

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Direct: sound up to 17 HCP, 4 cards possible
Resp: new suit = 6-11, Cue = 12+ or 10+ with fit, NT = limit
Jump suit weak, simple raise = Limit, jump raise = pre
Reopening: light, 1/2 level 4+ cards, up to 12 HCP
Resp: NAT, cue = 14+, others like above with 3 more points
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-17- 4 <sup>th</sup> Live: Other 2 suits weak 55+
Resp: Stayman via cue 8+ and 2C 0+, Lebensohl Fast, DBL = -ve,
Escaping from 1NTx: P forces RDBL or 5 card suit suit
Reopening 10-14 HCP
Resp: Stayman via cue & 2C
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1suited = weak. New suit F1 2NT relay
2 suited: 1m-2NT other minor (good suit) and a Major 55+.
Opener's minor Relay for M. 1M-2NT minors. 1NT-2NT minors
Reopen: same
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michael's Cue bid (6-11 or 16+)
1C/D-2D = Majors 55+. 2NT asks distribution and range
1M-2M=other M and a m 55+. 2NT asks second suit
Resp new minor NAT NF, jumps in known suit pre. Reopen same
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C = one suit, 2D = majors, 2H = H and a minor, 2S = S and minor, 2NT = minors.
1NT-2C-P-2D = P/C
1NT-2M-P: 2NT = PC, 2S-3C-/3D = to play
DBL=equivalent
Reopening same but DBL = 10-13 BAL or Semi BAL
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O. cue=2-suited. Simple new suit = NAT.
Jump suits =one suited. 2NT=16-18. 3NT 18+ or long suit.
Resp: Lebensohl applies
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Light, lead directing up to normal overcalls
Versus 1C/2C: X=Majors, 2NT=minors , jumps preemptive
Versus 1C: 1NT=C&S, 2D=D&H. Pass then bid later with 16+
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit=NF, 5+cards, 0-9 HCP. Jumps=weak 4-7 HCP
SPL; RDBL=10+ ART
P then DBL=competitive; raises applicable.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	Low from 3, highest from 4 except 1C opening	
NT	4th	COUNT except 1C opening	
Subseq	4th	COUNT except 1C opening	
Other: 2 <sup>nd</sup> highest without H, top of sequence, top of inner sequence			
Suit preference to get ruff in side suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKJ10+, AKx+, Ax+, AQJx+	AKx+, Ax+, AQJx+	
King	AK, KQ109+, KQJ+, KQx+	AKJ10+ and same	
Queen	KQ, QJx+, AKQx+,	Same and AQJx+	
Jack	QJ, HJ10x+	Same	
10	H109+, J10x+	Same	
9	J9x+, 109x+	Same	
S from, then L	Sx, HxxSx, HSx, xSxx, xSxxx	Same	
S from, then H	xSx, HxxS, xSxx HxxxxS	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=discrg &. O/E SP	Count=UD	S=encrg
Suit 2	Count=UD	SP	
3	SP		
1	Hi=discrg	Smith	S=encrg
NT 2	Count=UD	Count=UD	
3			
Signals (including Trumps): vs NT Smith hi encourages led suit			
vs suit on partner's winning H, hi odd=lower ranking suit hi even=higher			
Trump echo usually=odd number trumps. Trump non echo could be anything			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Ideal with 12+, semi ideal with 14+ otherwise 16+			
Reps: cue bid =12+ ART. Simple suit 0-8. Jump suit 9-11. Limit NT			
Reopening 9+ semi ideal otherwise 13+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL thru 4H over NAT suit overall. 1C-1D-x= both Majors			
1m-1H-x= denies 4 Spades. 1m-1S-x suggests 4+H 8+ HCP			
COMP x stronger than bidding. MAX DBL			
RESP DBL length in any unbid major			
Support DBL/RDBL by opener usually shows 3 cards			
Lead directing double			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: JORDAN</b>
<b>PLAYERS: MARWAN GHANAEM CLEMENT MAAMERBACHI</b>
<b>EVENT: DUBAI ZONAL 2025. (OPEN TEAMS / PAIRS)</b>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 over 1 responses FG. 4 <sup>th</sup> suit usually FG
5 Card major with 1NT F1, with inverted Bergen raises
GF art 2C
Multi 2D, Weak 2-suited 2H/2S
Transfer pre-empts, including 3S as transfer to Gambling 3 NT
Aggressive competitive style
1 NT openings 15-17- some odd patterns possible
2 over 1 responses FG. 4 <sup>th</sup> suit usually FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D = Multi (6-11 weak 2M or BAL 22-23)
2H = 5+H&5+any (6-11)
2S = 5+S&5m (6-11)
3C, 3D, 3H, 3NT = transfer pre-empts to D, H, S, C
3S = solid 7+ card minor with nothing much outside
4C/4D = transfer to 4H/4S
4H/4S = NAT
<b>SPECIAL FORCING PASS SEQUENCES</b>
1x - (nat overcall) - P - (P): Semi F
1NT - (DBL) - P - (P): F RDBL or NAT 2x
(1x) - 1NT - (DBL) - P - (P): F RDBL or NAT 2x
<b>IMPORTANT NOTES</b>
We need time following to partner's Honor leads, first discard, and first suit played by declarer in NT because of signal options
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	yes	2	4H	12-22 4432 only dist we open with 2	1D = 3c, 6-7 HCP OR 4+c, 8+HCP. 1H/1S = NAT 4+c, 6 HCP. 1NT/2NT/3NT = 8-10/11-12/13-15. 2C = NAT FG. 2D = fit 9-11. 2H/S = 6 c, 4-7 HCP. 3C = weak. 3D = 6+c, weak. 3H/S = 7+ c weak.	NAT. 2NT jump rebid FG any shape over which 3C relay with NAT responses. May stop in 4C after 1C-2C	Same as by UPH but 2C limit
1 ♦		4 rarely 3	4H	12-22 3 if good D bad C, lead directing	1H/1S = NAT, 6+ HCP. 1NT/2NT/3NT = 6-10/10-11/13/15. 2C = NAT FG, may have M. 2D = NAT FG. 2H/S = 6 c, 4-7 HCP. 3D = weak. 3H/S = 7+ c weak.	Same as 1C	Same as by UPH but 2D limit
1 ♥		5	4D	12-22	2/1 = NAT FG. 1NT = F1. 2S weak = 4-7 HCP. 2NT = FG 4c+ fit. 3C/D/H = 4c+ fit 10-11/7-9/0-7. 3S/4C/D/ = SPL. 3NT = 3c fit 14-15 NF. 4H = NAT, usually weak.	Over 2NT: With 13-15: 3C (3D R), With 10-12: 3D (3H R). With 16+: 3H = any singleton, 3S = 5+5+ low singleton, 3NT = no singleton, 4C/D/H 5+5+ high singleton. Short suit game tries apply after fit.	1NT=6-9 NF, 2C/D=Drury
1 ♠		5	4D	12-22	Same as over 1H but 3H is SPL and 4H to play.	Same as over 1H	Same as over 1H
INT				15/17 HCP May have odd shape	2C = Stayman may be weak 44M or 4M5+m. 2D/H = TRA to H/S. 2S = C or both M or C+M 55+, 5-7 HCP, 2NT = D or D+M 55+, 5-7 HCP, 3C/D/H = 55+ 13+ bid suit and any suit above. 3NT= Nat. 4C=Blackwood. 4D/H = TRA to H/S. 4NT=Quantitative	If weak then responder passes 2D or play/correct. 3C=extended Stayman Over 2S: 2NT = C fit and max, 3C = C any min. Responder 3D is 5+5+Ms, 3H/S 5C+5+H/S. Over 2NT: 3C = C fit and max, 3D = C any min. Responder 3H/S is 5+D5+H/S.	Same as by UPH

