

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Direct: sound up to 15 HCP, good 4 cards possible
2m over one normally needs 6 cards
Jump suit weak, normally 6 cards, good six to bad eleven HCP.
Michael Cue Bids and unusual NT.
Cappelati over 1NT, In balancing double is optional
Typical responses.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15 – 17 HCP, 4 th GOOD 11 – 14, Weak distributional over 2 suits bid by opponents 5+ - 5+ in other suits.
Resp: Stayman via cue 8+ and 2C 0+, Lebensohl Fast, DBL = PEN,
Escaping mechanism from 1NTx: P forces RDBL or 5 cards suit,
The rest starting redouble to two hearts are transfers to bid two clubs to two spades. Pass forces redouble to start a Baron sequence.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1suited = weak. Responder bids 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 5+ - 5+. 2NT asks distribution and range
1M - 2M=other M and a m 5+ - 5+. 2NT asks second suit
Resp new minor NAT NF, jumps in known suit pre. Reopen same
VS. NT (vs. Strong/Weak or Reopening with passed hand)
Cappelati: double modified, six+ semi solid cards and outside entry*.
2C: orders 2D to pass or corrected, others natural, good six cards.
2D: Both majors.
2M: The bid major and a minor which could be four cards
2NT: minors two suiters.
(*) Reopening DBL = good 10 - 12 Bal. or Semi Bal, Optional.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O. cue bid’; 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 ,
Versus 1C: 1NT=C&S, 2D=D&H. Pass then bid later with 16+
OVER OPPONENTS’ TAKEOUT DOUBLE
New suit: NF, 5+cards, none to bad nine HCP. Jumps: preemptive redouble: good 9+ HCP.
NT bids: simple raise over Ms, 3 cards, Bergen, Splinters, otherwise typical bids. See notes.
P then DBL: good 7 or 8 HCP competitive.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	Third best	
NT	4th	Third best	
Subsequent	4th	Original card if own lead	
Other: 2 nd highest of weak suit, 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, QJ9x+, AKQx+,	Same and could be AQJx+	
Jack	QJ, HJ10x+	Same	
10	H109+, 109(x)+	H109+, J10x+	
9	J9x+, 109x+	Same	
S	Sx, HxxSx, HSx, xSxx	Same	
S	xSx, HxxS, HxxxxS, xSSxx	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=discrg &. O/E SP	Count	Suit Preference
Covered	Count=NORMAL	SP	
3	SP		
1	Hi=discrg	Smith	
NT 2	Count=UD	Count	
3			
Signals (including Trumps): frequently 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 good 14+ otherwise 16+			
Reps: cue bid =12+ ART. Simple suit 0-8. Jump suit good 8 -11.			
Reopening good 7+ semi ideal, Double = good opening			
1NT = good 10 to 14 HCP			
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, 7+ HCP			
Support DBL/RDBL usually shows 3 cards			
Lead directing double			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Jordan – Jordan Bridge Fedration
PLAYERS: Yasmeeen – Zeyad – Ghassan - Mais
EVENT: (Senior Teams)
BFAME 2025 – United Arab Emirate - Dubai
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Nat 2/1, opener rebid of 2C may not be genuine.
2C = GF, Ace for attitude, rarely up to 2NT or 4 of a minor.
5 Card major with 1NT F1, with Bergen raises. Diamond by 4, and Clubs by 2.
Multi 2D, Weak 2-suited 2H/2S, and semi balanced 20 – 21 HCP
Gambling 3 NT
Aggressive competitive style
1 NT openings 15 – 17 Balanced or Semi balanced.
2 over 1 responses and 4 th suit usually GF, rarely up to 2NT or 4 of a minor.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = Multi (6-11 weak 2M or Semi Bal 20-21)
2H = 5+H&5+any (6-11)
2S = 5+S&5+m (6-11)
3NT = gambling
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 - (natural suit overcall) - P - (P): Almost Automatic
1NT - (DBL) - P – P – (redouble): Almost Automatic
(1x) - 1NT - (DBL) - P - (P): Almost Automatic
IMPORTANT NOTES
We need time following to partner’s leads, first discard,

