DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE				CATEGORY =NAT GREEN	
STYLE: NAT		Lead		In Partner's Suit	WORLD 2023 BERMUDA BOWL	
RESPONSES: NAT; weak jumps raises	Suit	3 <sup>rd</sup> and 5 <sup>th</sup>		3 <sup>rd</sup> and 5 <sup>th</sup>	NCBO MOROCCO	
New suit forcing if n°3 pass.	NT	4 <sup>th</sup>		3 <sup>rd</sup> and 5 <sup>th</sup> except in ♣:4 <sup>th</sup> best		
Jump new suit : Nat + FIT. Jump cue-bid:good raise	Subseq	Same		Same	Pierre SIBONY HACHIMI HAYET	
IN BAL.POS: Nat. shows less than good opening hand	Other:					
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS	T. C. 1		**	SYSTEM SUMMARY	
15-18 HCP (After Pass: 4 M and 6 min.)	Lead	Vs. Suit	0 470 4	Vs. NT	CENEDAL ADDOCACIA AND CENTE	
IN BAL.POS: 9-13 HCP RESPONSES: Stayman and Transferts	Ace		Qx ,AKQ, Ax	AKX(x) AKJx	GENERAL APPROACH AND STYLE	
RESPONSES: Stayman and Transferts	King			AKJxx, KQJx(x), KQ10x(x)	F.CLARROLLA LOR RECEPER LANGE	
	Queen	QJx, Q(x)	( ) I( )	AQJx,KQx,QJ10(x), AJ10x, KJ10x, J109(x)	5 CARDS MAJOR - BETTER MINOR	
	Jack	KJ10(x),J10		, , , ,	2 • AND 2 • : WEAK	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		09(x),Q109(x),	A109x,K109x,Q109x, 109x	1♦ MAY HAVE 3 CARDS WHITH 4-4-3-2	
ONE SUIT:weak	9	9(x)		9x(x)		
2 SUITERS: 1♥/1♠ 3♣:Other Major and ♦	Hi-X	Hxxxx, xxxx		Xx, $xxx$ , $xxxx(x)$	1 NT opening: 15-17	
1♣2♦:♥+♠		Lo-X X ,xxx, Hxx, xxxxx, Hxxxx Hxxxx Hxxx(x)		Hxx,Hxxx(x)	2 over 1: GAME FORCING	
UNUSUAL 2 NT: 2 lowest suits		IN ORDER OF PI				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lea		SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
DIRECT CUE-BID: 2 suiters but 1 * 2 *: Nat		Count:H/L=E	Count:H/L=E	CountH/L=E	2♣: SEMI-FORC. BAL OR STRONG ONE SUITER	
JUMP CUE-BID:asks for stopper for NT over 1 ♦ / 1 ♥ / ♠		Suit 2 Encour.or Suit pref			2 ♦ : GAME-FORC. ACES ANSWERS	
		Suit preference	Suit preference		2♥ and 2♠ 5-10 HCP, 6 CARDS	
		Count:H/L=E	Count:H/L=E	Count:H/L=E	3 NT :STRONG PREEMT IN ONE MINOR	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	Or Encouraging	Or Smith Pete	r Suit preference		
2♣:landy → 2♦: no preference	3					
X: 4Maj+5 min transfert	Signals (including Trumps): Reverse high low				SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE	
Vs.weak NT: Landy and transferts X=14up HCP	Vs NT :on A or Q lead : H is encouraging				DEFENSE	
IN BAL.POS: X Landy 2♣,2♦2♥2♠ NAT vs.strong NT	Smith Peter, reversed for the leader				2 suiters but 1 -2 NAT	
Vs 1NT OVERCALL:1♣/1♦1NT 2♣: both majors	Vs 1NT OVERCALL:1♣/1♦1NT 2♣: both majors				Mutilandy over 1NT	
2 ♦ /2 ♥ /2 ♠ /3 ♣ :Transferts						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	T DOUBLES (Style	e; Responses; l	Reopening)		
Take out doubles. Two-suiters	Can be ligh	t if shaped			SPECIAL FORCING PASS SEQUENCES	
Vs Weak Two:4. ✓ 4. Nat+ Other Major. Cue-bid: asks for stopper	Responses	Natural. Cue-bid is	forcing one rou	ınd	Usual slam try in competitive bids	