2♣	yes	0	4H	23+ or near game hands	2D = waiting. 2H/S = 5/6c-6+HCP, 3H/S 7c 6+HCP, 3C/D 6/7c 6HCP	Nat but 2C-2D-2H orders 2S where 2NT is 26-27 HCP balanced or semi. 2NT is 24-28 HCP balanced or semi. 3NT is 30-31 HCP balanced or semi. Over which puppet stayman, transfers apply, 3S shall be 4H-5+S.	Same as by UPH
2♦	yes	0		Multi 6-11 weak 2M 6+ cards or BAL 22-23	2H/S= p/c. 2NT=relay. 3C/3D=H/S suit FG. 3H/S=p/c. 3S=raise/correct. 4H/S to play.	2NT or non-jump 3NT is 22-23 HCP balanced or semi. Over which puppet stayman, transfers apply, 3S shall be 4H-5+S.	Same as by UPH
2♥	yes	5		5+H&5+any (6-11)	2NT = Relay. 2S = p/c. 3C/D = to play regardless. 3H = pre.	Over 2H-2NT: 3C/D=NAT, 3H=S then may follow with relays for controls-shortness-queens,	Same as by UPH
2♠	yes	5		5+S&5+any (6-11)	2NT = Relay. 3C/D = to play regardless. 3S = pre.	Over 2H-2NT: 3C/D=NAT then may follow with relays for controls-shortness-queens,	Same as by UPH
2NT				20-21 HCP May have odd shape	3C = puppet. 3D/H =TRA. 3S = 4H-5+S. 3NT to play.		Same as by UPH
3♣	yes	6+ cd D		Transfer preempt to D	3H/S=Nat F1, 4C/H/S=CAB, 4D=pre	CAB ans in steps 3 <sup>rd</sup> /2 <sup>nd</sup> /1 <sup>st</sup>	Anything OK in 3rd
3♦	yes	7+ cd H		Transfer preempt to H	3S=Nat F1, 4C/D/S=CAB,	Same as above	Anything OK in 3rd
3♥	yes	7+ cd S		Transfer preempt to S	4C/D=CAB, 4H=NAT	Same as above	Anything OK in 3rd
3♠	yes	0		Transfer to gambling 3NT, solid 7+ card minor; 9+ HCP	4C=P/C. 4D=slam try inviting cue. 4H/S to play. 4NT asks for suit length, 5C=P/C	3S-4D: 4H/4S shortness, 4NT shortness in other minor, 5C/D 7222	Same as by UPH
3NT	yes	7+ cd C		Transfer preempt to C	4H/S to play, 4D=CAB		Anything OK in 3rd
4♣	yes	0		Transfer to H	4H/S to play, 4D=slam interest		Anything OK in 3rd
4♦	yes	0		Transfer to S	4H/S to play		Anything OK in 3rd
4♥/♠		7		NAT			Anything OK in 3rd
4NT	yes			Blackwood	<b>HIGH LEVEL BIDDING</b>		
5♣/♦		8		NAT	Cue = 1 <sup>st</sup> or 2 <sup>nd</sup> round control. Splinters. RKCB if no suit agreed first mentioned suit by person responding to RKCB. DOPI, 5NT grand slam force, Josephine, Lightener DBL Exclusion Blackwood		