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	yes	2	4H	11 – 21 HCP 4432 only dist we open with 2 cards	1D=4+cds. Rarely 3, 6+HCP. 1H/1S NAT 4+ HCP. 1NT 8 - 10. 3C: 5+ cards 6 – 9 HCP, 2C: fit 10 -11, 2H/S: 6 cards 4-7, 2NT: 11-12, 3D: 6+cds weak, 3H/S 7+ cards weak, 3NT 13-15.	NAT. 2NT jump rebid GF any shape over which 3C relay with NAT responses. May stop in 4C after 1C-2C	Same but 2C limit
1♦		4	4H	11 - 21	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 but 2D limit
1♥		5	4D	11 - 21	2/1 FG, 1NT F1, 2S weak, 2NT: Jacoby, 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 Jacoby 2NT: three level: singleton, four level: void, 3H: 18 – 21 HCP. 3NT: 15 – 17 HCP, 4H: 12 – 14 HCP.	2m: 10+ HCP and 5+ cards, 1NT=6-9 HCP NF, 2NT: 10 – 11 HCP NF.
1♠		5	4H	11 - 21	Same as over 1H, 3H is SPL and 4H to play.	Same as over 1H	Same as over 1H
INT				15-17 HCP Balance or semi balanced. Rarely may have an odd shape.	2C=Stayman may be weak, 2D through 2NT are transfers, 3C: Minor suits Stayman, 3D: Puppet, 4C/D: Transfer to 4H/S, 4H/S: Natural, 4NT=Quantitative	3C=extended Stayman. Super acceptance for both majors and minors. Over MSS: 3D for D, 3H: for C, 3S: both, 3NT: none. Over Puppet: 3M Shows 5 cards, and 3NT denies any.	Typical.
2♣	yes	0	4H	22+ or equivalent.	2D= waiting, 2H/S: 5 or 6 good cards and 6+HCP 3x: 6 or 7 cards and 6+ HCP.	Nat but 2H orders 2S, 2NT: is 22 - 23 balanced or semi balanced.	Same as by UPH
2♦	yes	0		Multi 6 - 11 weak 2M 6+ cards, or semi balanced 20 - 21 HCP.	2H/S:p/c, 2NT:relay, 3C/3D:H/S suit FG, 3H/S:p/c, 4H/S to play.	Type of hand to be shown	Same as by UPH
2♥	yes	5		5+H & 5+ any other suit (6 - 11).	2NT=Relay, 2S=p/c, 3C/D to play, 3/4H: pre	2H-2NT: 3C/D=NAT, 3H=S then Relay for controls rarely.	Same as by UPH
2♠	yes	5		5+S & 5+ of a minor (6 - 11).	Same as 2H	Same as 2H	Same as by UPH
2NT				20 - 21 HCP, Balanced	3C=Stayman, 3D/H:TRA, 3NT:4H&5+S, 3S:minor suit Stayman, 4C/D:NAT FG.		Same as by UPH
3♣		7+		6 – 11 HCP.			
3♦		7+		6 – 11 HCP.			
3♥		7+		6 – 11 HCP.			
3♠		7+		6 – 11 HCP			
3NT	yes	7+ m.		Gambling, solid suit 10 – 12 HCP.	4C: P/C, 4D:Slam interest, otherwise: Natural		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		Natural.			Anything OK in 3rd
4♠		7		Natural.			Anything OK in 3rd
4NT	yes			Blackwood: 03/14/25/25+/O&V/E&V	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 GF**

1C-1D-1H-1S: Natural, 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 naturally.
6. We may have to rebid a 4 card suit since C suit or extra length cannot be shown.

- **Checkback Responses**

Over 1m - 1H, 1NT-2C Check back, Opener bids: 2m with 12-13 and no 3 cd fit, 2H with 12-13 and 3 cards fit, 2NT with good 14 or 15 and no 3 cards fit, 3 of opener's minor 5 cards max and fit, 3 of other minor 4 - 4 minors max and fit, 3H with good 14 or 15 and 3 cd fit, 4H with 16+ and 3 cards support.

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

- **Trial bids, based on short suit trial bid answers**

Same suit: ace of that suit, 3M: Wasted values, Game: none or no impact wasted value, other suits: Maximum, no wasted values and source of tricks in the bid suit.

- **Jacoby over one of a major**

2NT by responder shows 4+ cards fit and an opening hand. Responses by opener:

Any other suit at three level: Singleton in the bid suit.

Any other suit at four level: Void in the bid suit.

4M/3NT/3M: 12 - 14/15 - 17/18 - 21.

Usually, responder continue with cue bidding just in case.

B) Signals

Attitude: Small encouraging. Honor leads against suit contracts: If it is covered and we do not win it, we give count normally, otherwise

If it reaches us winning, the low card is encouraging. High cards, if odd signal for the lower ranking remaining suit, if even signal for the higher ranking.

