

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Direct: sound up to 17 HCP, 4 cards possible
Resp: new suit below cue F1, cue up to below raise = transfer
Jump suit weak, simple raise=wkr than cue, jump raise=pre, NT NF
Reopening: light, 1/2 level 4+ cards, up to 12 HCP
Resp: NAT, cue = 14+, jumps = pre
Resp DBL promises length in unbid Major only, Max DBL
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 14+-17- 4 th Live: Other 2 suits weak 55+
Resp: Stayman via cue 8+ and 2C 0+, Lebensohl Fast, DBL = Neg,
Escaping from INTx: P forces RDBL or suit
Reopening 10-14 HCP
Resp: Stayman via cue & 2C
JUMP OVERCALLS (Style; Responses; Unusual NT)
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
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
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
VS. NT (vs. Strong/Weak; Reopening;PH)
Astro: 8+ cards in 2 suits. 2C = H&m, 2D=S&any, 2NT=minors
1NT-2C-P-2D=to play if second suit is D otherwise show 5 carder
1NT-2D-P-2H=to play if second suit is H otherwise show 5 carder
1NT-2C/D-P-2NT=relay for 2 nd suit. Astro bidder breaks if strong.
DBL=equivalent
Reopening same but DBL = 10-13 BAL or Semi BAL
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
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
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
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+
OVER OPPONENTS' TAKEOUT DOUBLE
New suit=NF, 5+cards, 0-10 HCP. Jumps=constructive 5-8 HCP
1 NT=raise over Ms; SPL; RDBL=11+ ART
P then DBL=competitive; raises applicable.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	COUNT except 1C opening	
NT	4th	COUNT except 1C opening	
Subseq	4th	COUNT except 1C opening	
Other: 2 nd highest without H, top of H sequences, 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	
Hi-X	Sx, HxxSx, HSx, xSxx	Same	
Lo-X	xSx, HxxS, HxxxxS, xSSxx	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=diserg &. O/E SP	Count=UD	O=enrg E=SP
Suit 2	Count=UD	SP	
3	SP		
1	Hi=diserg	Smith	O=enrg E=SP
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=exactly 4 Spades. 1m-1S-x suggests 4+H 8+ HCP			
COMP x unless NAT NT has been bid. 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
CATEGORY: Green
NCBO: Jordan
PLAYERS: Sireen Barakat – Marwan Ghanem
EVENT (Mixed Teams / Pairs)
BFAME – Mixed Teams – ONLINE 2021
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Nat 2/1
2C = FG
5 Card major with 1NT F1, with inverted Bergen raises
Multi 2D, Weak 2-suited 2H/2S
Transfer pre-empts, including 3S as transfer to Gambling 3 NT
Aggressive competitive style
1 NT openings 14+-17- some odd patterns possible
2 over 1 responses FG. 4 th suit usually FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = Multi (6-11 weak 2M or BAL 22-23)
2H = 5+H&5+any (6-11)
2S = 5+S&5+minor (6-11)
3C, 3D, 3H, 3NT = transfer pre-empts to D, H, S, C
3S = solid 7+ card minor with nothing much outside
3NT = pre in C
4C/4D = transfer to 4H/4S
Transfer responses to overcalls
SPECIAL FORCING PASS SEQUENCES
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
IMPORTANT NOTES
We need time following to partner's Honor leads, first discard, and first suit played by declarer in NT because of signal options
PSYCHICS: rare