## A) Conventions used

### 4<sup>th</sup> suit usually FG

1C-1D-1H-1S = NAT S. 1C-1D-1H-2S = 4<sup>th</sup> suit

4<sup>th</sup> suit by either partner should have game values but we can give up before game if no game contract is playable

Over 4<sup>th</sup> suit:

1. We show 3 card fit for partner by raising
2. We bid NT if stopping 4<sup>th</sup> suit
3. We can raise 4<sup>th</sup> suit below game with 4 cards
4. **With both fit and stopper we bid 3C if available**
5. Otherwise we bid NAT. We may have to rebid a 4 card suit since C suit or extra length cannot be shown.

### Checkback Responses

Over 1x-1H/S-1NT-2C 6-11 Checkback, Opener bids:

Forced 2D which may be passed or nat rebid by responder if 9-11.

Over 1x-1H/S-1NT-2D 12+ Checkback, Opener bids naturally.

## B) Leads and signals

### Honor leads against suit contracts

We get asked about these a lot... here are the details

If it is covered and we do not win it, we give count upside down.

If it reaches us winning, the lowest card is encouraging. Other cards, if odd signal for the lower ranking remaining suit, if even signal for the higher ranking. So if spades are trumps on AH lead 2 is encouraging, 8 is diamonds and 9 is clubs.

J is odd, Q is even, K is odd

If we have only odd or even cards we use the highest odd or even to signal the original signal, and the lower one for the other suit. So holding 973 Spades trumps on AH lead 3 encourages. 9 is clubs and 7 diamonds. This is very rare and can lead to disasters so we try to avoid signaling with the middle card in such situations.

