

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General style: 8 HCP (good suit) to 17 HCP Usually 5 cards / rare 4 cards
Responses: 1/1 and 2/2: (forcing1) Jump Raise = Preemptive Cue-Bid = 11+HCP Forcing raise or no New Suit jump = Forcing – fit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd position: 15-17 Bal Responses: bid as 1NT opening (if over opening Minor) Over 1M – 1NT: transfert impossible is Stayman 4th position: 9-14 Bal Responses: bid as 1NT overcall 2 nd position
JUMP OVERCALLS (Style; Responses; Unusual NT)
1. Suit: Naturel. Weak. (6 cards) 2. Suit: 1♣ - 2♦ = two suiter Major 5-5 Michaels (Note 4) 1m – 2NT = 2 suiter ♥ and other m; 1M – 2NT = 2 suiter minor Reopen: 1X- pass- pass- 2NT = 17-19 Bal; 2M = Weak 6 cards 12
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣-2♣ = Naturel 1♦-2♦ = 2 suiter Major 1M-2M = 5-5 other M + C 1M-3C = 5-5 other M+D
VS. NT (vs. Strong/Weak; Reopening; PH)
• VS strong: DBL = Unicolor minor 2♣ = Landy (note) ; 2♦ = Unicolor Major, 2M+ M and minor (5-5) • VS weak: DBL = > 12 pts
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS Weak 2: 2NT = Nat 15-18 Bal; 4♣/♦ = 2 suiter ♣/♦ and other M VS 3 minor: 4♦ = 2 suiter M;
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
• TRUSCOTT (Opening Major); RDBL = 10 + HCP • After pass: RDBL is Drury • Jump in suit opening = Weak

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / 5 th	3 rd / 5 th	
NT	4 th	3 rd / 5 th	
Subseq			
Other:	(2 nd from 4 small cards)		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Axxx(+)	AKx(+)	
King	AK; KQ109x; RD; KQx(+)	AKJ10(x); KQ109(+); KQJ(+)	
Queen	QJ; QJx(x);	QJ; QJx(+); AQJx(+); DJ98	
Jack	J10; J1098; KJ10x(+)	J10; J10x(+); KJ10x(+); AJ10x(+)	
10	109; 109x(+); H109x(+); 10x	109; 109x(+); H109x(+); 10x	
9	9x; 98x(+)	9x; 98x(+)	
Hi-X	Sx; xSxx	Sx; Sxx; xSxx	
Lo-X	HxS; HxSx(+); xSxx(+)	HxS; HxxS(+); xSxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = encouraging	same	"S/P"
Suit 2	Hi = enc and Count		
3	"S/P"		
1	Hi/lo = encouraging	Smith signal	Levinthal
NT 2	Count (If possible)		
3			
Signals (including Trumps):			
Smith signal; Levinthal; Echo in trump suit shows ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11-15 HCP with classic shape 16+ All Distribution Responses: 8-11 = Jump; 11+ HCP = Cuebid Over opening Weak 2: 8+ = 2NT			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
4T: 8 cards ♥ (12-15 HCP) 4♦: 8 cards ♠ (12-15 HCP)			

W B F CONVENTION CARD
CATEGORY: Green SANYA-CHINE Octobre 2014 PLAYERS: RERHAY Abdelkamel-BERRADA Med Said COUNTRY: Morocco
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5- card Majors (French Standard) Longer Minor - 1♣ if 3.3
1NT Opening: 15 – 17 Bal (No 5- cards Major)
2 over 1 response: 10+ HCP Forcing 1 Round
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = Strong one-suitor (any suit) or 22 - 23 Bal 2♦ Opening = strong, forcing to game 2♥ Opening = Weak Major 6 cards (<10 HCP) 2♠ Opening = Weak Major 6 cards (<10 HCP) 3NT Opening = Gambling
Lebensohl after 2-level overcall of 1NT (Note 2)
Negative Doubles to 4 H-
Overcalls:
-vs 1NT: 2X : Unicolor minor 2♦ : Unicolor Major 2 C : Landy -Michaels Cue-bids (Note 4)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4H	11 - 21 HCP	Single raise naturel weak than double raise jump Majors (1♣ - 2M): strong		
1♦		3	4H	11 - 21 HCP	Single raise naturel weak than double raise jump Majors (1♦- 2M): strong		
1♥		5	4D	11 - 21 HCP	1NT not forcing, 5+ points Raises Bergen (Note1)	Raises = limit. Re-raise = Pre-emptive General principles as above	
1♠		5	4H	11 - 21 HCP	1NT not Forcing, 5+points Raises Bergen (Note1)	Raises = limit. Re-raise = Pre-emptive General principles as above	
INT		Bal		15-17	Stayman Transfert (note7)	Over Stayman: rebids are Major invitational, minor forcing	
2♣	✘	-	-	Strong 18+ ,1suiter Forcing 1round or 22-23 bal	2♦ =relay	natural	natural
2♦	✘	-	-	23 HCP+ Forcing game	Responses to aces (Note 5)	natural	natural
2♥		6	-	6 – 10 HCP	New suit forcing 2NT asks for feature if maximum	3X= max (9-11) K or As in X 4X= singleton ; 3NT = AKQxxx	natural
2♠		6		6 – 10 HCP	New suit forcing 2NT asks for feature if maximum	3X= max (9-11) K or As in X 4X= singleton ; 3NT = AKQxxx	natural
2NT		Bal		20-21 balanced 5 major possible	Puppet Stayman (Note7)	3M= 5 cards M 3♦= no 5 cards M ;possibility :one or two Majors (4 cards)	
					Transfert (Note 7) 4♦= 5/5 Majors		Natural DBL= penalties
3♣		6		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions:light	New suit forcing		
3♦		6		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions:light	New suit forcing		
3♥		7		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions:light	New suit forcing		
3♠		7		Pre-emptive 1 and 2nd positions (Const.) 3rd and 4th positions:light	New suit forcing		
3NT		7		Gambling (solid suit minor)			
4♣		8		Pre-emptive (light)			
4♦		8		Pre-emptive (light)			
4♥		8		Pre-emptive (light)			
4♠		8		Pre-emptive (light)			
						HIGH LEVEL BIDDING	
						Five - Ace Blackwood : RKCB (Note 6)	
						Splinters	

