

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 
<b>OVERCALLS(Style; Responses; 1/2level; Reopening)</b>		<b>OPENING LEADS STYLE: STANDARD</b>			
<b>AGGRESSIVE IF NV, SOUND IF VUL.</b>		Lead	in Partner's Suit		<b>Country: UNITED ARAB EMIRATES.</b>
RESP: NEW SUIT= NF, NEW SUIT JUMP= F1, CUE= F		Suit	3RD & 5TH	LOW IS INTERSTING.	<b>Event: ALL EVENTS.</b>
JUMP CUE= MAX INV IN SUIT + 4 CARDS FIT, NT= NAT.		NT	4TH	LOW IS INTERSTING.	<b>Players: Mohamed Wael Agamawi / Akiel Almadi</b>
RAISE= NAT, JUMP RAISE = PREEMPT.		Subseq			
		Other:	SMITH ECHO		
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
<b>2ND=15-17 + STOPPER.</b>		Lead	Vs.Suit	Vs. NT	<b>GENERAL APPROACH AND STYLE</b>
4TH=11-15 PTS, 1NT-2*-2*/*/*/2NT = Staymen and Transfers		Ace	AKx(+)	AKx(+)	5 CARD MAJOR, * BY 4, * BY 2, INVERTED MINOR, MINORWOOD.
		King	AK-AKJx(+), KQ, KQ(J/10)(+)	AKJ, KQJ, KQ10	1NT=1RF OVER MAJOR, BERGIN, SPLINTERS, JACOBY, RKCB, LEBENSOHL.
		Queen	QJ10/9,QJ/x	QJ10/9,QJ/x	STAYMEN, TRANSFER, PUPPET STAYMEN, MICHAELS, CAPPELITTI
		Jack	J10(9/8)x(+)	J109, J109	3RD SUIT = SHOWING, 4TH SUIT = ASKING + GF.
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>		10	KJ10x(+), 10X	KJ10x(+), 109, 10X	
1-Suit: NON VUL= PREEMPT, VUL= SOUND.		9	(K/Q)109, 98, 9X	(K/Q)109, 98, 9X	1NT Openings: 15-17 BAL. / SEMI BAL.
2-Suit:		Hi-x	EVEN	EVEN	2 OVER 1 Respon: GAME FORCING.
		Lo-x	ODD	ODD	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
Reopening: NAT.		<b>SIGNALS IN ORDER OF PRIORITY</b>			1*-1NT=10-11PTS, 1*-2NT= GOOD RAISE, 1*-3*=PREEMPT
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>		Partner's Lead	Declarer's Lead	Discarding	2* = 22+ PTS OR 3.5 LOSERS.
1*-2* + 1*-2* = MAJORS.		Suit:1st	ATT	LO=ENCRG	2* = weak in a major (8-10 pt)
DIRECT CUE= 2 HIGHER UNBID SUIT.		2nd	COUNT	HI=DISCRG	2H - 2SP = weak with 6 cards suit (0-6 pts)
2NT=HIGHER+LOWER UNBID SUIT, 3*= 2 LOWER UNBID SUIT.		3rd			3ANY= CONSTRUCTIVE 1st and 2nd, PREEMPT 3rd and 4th.
1X-3X = STOPPER ASKING.		NT: 1st	ATT	LO=ENCRG	3NT = GAMBLING
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	COUNT	HI=DISCRG	4 */* = PREEMPT.
2ND: CAPPELITTI		3rd			MICHEALS: 1*-2* + 1*-2* = MAJORS, 1ANY-2NT= HIGHEST+LOWEST, 1ANY-3*=2 LOWEST
AGAINST WEAK NT AT NOTES.		Signals (including Trumps): NO.			LEBENSOHL AFTER 2-LEVEL OVERCALL OF 1NT & after 1NT opening intervention
		SMITH ECHO: HIGH IS ENC. IN PARTNER LEAD.			NEGATIVE DOUBLES THRU 3*
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>		<b>UDCA</b>			
T/O DBL= STRONG, ANY= NATURAL + NF, NT=NAT.		<b>DOUBLES</b>			Escape DONT
4* OVER 3*/* = MAJORS, 4* OVER 3*/* = M+Om		<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>			6 ACES
4*/* OVER 3* = */*+OM, 4*/* OVER */* = NAT		ACCEPTING UNBID SUIT.			
		RESP: 1NT= 8-10 W STOPPER, JUMP=8-10 + 4CARDS, DBL JUMP=8-10 + 5 CA			
		RESP: CUE= GF			<b>SPECIAL FORCING PASS SEQUENCES</b>
					OVER BLACKWOOD INTERVENTION.
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			OVER PREEMPTS.
OVER 1*: X=* OR BOTH MAJORS, 1* = */* OR * & *, 1*/* = */* OR BOTH MI		NEGATIVE DBL THRU 4 MAJOR.			
