.4 or 3/2.4.4 or 3.3.4.3 GF	Third suit = 1 Round Force	
1D		4	3S	11 - 21 HCP	Single raise = GF, Double raise = pre-emptive, 1NT = 6-9 BAL		
					11-12 HCP Bal or (GF Splinter any) or 10-11 HCP with 5D or 5+C		
					2S = Splinter any 8 -11 or 7-9 ♦ Raise		
					2NT = 3.3.3.4 or 3/2.4.4 or 3.3.4.3 GF		
1H/S		5	3S/4H	11 - 21 HCP	1NT = forcing, Single raise = constructive, Jump double raise = pre-emptive	3C = 4+trumps , 7-9 HCP or 10-11 HCP with a Splinter	Cue bid over Comp = Limit+ raise
					2S (over 1H) = 5C+5D (Weak or 9-11 HCP) (Note 13)	3D = 4+trumps , 10-11 HCP	
					2NT = Jacope (Fit with 4+, GF), 3NT = Bal. 15-17 HCP + 4m 3-3-3	3OM = Splinter any, 4+trumps; 12-14 HCP, 3NT = Bal. 15-17 HCP + 4m 3-3-3	
1 NT				14+ - 17 balanced/semi-bal	Jacoby & Texas Transfers (Note 9)	Over Stayman: Rebids are Major invitational, minor forcing	Dbl at 3-level shows values. Dbl at 2-level is T/O
					3C = Modified Puppet Stayman, 3D = Minors, GF, 3H/S = Shortness GF		
2C	.		2S	Artificial, strong - near Game 22+ HCP	Control-Showing Responses, level 3 shows a good suit	Kokish relays if opener bid 2H over 2D	In Competition; Pass = F, X = Negative
2D	.	6		Wk in H/S (5-10 HCP)	2NT = Asking for hand quality, New suit = F1, 3H/S = P/C, 4H/S = P/C	3C = Bad hand with H/S, 3D = Intermediate hand with H, 3H = Intermediate hand with S	If they overcall a M; X = P/C, otherwise NAT
					3C = F1 with H, 3D = F1 with S	3S = Max. with hearts, 3NT = Max. with spades	
2H/S	.	5-5		Wk in H/S + m (5-10 HCP)	2NT = Asking for the m + hand quality, 3C/D = P/C	3C = Bad hand with C, 3D = Bad hand with D	If they overcall a m; X = P/C, otherwise NAT
						3H = Good hand with C, 3S = Good hand with D	
2NT				19+-21 balanced/semi-bal	Jacoby Transfers; Modified Puppet Stayman (Note 9)		Natural, Dbl = Values
3C				Pre-emptive	New Suit forcing, 3D = Asking for shortness		
3D				Pre-emptive	New Suit forcing, 4C = Asking for shortness		
3H				Pre-emptive	New Suit forcing, 4C = Asking for shortness		
3S				Pre-emptive	New Suit forcing, 4C = Asking for shortness		
3NT	.	7(8)		Gambling	4C/4D/5C/5D = Pass or Correct	High Level Bidding	
						Five - Ace Blackwood: RKCB (Note 6)	
4C		7		Pre-emptive	Natural	1430 - Specific Kings, DOPI ROPI, Exclusion Blackwood	
4D		7		Pre-emptive	Natural	Splinters, Grand Slam Force	
4H		7		Pre-emptive	Natural		
4S		7		Pre-emptive	Natural		
4NT		11		Both minors (at least 6-5)	Natural		
5C		8(9)		Pre-emptive	Natural		
5D		8(9)		Pre-emptive	Natural		