

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style, Responses, ½ Level, Reopening)		OPENING LEADS AND SIGNALS			Players: Omar Bajneid, Abdallah Rheimy, Salem Sabali	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses, Reopening)		Subseq	Att / count		Omar Swayeg	
		Other:	Vs NT K is strong lead; 10 Promissing			
2 <sup>nd</sup> position: (14 <sup>+</sup> )15-17 (18) balanced hand						
Responses: system on						
4 <sup>th</sup> position: 10-14 Hcp					2over1	
					GENERAL APPROACH AND STYLE:	
JUMP OVERCALLS (Style, Responses, Unusual NT)					Natural system, 5 card Major- 2 over 1 GF	
Style: nv: natural Weak, 0-9 Level 1, 10+ level 2					1♣: 2 + cards- 1♦ = 4+cards;	
Vul: intermediate [11-14];					1NT response over 1M is F1 forcing for one round Semi-forcing	
Responses: transfers (2NT and 3 <sup>rd</sup> level)					4 <sup>th</sup> suit forcing to game	
Unusual notrump: jump to 2NT or 4NT is two suiter – two lowest unbid suits					After major: 2♣: Check Back	
Reopening: Stronger 10-14 Hcp; (5)6+ cards					1NT opening: (14)15-17 Hcp	
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)					SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Style: Michaels: Cue bid: 2 Higher suits – 2NT: High & low 3C: 2 lower suits (strong or weak)					Openings:	
Responses: Nat.-new suit is F, 3NT is to-play, cue & 2NT F.					2♣ = GF strong with 2♦ relay. Any maj = 5+ cards	
					After relay: 2NT 23-25 - 3NT 26+	
					Responses:	
					Bergen	
VS. NT (vs. Strong / Weak; Reopening; PH)					Splinter 10-11 points	
Strong & Weak: Dbl = equal Force					1♣- 2♣ Majors ♣- 1♦ 2♦ majors	
Cappiletti in 2 <sup>nd</sup> position. Landy in fourth.					Puppet after 2NT	
					SPECIAL FORCING PASS SEQUENCES	
					only when it is very clear that hand belongs to us	
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)					First discard in NT is levent.	
Doubles: take out					Drury on 3,4 seat	
Cue bids: majors (over minor preempt)					Smollen	
Jumps: leaping Michaels (5M-5m)					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
NT bids: natural / minors					Over 1NT 4-way transfer with 2♣ for ♣, 2NT for 2♦ with super acceptance 2NT for ♣ ; 3 ♣ for ♦	
vs artif 1♣: dbl/1♦=♥/♠, 1♥/♠/NT 2suits: color/rank/shape					Reply to 2♣ after NT: 2NT both majors limit 15 P.- 3♣ :both majors' max . 1NT : 2NT both minors game force	
other bids – natural wide range Need explanation					Psychics: rare	
OVER OPPONENTS' TAKE OUT DOUBLE: Natural		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			- with fit – on 3 <sup>rd</sup> position	

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	no	2	5♦	[10-22] natural	1♦/♥/♠/NT = nat; 3♦/♥/♠ = splinter inv 2♣= natural GF; jumps 2 <sup>nd</sup> level - weak		
1♦	no	4	5♦	[10-22] Natural	Similar as above		
1♥	no	5	5♦	[10-22] Natural	1NT=F1; 2♣=GF (bal or clubs); 2♦ <b>suit</b> 2 NT= 4+♥ / 3NT =3♥ [12-14] balanced 3♠/3♦/3♣/splinter 10-14 hp / 3♥: preempt Any suit by opener after 2NT: control	If responder is interested in slam after pd showing control: any suit is control or 3♥. 4♥ no interest	
1♠	no	5	5♦	[10-21]	similar as 1♥	Similar as above	
1NT	no	-	5♦	[(14)15-17] 5c M possible	2♣= <b>Stayman</b> 2♦/♥=5♥/♠; 2♠/ transfer to ♠ NT transfer to♦ both with super acceptance 3♠= minors 5/5; 3♥/♣=splinter (13(45)) 4♦/h texas for weak or slam intrest <b>4Cl both amj 4sp both min slam interest</b>		
2♣	X	0	5♦	Strong 23+ pts or 8.5+ tricks with a min 9+ pts	2♦=R, 2Any = nat and good hand, 2NT = 8+ pts bal or semi	Over 2♦, 2♥=R ( either ♥ or 25+ ); 2♠ R ; 3♥ = ♥ , 3X=♥+X , 2NT = 25+	
2♦		5	5♣	5+, Wk in ♦, 6-10 pts	New suite = F1, any ♦ raise = preempts	Any jump = short	
2♥		5	5♦	5+, wk in ♥, 6-10 pts	New suite = F1, any ♥ raise = preempts	Any jump = short	
2♠		5	5♦	5+, wk in ♠, 6-10 pts	New suite = F1, any ♠ raise = preempts	Any jump = short	
2NT	no	-	-	20-22	3♣= ( <b>puppet</b> ; 3♦= 1 or both majors 3NT: no major	2NT - 3♦/3♥ (transf) - 3♥/3♠ =shows fit, 3NT -no fit, <b>after transfer, 3 is 2 cards fit, 3NT 3 cards fit and 4 is 4 cards fit</b>	
3♣	no	6/7	-	Weak three	natural, new suit is F1; 4♦ = RKC		
3♦	no	6/7	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3♥	no	6/7	-	Weak three	natural, new suit is F1; 4♠ = optional RKC		
3♠	no	6/7/	-	Weak three	natural, new suit is F1; 4♣ = optional RKC		
3NT	yes	-	-	Gambling			
4X	no	7 +	-		natural	HIGH LEVEL BIDDING	
					RKC 14//30//2noQ//2+Q DOP1 & ROP1; 1 <sup>st</sup> step 2-Q, 2 <sup>nd</sup> step 2+Q; Exclusion RKC 1-4, 0-3,-2no!-2Q 1st step asks for trump Queen and Kings, 2 <sup>nd</sup> step for Kings; answers are King or other two Kings, <b>First K</b> . Asking for Q (or xx) <b>in specific</b> suit		