2NT:16-18(13-16 in bal.pos.) Lebensolh over TO double	IN BAL.PO	OS: 8 HCP+.			When Pass is forcing, bid is weaker than Pass then bid	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣						
Double: Majors. 1NT: both minors	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			E DBLS/RDLS	IMPORTANT NOTES	
	Negative a	nd Responsive doub	les; 1♣ 1♦ X :	= <b>♥</b> , 1 <b>♥</b> = <b>♠</b> , 1 <b>♠</b> =NoMaj.	3 <sup>rd</sup> and 4 <sup>th</sup> suit forcing one round	
		vercall double			After Pass, jump in new suit nat. with fit	
OVER OPPONENTS' TAKEOUT DOUBLE	Double ove	er fits and preempts				
Transferts	Truscott:st	ong raise			PSYCHICS	
TRUSCOTT (reverse in minors)					Light opening in 3 <sup>rd</sup>	
	Double over	er two-suiters shows	values			

G	IF SIAL	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING			
1.		3	4♠	10+ HCP	1 <b>♣</b> - 1 <b>♥</b> ( <b>♠</b> ):may have longer <b>♦</b>	1 min-1M-splinter and super forcing	After Pass: Jumps : Nat+fit			
					1♣/1♦ - 2♥: 5♠+5♥ < 9HCP	1 min-1M-3NT: 4M 18-19 balanced 5 4 2 2	After Overcall: Jumps weak			
1 •		3	4♠	10+ HCP: may have 4 ♦ and 5 ♣	Inverted minor raise 1♣ -2♦ and 1♦ 3♣ limit raises	1 min-1M -4m: 6m+4M	1min- 1 ♥ X 4+ ♠ 1 ♠ noM 1 ♦ X 4+ ♥			
						2♣ relay after 1NT rebid Transferts after 2 NT rebids	1 ♠ NoMajors 1 ♥ 4+♠			
1 🔻		5	4 🖍	10+ HCP	1 • - 3 • ,4 • ,4 • : Splinters	Splinter	After Pass: Drury (reverse)			
					4M: pre-empt 1 • -2 ♠: 4/5 ♠ +3 • 10-13  1NT SEMI F 3NT:12-14 Bal 4/5  trumps	•	2NT : 4 trumps + a short,limit			
1 🖍		5	4♥	10+ HCP	2NT: 14M 14+HCP 1NT SEMI F 3M: weak 4♣,4♠,4♥: Splinters 1♥ OR ♠ = 3♠ orr ♠ Bergen style	1 <b>.</b> - 1NT 2 <b>.</b> 2 <b>.</b> =5 <b>∨</b>	Jump : Nat + fit After overcall : weak jumps			
INT			4♥	15-17 HCP (Maj.5 <sup>th</sup> , min.6 <sup>th</sup> possible)	2♣: Stayman; 2♦,2♥,2♣,2NT Transferts	1NT-2 <b>♣</b> -2 <b>♦</b> -3 <b>♥</b> = 5 <b>♠</b> +4 <b>♥</b>	After Overcall:			
					3♥,3♠: strong 4♣,4♦: both Majors with preference ♥,♠		Double: negative or stayman Transferts Rubensohl style			
2*	X	0	4 🖍	SEMI FORCING 18-23 HCP	2 ♦ relay 2 ♥, 2 ♠, 2NT: two suiters 3♣3 ♦: good 6 suits	Stayman and transferts on 2NT rebid	Negatives Doubles			
2 •	X	0	4♥	GAME FORCING 24+HCP or	2♥ NEG ACES ANSWERS	Stayman and Transferts on 2NT rebid	Negatives Doubles			
		(5) (		9 playing tricks Major suit	2NT:POS.BAL	2) 6 2) (1)	D 1 D 11			
2♥		(5) 6		5-10 HCP	2NT relay	2M – 2NT 3x : honour in x	Penalty Doubles			
2.		(5) 6			New Major suit forcing	2M - 2NT 4x : sgl or void in x				
2NT			4♥	20-21 HCP (Maj.5 <sup>th</sup> ,min.6 <sup>th</sup> possible)	3♣: Stayman 4 responses 3♠,3♥,3♠4♣ Transferts 4♠: 5♠+5♥	2NT-3 ◆ /3 ▼ -3NT: misfit 2NT-3 ♣ -3 ◆ -3 ♠ :relay fit slam interest 2NT-3 ♣ -3 ♠ -4 ♣ : same 2NT-3 ♣ -3 ♠ -4 ▼ : 4 ▼ +5 ♣	Negatives Doubles			
3 <b>♣</b> 3 <b>♦</b>		(6)7		Preempt	New suit forcing					
3 <b>♥</b> 3♠		(6)7		Preempt		SLAM APPROACH	AND CONVENTIONS			
3NT				Good pre-empt in one minor						
4 <b>.</b>						4NT: 5 KeysCards Blackwood. Then next suit				
<b>4</b> ♦		(7)8		Preempt		asks for Queen of trump				
4♥ 4♠		(7)8		Preempt		Controls and cue-bids				