Sometimes we signal for impossible shift if our cards are all wrong.

If dummy has a singleton we give suit preference, low for lower suit, high for higher suit.

If dummy has a doubleton, we encourage on H lead with a doubleton and ability to overruff dummy. So we play top of doubleton if we cannot overruff regardless of odd or even.

We lead Q from AKQ then AK for higher ranking KA for lower ranking.

Signals are not orders, just indications of where values may be. We defend by bridge logic.

## C) Bids that may require a defence

## D) Defensive and competitive bidding

## E) Doubles

### In competition...

Direct position: Double is stronger than bid

Dying position: Double is stronger than bid.

When opponents show two suited hand or unknown suit such as Capp 2C double is penalty probe and double by either side after that is penalty.

Removing penalty probe double directly without giving partner chance to penalize is stronger than waiting and bidding later. Same applies for strength showing redouble.

We ignore opponents' redouble when penalizing. Anything-DBL-RDBL-P ...pass is accepting penalty (if x was penalty) or converting to penalty (if x was competitive or penalty probe).

## F) Back of card

## **Slam Cue Bidding**

Neither side should initiate or accept cue bidding without a first round control outside the agreed trump suit. Great caution is needed if the only first round control in the hand is a void in a suit bid by partner, in which case it is better not to accept cue bidding.

Suits bid at the 3 level are not cue bids except 3S is a cue bid if hearts have been agreed.

A cue bid shows either first or second round control in the bid suit. Seconding a cue bid shows the same. So it is possible not have first round control if a suit has been cue bid by both partners.

A cue bid in a new suit introduced at the 5 level shows first round control unless the bidder has already denied first round controls (by refusing to accept cue bidding).

Cue bidding a suit where a control has already been denied (by bypassing the suit during cue bidding) shows third round control (this applies to either partner at any level).

Cue bidding can never start with 4NT, but it can start with 3NT. 3NT cue bid shows zero or two H (AKQ) in the agreed M trump suit. Bypassing 3NT shows one or three. This cue bid does not necessarily promise first round controls outside the agreed trump suit.

4NT cue bid shows zero or two H (AKQ) in the agreed trump suit. Bypassing 4NT shows one or three. This cue bid must be applied as described even when refusing cue bidding due to lack of first round controls. If cue bidding has started at the 3 level (see above) then 3NT cue bid is used instead of 4NT. Partner of the player who bid or bypassed 3NT should still bid or bypass 4NT to show the H situation. 4NT by player who already bid or bypassed 3NT shows 2 or 3 H.

5NT shows extra values that cannot be shown below the small slam level.

The first partner to identify two confirmed losers must sign off. Going beyond 5 of the agreed suit is not necessarily a grand slam interest as 6NT may still be possible.

When opponents DBL a cue bid:

- A direct PASS shows second round control in the doubled suit
- RDBL by either side shows first round control in the doubled suit
- Bidding directly denies first or second round control in the doubled suit

When opponents bid below our game after cue bidding has started:

- A direct PASS shows second round control in the bid suit
- DBL by either side shows first round control in the bid suit
- Bidding directly denies first or second round control in the bid suit

When opponents bid above our game after cue bidding has started:

- A direct PASS shows first or second round control in the bid suit
- DBL by either side is penalty
- Bidding directly denies first or second round control in the bid suit

G) Others

## **2 Suited Hands Relays**

Relay by bidding suits that have been denied, or NT (excluding 3NT). Skipping a relay goes straight to the next one. Relay sequence is:

1. Controls: A = 2 controls, K = 1 control (Step responses: 0-1, 2, 3... including controls outside suits).
2. Shortness (Step responses: lower of other suits, upper of other suits, both other suits)
3. Lower suit Queen (Step responses: N, Y).
4. Higher suit Queen (Step responses: N, Y).

H) Prepared defences

## **Over opp Multi 2D**

2H/S=4+ cards, 3C/D/H/S=6+cards 12-15 HCP, 2NT=16-18, 3NT to play, DBL=16+ HCP

I) After 1NT-X by RHO:

Redouble = transfer to C

2C/D/H = transfers to D/H/S

Pass forces a redouble or 5 card suit by opener over which Baron sequence starts