OVER 1*: NAT		PROTECTIVE DBL UPTO LEVEL 2.			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
		RESPONSIVE DBL.			Psychics: RARE.
		SUPPORTIVE X AND XX= 3 FIT			
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>		1NT-X-P-P-XX= AUTOMATIC.			
TRUSCOTT OVER MAJOR		ANY DBL OVER CUE XX=ACE.			
		4NT - 5*-X=0-3 ACES, 4NT - X-XX=0-3 ACES.			

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	2	4 M	13+ PTS, BAL OR UNBAL	1♥/♠ MAYBE 3 CARDS 6-7 PTS, 1NT=11 PTS BAL OR SEMI BAL	1♣-2♣-2♦= REVERSE, 2♥/♠ = NAT.	
					2♣ = INVERTED 13+ PTS, 3ANY= WEAK		
					2NT=♣ GOOD RAISE 10- 11 PTS, 3♣= BAD RAISE		
					3NT = TO PLAY.		
1♦		4	4 M	13+ PTS, BAL OR UNBAL	1♥/♠ MAYBE 3 CARDS 6-7 PTS, 1NT= 6-9 PTS BAL OR SEMI BAL	1♦-2♦-3♣= REVERSE, 2♥/♠ = NAT.	
					2♦ = INVERTED 13+ PTS, 3ANY= WEAK		
					2NT= NAT 10- 11 PTS, 3♦ = BAD RAISE		
					3NT = TO PLAY.		
1♥/♠		5	4♥	11+ PTS, BAL OR UNBAL	1NT= 1RF, 3♣=10-11 +4FIT OR SPLINTER ANY 13-15, 3♦=7-9+4FIT,		2♣=DRURY+3FIT
					2NT=12+PTS+ 4FIT, 3♥/♠= WEAK + 4FIT, 4♣/♦/♥/3♠ SPLINTER + 4FIT		2♠/3♠/3♥/3♣ = SPLINTER+4FIT.
1 NT				BAL 15-17 + POSSIBLE 5 CARDS MAJOR.	2♣= STAYMAN, 2♦/♥/♠/NT= TRANSFER, 3NT= TO PLAY	3♣= EXT. STAYMEN.	
2♣	X			23+ ANY DISTRIBUTION, or 3.5 loser	2♦=0-2 cntrls, 2♥/♠, 3♣/♦ = 3-4-cntrl + 5 cards ♥/♠/♣/♦, 2NT= 3-4 cntrls (no 5 cards)	2♣-2♦-2NT=23-24 PTS. 2♣-2♦-2♥-2♠=R-2NT=25+ PTS.	
2♦	X	6		6 M WEAK (8-10 pts), or 20-22 UNBALANCED	2♥= P/C, 2♠= P/C SHORT IN SPD, 2NT=FORCING RELAY.	OVER 2NT: 3♣/♦ = ♥/♠ + FEATURE, 3♥/♠ NO FEATURE 2♦-2NT-3♣/♦-3♦/♥-3♥/♠/NT/4♣/♦ = L/M/H (SHORT)/SIDE SUIT	
2♥	X			6♥ 0-6 HCP	2NT= FORCING RELAY.		
2♠	X			6♠ 0-6 HCP	2NT= FORCING RELAY.		
2 NT				20-22 BAL OR SEMI BAL	3♣=P.S., 3♦/♥=TRF ♥/♠, 3♠= TRFm, 3NT=TRFm (game/slam force)	OVER 3♣: 3♦=4 OR 4-4 M	
3♣		7		6-11 HCP, CONST 1ST AND 2ND.	3♦=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3♦		7		6-11 HCP, CONST 1ST AND 2ND.	4♣=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3♥		7		6-11 HCP, CONST 1ST AND 2ND.	4♠=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3♠		7		6-11 HCP, CONST 1ST AND 2ND.	4♦=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3 NT	X	8		GAMBLING, SOLID MINOR	4-5♣/♦=P/C, ANY IS TO PLAY, 4NT=RKCB.		
4♣		8		GOOD ♥ + OUTSIDE DEFENCE.	4♥=TO PLAY, 4♦=SLAM INTEREST, 4NT=RKCB.		
4♦		8		GOOD ♠ + OUTSIDE DEFENCE.	4♠=TO PLAY, 4♥=SLAM INTEREST, 4NT=RKCB.		
4♥		8		TO PLAY.	4NT=RKCB.		
4♠		8		TO PLAY.	4NT=RKCB.		
4NT	X			2 SUITED HAND IN MINORS 6-5	5♣/♦= TO PLAY		
5♣		9		TO PLAY.			
5♦		9		TO PLAY.			
5♥		9		TO PLAY.			
5♠		9		TO PLAY.			
5NT	X			2 SUITED HAND IN MINORS 6-5			