CATEGORY: Green
BERMUDA: Open- 2011 HAMMAMAT-TUNISIA
PLAYERS: RERHAY Abdelkamel-BERRADA Med Said
COUNTRY: Morocco

SUPPLEMENTARY SHEET

Note 1: Bergen:

1♥/1♠ pass 3♣ = 11-14 Raise 3 cards

1♥/1♠ pass 3♦ = 11-14 Raise 4 cards

1♥/1♠ pass 3NT = 12-14 Bal 4 cards

1♥/1♠ pass 2NT = 15-17 bal Raise or no

Note 2: Lebensohl:

2NT forces 3♣. Responder may now pass or make a minimum bid in a suit, NF

2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

1NT	(2x)	2NT	(p)	
3♣	(p)	3x		= stayman GF No Stopper
1NT	2x	3x		= stayman GF with Stopper

Note 3: Landy:

vs No Trump:

2♣ shows at least four cards in each major suit = Landy

1NT - 2♣ - ?

2♦ = relay to play the better major

2NT = strong inquiry (cue-bid!)

1NT - X Unicolor minor, 2C Landy, 2D Unicolor Major, 2H bicolour H and any Minor, 2S Bicolor S and any Minor

1NT pass pass : same

Note 4: Michaels Cue Bids:

1♣ - 2♦)

1♦ - 2♦) Both Majors 5(+)/5(+)

1♥ - 2♥ = 5♠ + 5 C. 1H-3C=5S+5D

1♠ - 2♠ = 5♥ + 5 C. 1S-3C= 5H+5D

1 m - 2NT = 5♥ + 5 other minor

1 M - 2NT = Both Minors 5(+)/5(+)

Note 5: Responses after 2♦ Opening

2♥ = 0 Ace and <8 pts;

2♠ = 1 Ace Major;

3♣ = Ace ♣;

3♦ = Ace ♦;

2NT = 8+ or 2 King;

3NT = 2 Aces;

3M = KQxxxx

Note 6: R K C B**(4NT asks for 5 key cards, 4 Aces + King of Trumps)**

Responses:

- 5♣ = 3 or 0
- 5♦ = 4 or 1
- 5♥ = 2
- 5♠ = 2 + Queen of Trumps
- 5NT = 2 + a void
- 6X = 1 + a void

Note 7: Responses to 1NT and 2NT Opening**a) Stayman**

1NT - 2♣:

2♦ = No Major

2♥ = 4♥

2♠ = 4♠

1NT - 2♣

2♦ - 4♣ = 4♠ + 6♥

1NT - 2♣

2♦ - 4♦ = 4♥ + 6♠

b) Puppet Stayman

2NT - 3♣:

3M = 5 cards M

3♦ = no 5 cards M ; possibility : one or two Majors (4 cards)

b) Transfers

1NT - 2♦ = 5+♥

2♥ = 5+♠

2♠ = 6+♣

2NT = Nat

3♣ = 6+♦

2NT - 3D = 5+H

3H = 5+S

3S = 6+C

4C = 6+D

4D = 5+5 Majors

c) Subsequent Bids:

1NT - 2♣

2♦ - 3♥ = 4♥ + 5♠

or 3♠ = 4♠ + 5♥

1NT 2♣

2any 3♣ = forcing

2NT 3D

3NT = no fit H

2NT 3H

3NT = no fit S