If we have only odd or even cards we use the highest odd or even to make 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 going wrong 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, void or tricks in the same suit established, we give suit preference, low for lower suit, high for higher suit. If dummy has a doubleton, we encourage on the lead with a doubleton and ability to over ruff dummy. So we play top of doubleton if we cannot over ruff regardless of odd or even.

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

We reverse the order of leading from doubleton honor.

Signals are not orders, just indications of where values may be.

Count: high- low = Even, Low - High = Odd.

Suit Preference Discards: First discard only. Small is interested in the lower ranking of the remaining suit, High is interested in the higher ranking of the remaining suits.

The same applies in some other situations.

C) Leads

Against No Trumps: Fourth best, Second best of bad suits, Top of nothing, Mud, Third best of partner's suit, Sequences, Semi sequence, Intermediate sequence, Broken sequence, Ace for attitude, King for count.

Against Suit contract: Fourth best, Top of nothing, Mud, Third best of partner's suit or with an honour, Sequences, Semi sequence, Intermediate sequence, Doubletons, Singletons.

D) Defensive and competitive bidding

See the card. Michael Cue bids, Cappelati, Lebensohl, 1NT/double scape mechanism, Doubles, Redoubles ... etc.

E) Doubles and Redoubles

Penalty doubles directly or converted, Take out double, Responsive double, Competitive double, balancing doubles, Optional double, Automatic double, Lead directing double, Lightner double, Support double and redouble, Redouble after take out, S. O. S. Redouble, Redouble as transfer to clubs after partner opens 1NT and R. H. O. bids 1NT, Doubling artificial bids showing the bid values and/or suit.

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) Slam Cue Bidding.

Neither side should initiate or accept cue bidding without a first round control outside the agreed upon trump suit, WITH ONE exception that when you face a strong cue bid.

Great caution is needed if the only first round control in the hand is a void in a suit bid by partner. Suits bid at the 3 level could be advanced cue bids if not a trial bid.

A cue bid shows either first or second round control in the bid suit. Priority for cheapest cue bid, seconding a cue bid shows first and second round controls,

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 or by pass it when it was the cheaper cue bid). 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).

Either partner should start cue bidding second round control after denying a first round control.

After doubling 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) 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 in both suits: A = 2 controls, K = 1 control (Step responses: 0-1, 2, 3...).
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 Opponents Multi 2D, The Dixon Defence:

Double: 13-15 points with 4/4 in the majors or any 20+ points hand, 2H/S:12 to 15 4+ cards of the bid suit and no 4 cards in the other major, 2NT: good 16 to bad 19 points and balanced,

3C/D/H/S=6+cards 12-16HCP, 3NT to play, 4C: Strong major minor 2 suiters, 4D: Strong major, 2 suiters, 4H/S: to play, 4NT: Strong minor 2 suiters, 5D/C: To play.

I) Responses to Take Out Double:

Pass: No interest.

Redouble: good nine or more points, irrelevant of partner's suit.

New suit: 5+cards, less than 9 points, strength considers level and vulnerability.

1NT: 6-9 points and 3 cards fit for partner's major, balanced.

2NT: 10 or 11 points and 3 cards fit for partner's major, balanced,
(both are Truscott gadget).

3♣: 6-9 points and 4 cards fit for partner's major (Bergen),

3♦: 10 or 11 points and 4 cards fit for partner's major (Bergen),

Supporting Partner Major: 6-9 points and 3 cards fit, distributional.

Jump supports: pre-emptive.

Inverted minor: Supporting partner's minor suit.

Pass then double: good seven to bad nine points.

J) General Principles of Balancing:

- (1) Balancer can bid the same bids he could bid at the direct position with 3 points less (the rule of the king), he can over call with 7 points (maybe very good six), he can double with 9+ points, he can bid IN with 12 - 14 points and even good 11 points.
- (2) Bidder in the direct position - who passed previously - now has to subtract 3 points (the points balancer already added, and used it to balance) and make the usual and normal responses, applying the Rule of the King.
- (3) With an opening hand, you double first, then you bid your hand naturally, e.g. doubling then bidding no trumps shows 15 – 17 H. C. P balanced.
- (4) We need five cards suit to balance in a major, and six cards suit to balance in a minor.
- (5) We modify the validity of the defensive bidding system at the direct position when it is used at the balancing position.

K) Two Way Drury

Now the ultimate of them all! After an opening of one of a major in the third or fourth seat, the responder bids:

2♣ to show 3 cards support and 2♦ to show 4 cards support

In both cases, the requirements for the responder are still the same, 9-11 H.C.P and fit.

The main idea of this structure is to give the opener the right count in order to let him apply the law of total tricks in an auction that will soon prove to be highly competitive.