



WBF Convention Card

Category i.e. Green / Blue / Red / HUM / Brown Sticker: Green

Country: Jordan

Event: Open

Players: Sakher Malkawi & Amro Nimer

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5+M (semi-F 1NT), 5(4)+♦, 2+♣, trf responses over 1 NT may be very light. NEG DBL
 Multi Wk 2; wide-range overcalls, INV+ fit jmps in comp and by passed hand; ART 2NT in com
 2/1 FG Inv minor, Bergen, Lebensohl

1NT Openings: 15 - 17 HCP

2 OVER 1 Respons FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ opening: Any GF or 23+

2♦ opening: Multi- weak 6 cards M or Strong Single suited hand 8+ tricks or 22-23 balanced

2♥ opening: ♥ and minor 5+ 5+

2♠ opening: ♠ and minor 5+ 5+

1♣ opening: 2+ ♣

SPECIAL FORCING PASS SEQUENCES

In FG sequence, and after RDBL from partner to your opening bid

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

3rd seat opening could be weak

Psychics:

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS		
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE		
	Lead	in Partner's Suit	
7-16HCP	Suit	2nd / 4th	Top from 2 cards 3rd from 3 or 4 cards
	NT	2nd / 4th	Top from 2 cards 3rd from 3 or 4 cards
	Subseq		
	Other:		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS		
1NT DBL: Equal Strength	Lead	Vs.Suit	Vs. NT
1NT 2♣: 6+ cards any suit	Ace	ATT unless Q in dummy then CT	ATT
1NT 2♦: MM 1NT 2♥: ♥+m	King	CT	CT
1NT 2♠: ♠+m	Queen	QJ(x) ATT	QJ(x) ATT
1NT 2NT: ♦ + ♣	Jack	J10(+) or KJ10(+) ATT	J10(+) or KJ10(+) or AJ10 ATT
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	10(+), HT9(+) ATT	10(+), HT9(+) ATT
1-Suit: 4 - 11 HCP DEPENDING ON VUL	9	9(+) ATT	9(+) ATT
2-Suit: 2NT 5♦+, 5♣+ 4-11HCP OR 16+HCP	Hi-x	Even	Even
	Lo-x	Odd	Odd
Reopening:	SIGNALS IN ORDER OF PRIORITY		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Partner's Lead	Declarer's Lead	Discarding
Direct Cue bid of a major suit shows other major and minor atleast 5	Suit: 1st	Low Enc.	CT
1♦ 2♦ Majors 5+-5+	2nd	S/P	
	3rd		
	NT: 1st	CT	CT
	2nd		
	3rd		
VS. NT(vs. Strong/Weak; Reopening;PH)	Signals (including Trumps):		
1NT DBL: Equal Strength	We show count when we can't beat the card in dummy		
1NT 2♣: 6+ cards any suit			
1NT 2♦: MM 1NT 2♥: ♥+m			
1NT 2♠: ♠+m			
1NT 2NT: ♦ + ♣			
VS. PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	DOUBLES		
Double for takout up to 4♥ points depends on level	TAKEOUT DOUBLES(Style;Responses;Reopening)		
	May be light (9+) with suitable shape when both opponents bid or in balancing seat		
	Responses : natural		
	Reopening= When 1X-P-P Dbl shows 8+		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
System On	Doubles and redoubles usually show points		
	if high level bidding dbl will always be a good hand		
OVER OPPONENTS' TAKE OUT DOUBLE			
When opp dbl after opening 1NT the system is on			
When opp dbl after opening 1M all bids are forcing except 2M			

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2		11-21HCP ANY SHAPE	1♦,♥,♠ (NAT 3+ F1); 1NT (BALANCED 8-10HCP); 2♣ NAT FG; 2♦(5♣'s 10-11 HCP); 2♥,♠(4♥,♠'s & 5+♣'s 10-11HCP); 2NT(10-11 HCP); 3♣ PREEMPT		
1♦		4		11-21HCP ANY SHAPE (with 4♣s 4♦s it's optional to open 1♣ or 1♦ depending upon HCP and quality)	1♥,♠ NAT 3+ F1; 1NT BALANCED (8-10HCP); 2♣ NAT FG; 2♦ NAT FG; 2♥,♠ 4♥,♠'s & 5+♦'s 10-11HCP; 2NT(10-11 HCP); 3♣ (5+♦'s 10-11HCP); 3♦ PREEMPT		
1♥		5		11-21HCP ANY SHAPE	1NT F1; 2♣,♦ FG; 2♥ RAISE (8-10HCP), 2NT (4+♥'s FG) 3♣ (4♥'s 10-11HCP); 3♦ (4♥'s 7-9HCP); 3♥(4+♥'s 0-6HCP); 3♠(SPL ANYWHERE 8-11 HCP), 1NT F1; 2♣,♦,♥ FG; 2♠ RAISE (8-10HCP), 2NT (4+♠'s FG) 3♣ (4♠'s 10-11HCP); 3♦ (4♠'s 7-9HCP); 3♥(SPL ANYWHERE 8-11 HCP); 3♠(4+♠'s 0-6HCP); 2♣ STAYMAN; 2♦,♥,♠,2NT TRF TO ♥,♠,♣,♦ RESPECTEVILY; 3♣ (♣+♦WK); 3♦ (♥+♠ FG); 3♥(♣+♦ SS♥ FG); 3♠(♣+♦ SS♠ FG); 3NT TO		
1♠		5		11-21HCP ANY SHAPE			
1NT				14-17 HCP BAL OR SEMI BAL			
2♣	✓	0		24+HCP OR STR -3 LOSERS HAND	2♦ RELAY; 2♥ 5+♥ 2 TOP H's; 2♠ 5+♠ 2TOP H's		
2♦	✓	0		Multi- weak 6 cards M or Strong Single suited hand 8+ tricks or 22-23 balanced	2♥ RELAY ; 2♠ PASS OR CORRECT ; 2NT 14+		
2♥		5		5+♥,5+m (4-11HCP)	2♣ NATURAL NF; 2NT ASKING TO BID MINOR; 3♣,3♦ NAT F		
2♠		5		5+♠,5+m (4-11HCP)	2NT ASKING TO BID MINOR, 3♣,3♦,3♥ NAT F		
2NT				BALANCED 20-21 HCP	3♣ PUPPET STAYMAN; 3♦,3♥ TRFs TO ♥,♠ ; 3♠ FORCES 3NT; 3NT 5♠ 4♥		
3♣		7		PREEMPT (4-11HCP) PROMISE GOOD SUIT IF VUL	3♦,3♥,3♠ NAT F; 3NT TO PLAY		
3♦		7		PREEMPT (4-11HCP) PROMISE GOOD SUIT IF VUL	3♥,3♠ NAT F; 3NT TO PLAY		
3♥		7		PREEMPT (4-11HCP) PROMISE GOOD SUIT IF VUL	3♠ NAT F; 3NT TO PLAY		
3♠		7		PREEMPT (4-11HCP) PROMISE GOOD SUIT IF VUL	3NT,4♥, 4♠ TO PLAY; 4♣,4♦ F		
3NT				TO PLAY (LONG SOLID MINOR)	4♣ PASS OR CORRECT	High Level Bidding	
4♣,♦		7		PREEMPT (4-7HCP)			RKCB 0314
4♥,♠		7		TO PLAY NORMALLY LESS THAN OPENING			
4NT		7		ASKING SPECIFIC ACES			
5♣,5♦		8		TO PLAY			