

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6-16 COULD BE WK NV, 2/1 STRG, RESP NEW SUIT NF, CUE = F1 9+ , SIMPLE RAISE NAT, 1NT= 9-12, JR = PRE, JUMP NEW SUIT = GOOD SUIT + OPENING
2NT = 12-14 NAT BAL, JUMP CUE = FIT+INV ANY, L4 = FIT SHOWING BIDS 4 TRUMPS.
LEVEL 2 RESP = NF
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd 15-18 W/STOPPER, RESP 2♣=STAY, TRXF M & m As 1NT
IN REOP : 11-15 , RESP TRF & 2♣ = STAY OPENER RESPOND IF MIN OR BID 2NT MAX OVER WHICH 3♣ = Puppet Staymen
JUMP OVERCALLS (Style; Responses; Unusual NT)
WK / VUL VS NV = GOOD SUIT, CUE = 2 HIGHEST, 2NT = HIGH + LOW
3CL = 2 LOWER Suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1C 2C NAT, 1C 2D MAJ 1D, 2D MJ = M's , 1M-2M = 2IHIGHEST UNBID SUITS
RESP X = Cards Values
SUIT RAISES ARE PRE & maybe Tactically STRG
1M-3M & 1D-3D = STOP INQ , 1C-3C = 2 LOWEST
VS. NT (vs. Strong/Weak; Reopening; PH)
X= Tricks (penalty Seeking), 2♣ = Majors, 2♦=1 MAJ, 2H=♥+m, 2♠=♠+m. 2NT=minors, 3♥/♠=Invite, 3♣/♦=NAT
Reop: X= unbalanced, 2♣ = MS, over which 2♦ choose & others Nat.
VS WK NT= DBL= T/O, 2C= MJS / 2D, H, S, NT = TRANSFERS, reopening =same
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
STRG T/O OR PURE SHAPE, CUE = MJS over 3C/3D – Other minor = m+M
NT=NAT, L3=STRG, OVER 3♥/♠ -4 m=m+M game value-Cue=m+M strng
3L/3NT RESP 4♣ INVITE ANY SUIT or BW (4NT) , Direct 4♦/♥/♠=TRF, 4NT = QTY
OVER WK 2 openings L2=11-15, L3 GOOD HAND, T/O X (LEBENSOL) & , L4 = 2suits
NT=NAT, CUE =STOP ASKING.
VS. ARTIFICIAL STRONG OPENING 1♣
X=MJS OR mins / 1D, H,S = NAT
1N= Any one suit, 2♣ = BMs, 2♦ = 1 M, 2♥/♠= ♥/♠+m, 2NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
OVER 1M: CAPALETTI TRANSFERS, OVER 1m, XX=PEN SEEKING , L1 NAT, 2NT=Limit raise, L3=SPLINTER, L4 =Fit Showing
Over 1m 2NT = 10+ FIT, 3m=Pre, L2=WK TO PLAY, L3=Nat Pre., L1 = Nat good suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and 5th	3 rd	
NT	2 nd & 4th best	3 rd & X from Xx	
Subseq			
Other: 2nd best in a bad suit, lead in raised suits could be S/P			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKxx, AKQx	
King	AKJ+ KQJ+, KQx+AK.	AKJ+ KQJ+, KQT+	
Queen	QJ+ , Qx	QJT+ , Qx.KQ9x KQx , qjx	
Jack	JT+, Jx	JT+, Jx ,	
10	T9x, Tx, HJTx	T9 Tx, HJT	
9	HT9X, 98,9x	HT9X, 98,9x, J98X	
Hi-X	Xx	xxxx	
Lo-X	HX(X)X	HXX(X)S	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HI DISRG	COUNT HI LO = ODD	HI = DSCRG
Suit 2	LO = ENCRG	HI COULD BE S/P	LO=ENCRG
3	HI/LO = S/P-COUNT	HI/LO = S/P OR COUNT	HI/LO S/P – ENCR
1	HI = DSCR , HI/LO=E	COUNT LO/HI = E	LO = ENCRG
NT 2	COUNT - S/P	LO = ENCRG	COUNT HI/LO = ODD
3		HI = S/P	
Signals (including Trumps):			
LEADS COULD BE S/P TRUMP ECHO, Over the A.Q.J we give Attitude.			
Over the K= UNBLK OR COUNT, REV SMITH ECHO LOW= ENCRG			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
ACCEPTING UNBID SUIS, 10+ W/SHAPE, LIGHTER W/PASSED PD			
RESP L1 = 0-7 3+ CARDS 1N= 8-10, LEVEL 2 = 8-10 4 CARDS, LEVEL 3=8-10 5 CARDS			
CUE = INVIT E OR Both Ms.			