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=3+cds, 6+HCP. 1H/1S NAT 4+ HCP. 1NT 8-10. 2C=FG, 2D=fit 9-11, 2H/S 6 cards 4-7, 2NT 11-12, 3C weak; 3D 6+cds weak, 3H/S 7+ cds weak, 3NT 13-15.	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 6-10. 2C=FG may have M, 2D=FG, 2H/S 6 cards 4-7, 2NT 11-12 3C fit 9-11; 3D weak, 3H/S 7+ cds weak. 3NT 13-15.	Same as 1C	Same as by UPH but 2D limit
1♥		5	4D	12-22	2/1 FG, 1NT F1, 2S weak, 2NT FG 4+ fit, 3C/D/H=4+c fit 10-11/7-9/0-6, 3S/4CD/=SPL, 3NT =3+cfit 14-15 NF, 4H=usually weak.	Over 2NT: 3C=13-15 (3D R), 3D=10-12 (3H R). With 16+ or over R: 3H=any singleton, 3S=5+5+ low single, 3NT no single, 4C/D/H 5+5+ high single Short/long suit game tries apply after fit	2D=9-11, 1NT=6-9 NF, 2C=Drury
1♠		5	4D	12-22	Same as over 1H, 3H is SPL and 4H to play	Same as over 1H	2D/H=9-11, 1NT=6-9 NF, 2C=Drury
INT				14+-17- HCP May have odd shape	2C=Stayman may be weak, 2D/H=TRA, 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, 4H/S=NAT, 4NT=Quantitative	3C=extended Stayman Over 2S: 2NT = C fit and max. Responder 3D is 5+5+M, 3H/S NAT Over 2NT: 3C=D fit and max. Responder 2H/S NAT	Same as by UPH
2♣	yes	0	4H	23+ or near game hands	2D= waiting, 2H/S=5/6c 6+, 3H/S 7c 6+, 3C/D 6/7c 6+.	Nat but 2C-2D-2H orders 2S where 2NT is 26+ bal or semi.	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.	Type of hand to be shown	Same as by UPH
2♥	yes	5		5+H&5+any (6-11)	2NT=Relay, 2S=p/c, 3C/D to play, 3H= pre	2H-2NT: 3C/D=NAT, 3H=S then R for controls-shortness-queens,	Same as by UPH
2♠	yes	5		5+S&5+minor (6-11)	Same as 2H	Same as 2H	Same as by UPH
2NT				20-21 HCP May have odd shape	3C=puppet, 3D/H=TRA, 3NT=4H&5+S, 3S=m suit stayman, 4C/D =NAT FG, 4H/S 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 rd /2 nd /1 st	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 with nothing much outside	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
4♠		7		NAT			Anything OK in 3rd
4NT	yes			Blackwood	HIGH LEVEL BIDDING		
5♣		8		NAT	Cue = 1 st or 2 nd 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		
5♦		8		NAT			

A) Conventions used

4th suit usually FG

1C-1D-1H-1S = NAT S. 1C-1D-1H-2S = 4th suit

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

Over 4th suit:

1. We show 3 card fit for partner by raising
2. We bid NT if stopping 4th suit
3. We can raise 4th 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-1NT-2C Checkback, Opener bids:

2D with 12-13 and no 3 cd fit, 2H with 12-13 and 3 cd fit, 2NT with 14 and no 3 cd fit.

3 of opener's minor 5 cards max and fit, 3 of other minor 44 minors max and fit, 3H with 14 and 3 cd fit

Over 1x-1S-1NT-2C Checkback, similar sequence applies plus 2H to show 12-13 with 4 cd (does not deny 3 cd S fit), 3H to show 14 with 4 cd (does not deny 3 cd S fit).

Combined short/long suit trial bids

Over H fit 2S orders 2NT in preparation for LSTB over which 3C/D LSTB in bid suit and 3H is S LSTB...direct 2NT is S SSTB....direct 3C/D SSTB in bid suit

Over S fit....2NT orders 3C in preparation for LSTB over which 3D/H LSTB in bid suit and 3S is C LSTB...direct 3C/D/H SSTB in bid suit

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.

Odd/Even discard

First discard only. Odd is interested in the suit, low odd is more interested than high odd.

Even is not interested. Low even is for lower ranking remaining suit, high even is for higher ranking.

C) Bids that may require a defence

D) Defensive and competitive bidding

E) Doubles

In competition...

Direct position: Double is weaker than bid and only shows desire to compete. Pass is weakest in theory but could be good hand hoping to penalize if partner can double

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