



WBF Convention Card



Category: Green
 NCBO: Egypt
 EVENT: All Events
 PLAYERS: Waleed El Ahmady - Tarek Sadek

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
 M BY 5, ♦ BY 4, INT 15-17 Pts,
 INV m RAISE, BERGEN RAISE, INT RESP OVER 1M = F1
 STRONG NT OPENING, WEAK 2♦ FOR M
 WEAK 2♥ \ 2♠ SHOWING 2 SUITS
 2♣ = ART, GF
 STRONG 4♣ \ 4♦ SHOWING ♥ \ ♠
 INT OPENING : 15-17 Pts

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
 2♦ : 6-11 HCP, WK IN ONE OF Ms
 2♥ : 6-11, 5+♥ \ 5+ ANY SUIT
 2♠ : 6-11, 5+♠ \ 5+ m
 3 SUIT : PREEMTIVE
 4♣ : STRONG 4♥ OPEN WITH VALUS OUTSIDE
 4♦ : STRONG 4♠ OPEN WITH VALUS OUTSIDE
 3NT :PREEMTIVE IN A m

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
 3♣ 3♦ OVER 1M = BERGEN, 1M \ 3 OTHER M = SPLINTER
 2NT O/C=HIGHEST+LOWEST UNBID SUIT, 3♣ O/C=2 LOWEST UNBID SUIT
 CUE = 2 HIGHEST UNBID SUIT, 1♣ - 2♣ =
 PSYCHICS:
 Rare

LEADS AND SIGNALS

OPENING LEADS STYLE		Lead	In Partner's suit
Suit	4TH	4TH	4TH
NT	4TH	4TH	
Subseq			

Low is always encouraging

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK, AKx(+)	AK, AKx(+)
King	AKJ10, KQ, KQx, KQJ(+), KQxx	AKJ10, KQ, KQx, KQJ(+), KQxx
Queen	AQJx, QJ, QJx, QJ'109, KQx+	AQJx, QJ, QJx, QJ'109, KQx+
Jack	J10, J10x, J1098	J10, J10x, J1098
10	10x, 109, 109x, HJ10x	10x, 109, 109x, HJ10x
9	H109x(+)	H109x(+)
Hi-x	Sx, xSx, HxxS	Sx, xSx, HxxS
Lo-x	xxxS, xxSxx	xxxS, xxSxx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	ATT UID	ATT UID	ATT UID
2	Count UID	Count UID	Count UID
3	S	S	S
1	same	same	same
2	first Trick STD count		same
3			

SIGNALS (ATT = Attitude, UID = upside down, Hi=Disc and odd count, Lo=Enc
 S = SUIT PREFERENCE

DOUBLES

TAKEOUT DOUBLES (Style: Response; Reopening)
 GENERAL STYLE : OPENING HAND + OR SHAPE
 RESPONSES : CUE = GF, JUMP INV
 INT BAL POS : 10+

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES
 ACCEPTING UNBID SUIT 10+, RESP INT = 8-10 W STOPPER
 NEW SUIT JUMP = 8-10
 CUE = G · INV
 DBL JUMP = 10-12

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses; 1/2 Level; Reopening)
 GENERAL STYLE : AGGRESSIVE IF NV, SOUNDED IF V
 RESPONSES : NEW SUIT = NF, JUMP RAISES F1
 : CUE = F1, CUE WITH JUMP = MAX INV
 : RAISE IF JUMP NAISE = NAT, NT = NAT

INT OVERCALL (2nd/4th Live; Responses; Reopening)
 2NT 15-18 : LIKE OPENING INT
 4TH 11-15 : 2♣ ASK FOR STRENGTH

JUMP OVERCALLS (Style: Responses; Unusual NT)
 1- SUT :
 2 SUT :

DIRECT AND JUMP CUE BIDS (Style: Responses; Reopen)
 NT = LOWEST + HIGHEST UNBID SUIT
 CUE = 2 HIGHEST UNBID SUIT
 3♣ : 2 LOWEST UNBID SUIT

VS. NT (vs. Strong/ Weak; Reopening; PH)
 Vs. Strong : DBI=one suit, 2♣ = ♣+O, 2♦ = ♠+M, 2♥ = ♥/♠+m, 2NT = mm, 3 = Nat
 Vs. Weak : DBI=Pen, 2♣ = one suit, 2♦ = ♠+M, 2♥ = ♥/♠+m, 2NT = mm, 3 = Nat

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
 STRONG T/O X, OPTIONAL X AT LEVEL 3+
 LEBENSHOL

VS. ARTIFICIAL STRONG OPENINGS
 VS 1♣ : X = M OR m
 1♦ = RED OR BLACK, 1♥ / 1♠ NAT, INT = 6♣ OR 5♦+M
 2♣ = 6♦ OR 5♦+m, 2♦ = 6♥ / 5♠ + 5m, 2♥ = MCL
 2NT = 2 SUITS
 OVER OPPONENTS TAKEOUT DOUBLE
 Cappelletti over 1♥ / 1♠ X