JUMP CUE =LONG m , 3NT=LONG m + STOP REOP X = 9+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X/SAVE = Unwill TO BID ON (REGRESSIVE)OR TV IF SEQ IS NOT FORCING, X/ OPPS SAVE may be FIT+MIN (NON SHOWN FIT), X OF INTERFERENCE AFTER FIT = GAME TRY			
X OF SPL=SAVE NV & SUIT BELOW SPL V , 1♣-1♦-X=4+♥,4♠, X& XX SUPP			
CUE, XX OF TRF =FIT NEED PD TO PLAY, XX OF ART BID = 1ST STEP,			
XX= OF -VE X = HON 2ND OR VALUES XX SOS AFTER 1CL OPEN			

WBF CONVENTION CARD
CATEGORY: GREEN
NCBO: EGYPT
PLAYERS: AHMED SAMIR-ALY ELSELEHDAR
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards M, 1D = 4 cards, Inv m raises, many fit bids/1M, 1M/1NT=SEMI FORC Strng 1NT opening, open heavy 1bids, responder 4+HCP, simple rebid maybe strg, most jump shift Resp Art. flexible -ve x style, terrible 3 rd seat pre
wide range o/c strongest at L2, freq. use of non-Pen X. And fit showing 2NT
1NT : 15-17 HCP, 2 Over 1 GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
WK JUMP RAISES IN COMP, GOOD BAD 2NT ,
MODIFIED MICHEAL CUEBIDS (CUE = HIGHEST, 2NT = HI+LOW 3♣ = 2 LOWEST),
1♣-1♦ COULD BE 2 CARDS.
Transfers / 1M - X
3NT = SOLID MINOR
2♦= Wk MAJ
2♥=H + any
2♠= S+ min
Robenshol / Lebenshol after 1NT intervention by OPPS
Lebenshol after Opps Wk 2 & Multi.
SPECIAL FORCING PASS SEQUENCES
OVER OPPS SAVE WILLING TO BID ON
In ALL NF PASS' SEQ X=TV AND, IN FP SEQ X=REGRESIVE
IMPORTANT NOTES
DBL BETWEEN OPPS FIT IS NOT PEN
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3sp	11+ HCP	L1= NAT, 1D/=3+ ,1NT=10-11 ,2C=GF 2D=WEAK M-2H = INVITE -2S =SPLNTR ANY WEAK-2NT=Good Raise,3CL=PRE-level 3 SPLNTRS	CB, MINI STAY, INV RAISES, 4 th suit GF	
1♦		4	3sp	11+ HCP	1NT = 6-10 AS 1CL	As 1CL.	
1♥		5	3sp	11+ HCP	1NT SEMI FORC, 2/1 GF,BERGIN RAISES 2Sp = minors or SPLNTR ANY STRNG, 3SP=SPLNTR ANY WEAK, JACOBY 2NT. LEVEL 4 FIT SHOWING	CB, 2NT GF ANY SHAPE, Jump shift 5,5 GF	2c/ drury with fit / 2nt minors
1♠		5	3sp	11+ HCP	3H=SPLNTR ANY STRNG-3NT=SPLNTR ANY WEAK		Same as 1H
INT		-	-	15-17 HCP	Stay, M trf, 2S/2N = C/D transfer. 3CL=5-5minors or 5CL+4D, 3D=1-4-4-4 or 4-1-4-4, 3H=3-1-5-4, 3SP=1-3-5-4	If Stay is X bid= stopper, XX accepts to play If Trf is X p=fit +A or K, XX = fit xxx, Bid = no fit	
2♣	X	0		FG/ IF BAL THEN 22+	2D=0/1 CNTRL, 2H=2CNTRL,2SP=3+CNTRL		
2♦	X	0		WEAK Major	2H, S 3H,S,4H,=P/C / 2nt asking	OVER 2NT-3CL=WEAK,3D=H Intermediate, 3H=SP Intermediate, 3SP=H STRNG, 3NT=SP STRNG	
2♥		0		H+any	2SP\3C=P/C ,2nt asking min/max, 3D= SP&F	OVER 2NT-3cl/D=NAT min, 3H=SP min, 3SP\NT cl/D Max	
2♠		0		S + minor	2nt asking min/max 3C/D P/C	SAME AS 2H	
2NT		-		Bal. 19-21 HCP	Puppet, , 3S minor or minors, 4C = Ms		
3♣		7		PRE, 1ST & 2ND CONSTRUCTIVE	Nearest minor = Single Asking, others F.		
3♦		7		SAME	Nearest minor = Single Asking, others F.		
3♥		7		SAME	Nearest minor = Single Asking, others F.		
3♠		7		SAME	Nearest minor = Single Asking, others F.		
3NT	X	-		Solid MINOR	4CL/4D, P/C . 4H/S to play		
4♣		7		Nat pre			
4♦		7		Nat pre			
4♥		7		Nat pre	5 level PROB 4NT = KCBW	HIGH LEVEL BIDDING	
4♠		7		Nat pre	5 level PROB , 4NT = KCBW	Whenever our side showed more HCP pass is forcing and X=regressive, 4N=BW	
4NT		-		Minors		over non shown fits x= fit+ min, over shown fit bid = To Play , pass then bid = inv	
5♣		8		Nat pre			
5♦		8		Nat pre			
5♥		8		Nat pre			
5♠		8		Nat pre			